

PATHFINDER[®]

PLAYER COMPANION™



BASTARDS of GOLARION

RCH
9-13

RACIAL TERRITORIES

This map details the areas where the various half-human races mentioned in this book are typically found around the Inner Sea region. Some of these populations result from long-standing interbreeding between groups that claim adjacent territories (such as half-elves near Kyonin); others arise from magical or other mysterious circumstances (such as the prevalence of shadow magic in Nidal for fetchlings). Use this map to pick a suitable homeland for your half-human character to help establish his or her background.



Authors • Judy Bauer, Neal Litherland, Ryan Macklin, and David N. Ross

Cover Artist • Ralph Horsley

Interior Artists • Alexander Forssberg, Ian Llanas, Warren Mahy, Jeff Porter, Michael Rookard, Fernanda Suarez, Lindsey Wakefield, Damon Westenhofer, and Vicky Yarova

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Lead • Patrick Renie

Development Team • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

Editorial Team • Judy Bauer, Christopher Carey, and Ryan Macklin

Editorial Intern • Cassidy Werner

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

Graphic Designers • Emily Crowell and Sonja Morris

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Ashley Gillaspie

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Justin Riddler, and Sara Marie Teter

Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Liz Courts, Crystal Frasier, Lissa Guillet, and Chris Lambertz

ON THE COVER



Ralph Horsley pits the half-orc inquisitor Imrijka and the half-elf magus Selyiel against the deadly and strange owlbear on this volume's cover!



TABLE OF CONTENTS

| | |
|---------------------|--------------------|
| FOR YOUR CHARACTER | 2 |
| HALF-ELVES | 4 |
| HALF-ELF HERITAGES | 5 |
| ERAGES | 8 |
| HALF-ORCS | 10 |
| HALF-ORC HERITAGES | 11 |
| AVERAKA | 14 |
| UNUSUAL ORIGINS | 16 |
| A BASTARD'S ORIGINS | 18 |
| THE CELEBRITY | 20 |
| THE ILLEGITIMATE | 22 |
| THE OUTCAST | 24 |
| THE UNFORTUNATE | 26 |
| OTHER BASTARDS | 28 |
| DISTANT HERITAGES | 30 |
| NEXT MONTH! | 32 |
| RACIAL TERRITORIES | INSIDE FRONT COVER |
| INHERITED FEATURES | INSIDE BACK COVER |

REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

| | | | |
|--------------------------------|-----|------------------------------|------|
| <i>Advanced Player's Guide</i> | APG | <i>Bestiary 4</i> | B4 |
| <i>Advanced Race Guide</i> | ARG | <i>Blood of the Moon</i> | BOTM |
| <i>Bestiary</i> | B1 | <i>Inner Sea Magic</i> | ISM |
| <i>Bestiary 2</i> | B2 | <i>Inner Sea World Guide</i> | ISWG |
| <i>Bestiary 3</i> | B3 | <i>Ultimate Magic</i> | UM |



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Player Companion: Bastards of Golarion © 2014, Paizo Publishing, LLC. All Rights Reserved. Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Publishing, LLC.

Printed in China.

FOR YOUR CHARACTER

FOCUS CHARACTERS

This Player Companion highlights options specific to characters of the following classes, in addition to elements that can apply to other characters as well.

BARDS

Channeling their frustration and mistreatment into more useful energies, talented bastards often pursue the path of the bard. The Averaka arbiter bard archetype (page 15), the canticle of joy masterpiece (page 27), and the celebrity and unfortunate character themes (pages 20 and 26) suit bardic bastards particularly well.

FIGHTERS

Often mistreated and downtrodden, bastards make scrappy and spirited fighters. New combat feats (pages 23 and 25), the illegitimate character theme (page 22), and five brawny orc heritages (pages 11–13) can give bastard fighters the tools they need to prove their worth to the world.

MAGI

Bastards can find solace in their studies, and few study harder or longer than the magus. Bastard magi who studied at Erages Academy (page 9) will find the greensting slayer archetype (page 9) and the spell duel prodigy trait (page 9) much to their liking.

ROGUES

Already mistrusted and pushed to the fringes of society, many bastards consider it fair play to take back a little of what was robbed from them. A variety of half-elf heritages (pages 5–7), new magic items (pages 5 and 11) and details on the infamous smuggling rings of Erages (page 8) all provide rogues with additional resources to help them in their dodgy endeavors.

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character used in the Pathfinder Roleplaying Game, regardless of focus, type, or background.

CHARACTER THEMES

A bastard's existence is complex and multi-faceted. Within this volume are four character themes, each detailing a different motif or idea representative of a bastard's character background. From the favored but troubled celebrity (page 20) to the reviled but resilient unfortunate (page 26), these themes expand on the traditional bastard's tale to offer options for characters of any race or class.

HERITAGES

Bastards come in many flavors. Ten unique heritages expand on the traditional half-elf (pages 5–7) and half-orc (pages 11–13) races and allow these characters to connect more deeply with their elven and orc ancestors. In addition, each heritage features an alternative racial trait to replace the default half-elf or half-orc racial traits.

TRAITS

Dozens of new regional, race, and basic traits round out this book (see the facing page for a complete index), each representative of a bastard's unique and harrowing upbringing as well as what motives drove her toward a life of adventure.

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Bastards of Golarion*.

- 1 Would it make sense for my character to be a half-elf or half-orc? If so, what heritage fits best?
- 2 Will I be able to play a character of an unusual race, such as a geniekin or a skinwalker?
- 3 How important will our characters' backstories be for the purposes of this campaign?

A WORD ON BASTARDS

It should be noted that within the context of this book, "bastard" is not merely synonymous with "born out of wedlock." Instead, the term "bastard" is loosely used as an overarching term for any characters who feel the lash of prejudice and hate because of circumstances beyond their control. This definition is expanded upon on pages 18–19 of this book.

Not all half-elves and half-orcs are bastards, but many of them are. Likewise, a tiefling or ifrit may grow up with loving parents and a strong support network, but characters with such idyllic backgrounds rarely make for compelling protagonists. This book is designed for brooders and vindicators, antiheroes and vengeance-seekers, the scorned and the feared—the bastards of Golarion.

DID YOU KNOW?

Seltyiel, the half-elf magus, is the only iconic who was not originally tied to a class. He was featured as the eldritch knight in the *Pathfinder RPG Core Rulebook* before being established as the iconic magus in *Pathfinder RPG Ultimate Magic*—making his lineage as a member of two worlds a long one!

RULES INDEX

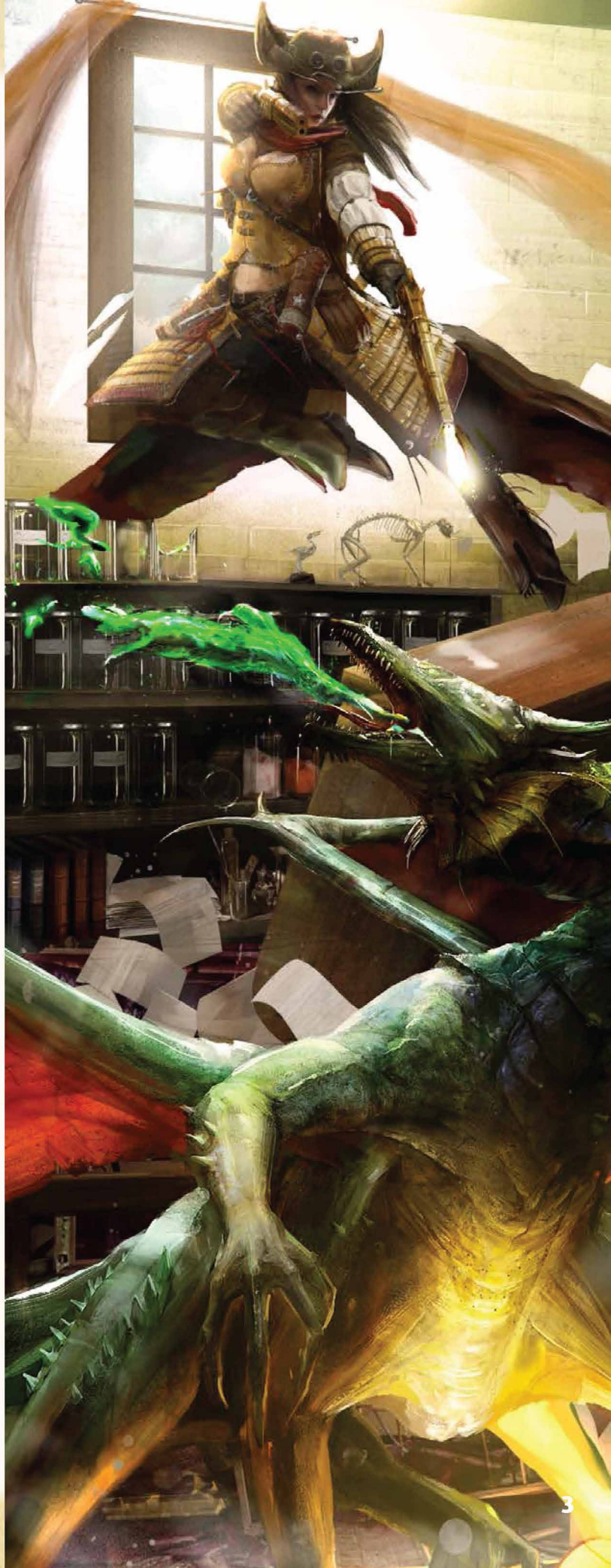
In addition to two new magic items (pages 5 and 11), two new archetypes (pages 9 and 15), five new feats (pages 16–17, 23, and 25), and a new bardic masterpiece (page 27), the following new character options can be found throughout this Player Companion.

| BASIC TRAITS | TRAIT TYPE | PAGE |
|--------------------------|------------|------|
| Chip on the Shoulder | Social | 23 |
| Cynical Ear | Social | 27 |
| Doublespeak | Social | 23 |
| Friends in Low Places | Social | 25 |
| Heart of Two Worlds | Social | 19 |
| Improvised Defense | Combat | 25 |
| Marked by Unknown Forces | Social | 19 |
| Overwhelming Beauty | Magic | 21 |
| Rest for the Wicked | Social | 27 |
| Signature Moves | Social | 21 |

| ALTERNATE RACIAL TRAITS | RACE (HERITAGE) | PAGE |
|-------------------------|-----------------------------------|------|
| Burning Assurance | Half-orc (desert half-orc) | 12 |
| Child of the Sea | Half-elf (aquatic half-elf) | 5 |
| Cliffside Charger | Half-orc (mountain half-orc) | 13 |
| Cold-Honed | Half-elf (Snowcaster half-elf) | 7 |
| Evader | Half-orc (Darklands half-orc) | 11 |
| Jungle Affinity | Half-elf (Ekujae half-elf) | 6 |
| Mordant Envoy | Half-elf (Mordant Spire half-elf) | 7 |
| Thinblood Resilience | Half-elf (half-drow) | 6 |
| Unflinching Valor | Half-orc (winter half-orc) | 13 |
| Warded Skin | Half-orc (jungle half-orc) | 12 |

| REGIONAL TRAITS | REGION | PAGE |
|----------------------|---------|------|
| Expert Smuggler | Erages | 9 |
| Open-Minded Explorer | Averaka | 15 |
| Spell Duel Prodigy | Erages | 9 |
| Whole-Hearted | Averaka | 15 |

| RACE TRAITS | RACE | PAGE |
|----------------------|------------|------|
| Adaptable Flatterer | Fetchling | 28 |
| Aerial Observer | Sylph | 29 |
| Azlanti Inheritor | Gillman | 29 |
| Creative Manipulator | Changeling | 28 |
| Curse in the Blood | Skinwalker | 29 |
| Elven Serenity | Half-elf | 5 |
| Fiery Glare | Ifrit | 29 |
| Finish the Fight | Half-orc | 11 |
| Iron Control | Half-orc | 10 |
| Martyr's Blood | Aasimar | 28 |
| Practiced Impression | Suli | 29 |
| Stoic Dignity | Oread | 29 |
| Tempter's Tongue | Tiefling | 29 |
| Trade Talk | Half-elf | 4 |
| Undead Slayer | Dhampir | 28 |
| Undine Loyalty | Undine | 29 |



half-elves

The lives of those born from the union of elves and humans can be tragic. They're destined to outlive their human families, watching their short-lived kin grow old and die, while their elven families in turn watch them age and perish. Half-elves' nature is a blend of human ambition and elven introspection that often leads to a rather somber view of the world—a perspective that baffles humans and elves alike.

The term “half-elf” is perhaps a bit of a misnomer. While many half-elves are indeed born from human and elven relations, a sizable number also originate from half-elven parents or even a mix of half-elven and human or elven parents. Despite the race of the other parent, the child of a half-elf is inevitably half-elven unless either the human or elven blood is diluted for multiple generations, though the prominence and variety of human and elven traits is largely dependent on a child's exact ancestry.

Half-elves can be found the world over, though they are obviously most common anywhere where human and elven lands meet (see the inside front cover for examples of such crossing boundaries). Half-elves rarely congregate in large groups or societies, though exceptions are known, such as Erages, the famed city of half-elves in Kyonin (see page 8).

HALF-ELVES IN HUMAN SOCIETIES

There is no such thing as a “typical” experience for a half-elf growing up in a human community. In accepting places, half-elven children are given opportunities to flourish. They're celebrated as unusual, which comes with a variety of expectations—that they will excel at activities like archery or magic, inherently understand anything considered “elven,” and so on.

On the other hand, half-elves in less tolerant communities are forced to fight for every scrap of acceptance and recognition they can. Ironically, this forced self-reliance grants such half-elves more freedom than half-elves whose heritages are celebrated—they may choose their own paths, as no one cares for them or their futures.

Because half-elves age slower than humans, their teenage years prove a particularly awkward and even traumatic time. An adolescent half-elf's friends and peers graduate from childhood, experience love, and begin to work just as the half-elf has her first growth spurt. Numerous stories—often tragic—tell of half-elves' human parents becoming frustrated with their languid development and forcing them to march into adulthood before they are physically or emotionally capable.

HUMAN-RAISED TRAIT

Half-elves raised in human societies may take the following race trait.

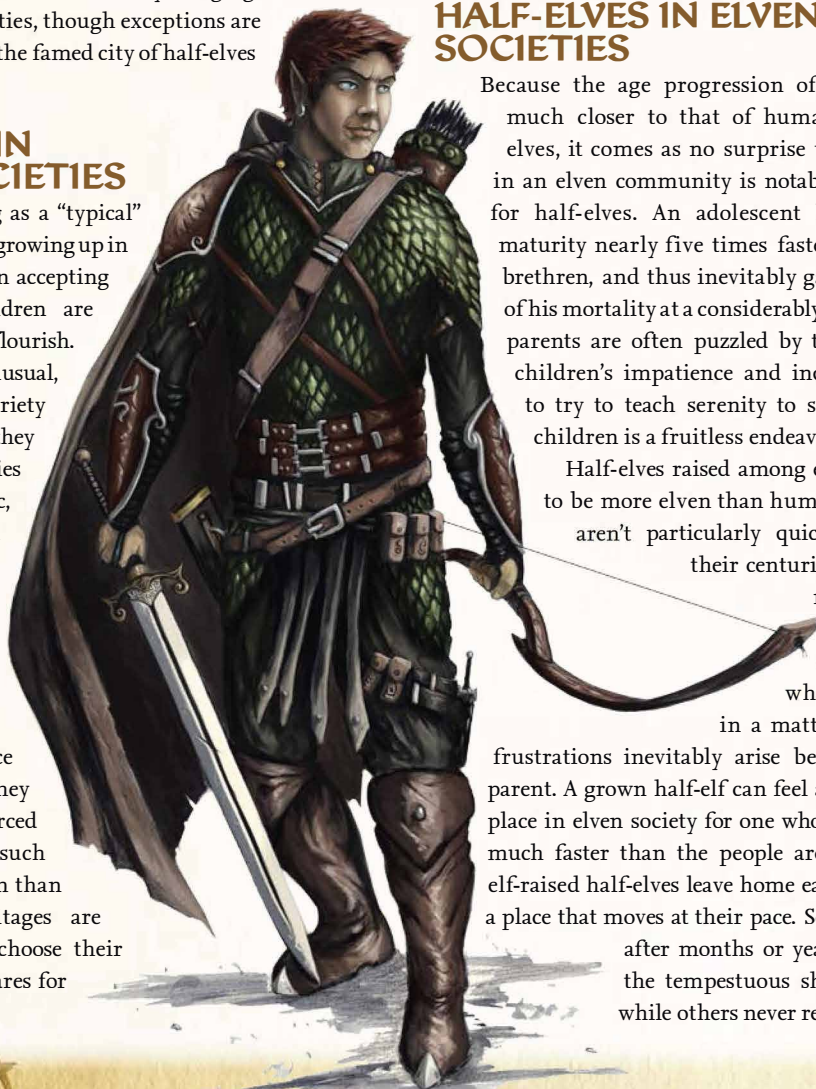
Trade Talk: You picked up not only the basics of your human parent's profession, but also the lingo typical of the craft. Choose a Craft or Profession skill. You gain a +1 trait bonus on checks with the chosen skill, and a +1 trait bonus on Bluff and Sense Motive checks when dealing with people in the context of that craft or profession.

HALF-ELVES IN ELVEN SOCIETIES

Because the age progression of half-elves is so much closer to that of humans than that of elves, it comes as no surprise that being raised in an elven community is notably more difficult for half-elves. An adolescent half-elf achieves maturity nearly five times faster than his elven brethren, and thus inevitably gains a keen sense of his mortality at a considerably young age. Elven parents are often puzzled by their half-human children's impatience and inquisitiveness, but to try to teach serenity to such impassioned children is a fruitless endeavor.

Half-elves raised among elves are expected to be more elven than human. Elven parents aren't particularly quick to adapt, and their centuries-long parenting

methods rarely apply to sons and daughters who reach maturity in a matter of decades, so frustrations inevitably arise between child and parent. A grown half-elf can feel as if there is little place in elven society for one who lives and acts so much faster than the people around him. Many elf-raised half-elves leave home early in life to find a place that moves at their pace. Some return home after months or years of living with the tempestuous shorter-lived races, while others never return at all.



ELF-RAISED TRAIT

Half-elves raised in elven communities may take the following race trait.

Elven Serenity: You embody the peace of the elven way of life, and apply this philosophy in your interactions with others. You gain a +2 trait bonus on Diplomacy and Handle Animal checks to calm other creatures. You need not speak the same language to attempt a Diplomacy check in this manner.

NEW MAGIC ITEM

The following new magic item is particularly important to half-elves.

| RING OF CULTUREMELD | | PRICE |
|---------------------------|--------|----------|
| | | 7,800 GP |
| SLOT ring | CL 7th | WEIGHT — |
| AURA moderate enchantment | | |

This ornately carved *ironwood* ring is sometimes gifted to half-elves leaving their elven communities so as to ease transition into human culture. A *ring of culturemeld* slightly alters the wearer's words to be more appropriate to the listener's culture and expectations, granting the wearer a +5 competence bonus on language-based Diplomacy checks.

If worn by a half-elf, a *ring of culturemeld* grants the wearer the ability to speak and understand an additional language dependent on the local area. If the wearer spends 1 day in a settlement the size of a village or larger, the ring becomes attuned to any dominant language spoken there other than Common (such as Hallit, Skald, or Vudrani). After the ring is attuned, the wearer gains that language as a bonus language (if she didn't already know it), though she can only speak and understand it. After 4 more days of attunement, the wearer gains the ability to read the language as well, though not the ability to write that language, and gains a +5 competence bonus on opposed Sense Motive checks against speakers of the attuned language. These benefits expire once the wearer has been out of contact with people who speak the attuned language for longer than 1 day or when the ring becomes attuned to a new language.

| CONSTRUCTION REQUIREMENTS | COST 3,900 GP |
|---|---------------|
| Forge Ring, <i>comprehend languages</i> | |

HALF-ELF HERITAGES

The following section includes details on five specific half-elf heritages, each representative of half-elves descended from humans and a known variety of elves: the wild Ekujae of the Mwangi Expanse, the Snowcaster elves of the north, the elves of the Mordant Spire, aquatic elves from Golarion's oceans, and the drow of the Darklands.

Each heritage entry includes a short list of potential human parentages, regions where such heritages might commonly be found, and languages members of this heritage likely speak. Following that are details on growing up a half-elf in that heritage's culture as well as one or more alternate racial traits meant to replace the default racial traits of half-elves (see the *Pathfinder RPG Advanced Player's Guide* for more information on alternate racial traits).



AQUATIC HALF-ELVES (SHOREBORN)

Children of both land and sea, the shoreborn revel in their freedom to travel and find joy in all forms of exploration and adventure.

SHOREBORN

Elven Ancestry aquatic elves

Human Ancestry any near oceans or seas

Regions any islands or oceans

Languages Aquan, Common, Elven

Aquatic half-elves, also called shoreborn, are rarely encountered by land-dwellers. They're most commonly born from the pairings of aquatic elves and the lucky sailors who encounter these reclusive folk, though dockworkers in isolated fishing villages or even survivors from shipwrecks may also find themselves partners of aquatic elves. Such couplings almost never turn into long-term relationships, for few aquatic elves can bear to part from their oceanic homes, where their paramours cannot follow.

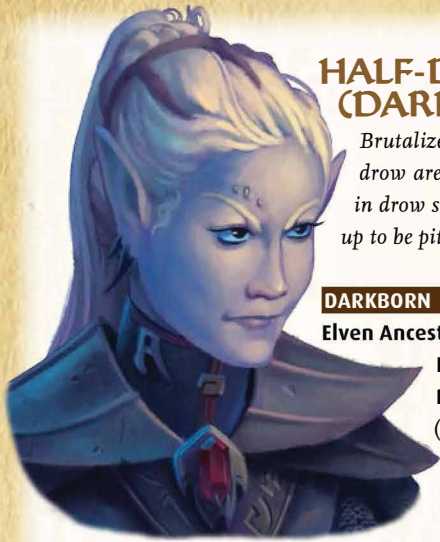
Most shoreborn have their elven parents' blue-green pigmentation and have inherited slightly webbed fingers and toes. The vast majority of shoreborn have only slits in their skin where gills should be, their human heritage having proved dominant; very few possess fully functioning gills and lungs. As such, there are two sorts of shoreborn: those who are left with their human parents on land and those who can be raised by their elven parents under the sea. Those raised by elves are almost never seen again by their human parents, while human-raised shoreborn might receive a visit from their aquatic parent from time to time, typically in the form of a mysterious keepsake that washes ashore or another mysterious gift that drifts in from the sea.

Shoreborn live solitary but often happy lives—they inherit their reclusive natures from their elven ancestors but have an unfettered passion for exploration and journeys. It's said that a shoreborn is never happier than when he is at sea, and those who choose to dwell ashore typically do so on islands or in coastal settlements. Many of the world's best sailors or first mates are said to be shoreborn half-elves.

ALTERNATE RACIAL TRAIT

Shoreborn characters may select the following racial trait instead of standard half-elf racial traits.

Child of the Sea: Shoreborn gain a +4 racial bonus on Swim checks as well as on Profession (sailor) and Wisdom checks to pilot a sea vessel. They also have an innate sense of direction and can never get lost at sea. This racial trait replaces the low-light vision and keen senses racial traits.



HALF-DROW (DARKBORN)

Brutalized from birth, half-drow are the lowest of the low in drow society, and often grow up to be pitiless, hateful beings.

DARKBORN

Elven Ancestry drow

Human Ancestry any

Regions Sekamina (the Darklands)

Languages Elven, Undercommon

Half-drow, also called darkborn by humans and thinbloods by drow, are an underclass unto themselves, scorned in drow society and feared among humans. They are drow enough to be more than mere property in the eyes of their vile elven ancestors, but they are still seen as weak, tainted beings. Among humans they are likewise seen as abominations—evidence of the manipulative drow's terrible depredations on their human chattel. Many half-drow are the descendants of bored drow matriarchs who took out their sexual frustrations on their most favored (or least favored, depending on the nature of the encounter) slaves, but rarely does a drow deign to bear such a child, instead using magic or even more vile means to make a human or lower-ranking drow the surrogate parent.

As half-drow grow older, drow children beat them and steal from them without repercussion, and even hone their growing magical talents by using thinbloods as targets. The only advantage half-drow have is that they mature much faster than their full-blooded cousins and can quickly retaliate against the children who treated them cruelly (assuming the half-drow survives long enough to have the chance). Just as drow don't protect their half-human children, they don't protect their own kind from revenge—those who are beaten by a thinblood are weak and deserve it in the eyes of the drow. Such brutal treatment during their formative years often turns half-drow who live to adulthood into hardened warriors or assassins, and all must beware those half-drow who rise in station, for they must be five times as ruthless as their drow counterparts.

ALTERNATE RACIAL TRAIT

Darkborn characters may select the following racial trait instead of standard half-elf racial traits.

Thinblood Resilience: Darkborn are accustomed to torture at the hands of their drow forebears, and gain a +2 racial bonus on Fortitude saves against poison and disease, including magical diseases. Darkborn also gain the poison use ability and never risk accidentally poisoning themselves. This racial trait replaces the elven immunities racial trait.

EKUJAE HALF-ELVES (WILDBORN)

Wild and passionate, the half-elven children of the Ekujae live hard lives and constantly strive to prove themselves to others.



WILDBORN

Elven Ancestry

Ekujae elves

Human Ancestry

Garundi, Keleshite, Mwangi

Regions Mwangi Expanse, northern Garund

Languages Elven, Kelish, Osiriani, Polyglot

The Ekujae elves of the Mwangi Expanse are extremely distrustful of humans, but their tempestuous demeanors sometimes lead to otherwise unlikely sparks of romance. Perhaps befitting the impassioned and tumultuous encounters that precede their arrival into this world, those offspring of humans and Ekujae are frequently called wildborn by natives of the Mwangi Expanse.

Wildborn have notably darker skin than most half-elves, and their muscular physique puts them closer in stature to humans than elves. If they manage to hide their telltale pointed ears and angular jawlines, many Ekujae half-elves can even pass as Garundi or Mwangi.

Ekujae half-elves who adopt the maxims and customs of their human parents are generally valued within human society for the abilities granted by their elven blood, though they often face unrealistic expectations.

Whether a Ekujae half-elf is accepted among her elven parent's tribe depends entirely on the tribe in question. Some welcome such children, as anyone with Ekujae blood has the birthright and responsibility to contribute to the betterment of the tribe. Others see wildborn as yet another avenue of human encroachment and a potential threat to their way of life. These rejected children are forced to live among humans, and oftentimes the elven parents are forbidden to ever see their children again. Some tribal elders even deem it necessary to brand such children on the arm or back with the mark of an outcast, so they may never be accepted in another Ekujae tribe, and are instead met with rejection wherever they turn. These branded children quickly learn to fear and distrust full elves, having known only unearned hostility from them.

ALTERNATE RACIAL TRAIT

Wildborn characters may select the following racial trait instead of standard half-elf racial traits.

Jungle Affinity: Wildborn gain a +4 racial bonus on Stealth checks while within jungle terrain, and can move through natural difficult terrain at their normal speed while within jungle. This racial trait replaces the multitalented racial trait.



MORDANT SPIRE HALF-ELVES (SPIREBORN)

Few in number and rarely seen, Spireborn retain many human features but are still as enigmatic as their elven forebears.

SPIREBORN

Elven Ancestry Mordant Spire elves

Human Ancestry Arcadian, Ulfen, Varisian

Regions Mordant Spire (Steaming Sea)

Languages Azlanti, Elven

The isolationist elves of the Mordant Spire rarely tolerate the presence of humans, much less mate with them, but such has been known to happen from time to time. Scholars who study the Mordant Spire estimate the number of these half-elves to be in the hundreds, and in lieu of knowing what the elves call them, historians refer to these children as Spireborn. That Spireborn possess intimate knowledge of the Mordant Spire as well as many of the secrets of fallen Azlant drives many to seek these people out, but more times than not a Spireborn's strange and aloof manner proves even more unwelcoming than that of the Mordant Spire elves.

Along the coastlines of Varisia and the Lands of the Linnorm Kings, natives tell stories of Mordant Spire elves making infrequent solo visits to secluded human settlements. The duration of such elves' visits change with the teller, but all such stories inevitably end with the Mordant Spire elf wooing a local human and taking him or her to bed. The morning after, the elf is gone. A woman who becomes pregnant from such a liaison may not expect to see the elf again until the time that she gives birth, when the Mordant Spire elf sire returns to take the child away, leaving behind a gift of significant wealth. The stories of female Mordant Spire elves who visit human settlements are similar, but after consummation, they leave (presumably for the Spire), never to return. The half-elven children of these unions are presumably raised in the Mordant Spire, though what such a fate entails is unknown to outsiders.

ALTERNATE RACIAL TRAIT

Spireborn characters may select the following racial trait instead of standard half-elf racial traits.

Mordant Envoy: Spireborn add +1 to the caster level of any transmutation spells they cast. Spireborn with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*comprehend languages*, *detect secret doors*, *erase*, *read magic*. The caster level for these effects is equal to the user's character level. This racial trait replaces the adaptability racial trait.

Languages: All Spireborn begin play speaking Azlanti and Elven. These replace the default half-elf languages.

SNOWCASTER HALF-ELVES (SNOWBORN)

Half-elves born to Snowcasters are outcasts from birth, and must struggle to survive the harsh environs of the north either alone or with an adopted family.

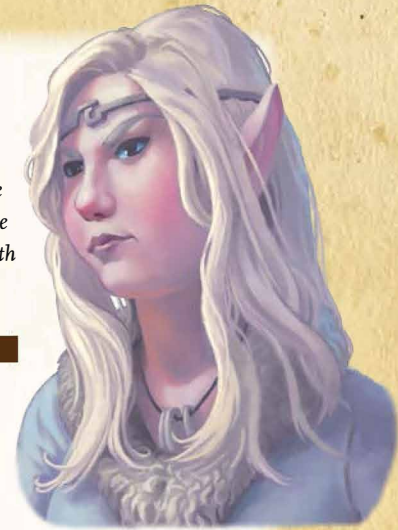
SNOWBORN

Elven Ancestry Snowcaster elves

Human Ancestry Erutaki, Jadwiga, Ulfen, Varki

Regions Crown of the World, Irrisen, Lands of the Linnorm Kings, Varisia

Languages Elven, Erutaki, Hallit, Skald, Varki



The various clans of Snowcaster elves distrust outsiders as a rule, resenting intrusions on their already resource-poor territory, but that doesn't stop some of their kind from finding love among humans. Twilight speakers—religious envoys who make contact with humans and others on behalf of their Snowcaster tribes—are the most likely to commingle with the Ulfen and other human peoples in the region. Sadly, those who allow themselves to be “tainted” by the outside world are almost always cast out in shame. That shame is inherited by these outcasts' children, thus making the upbringing of Snowcaster half-elves as trying as the endless winter they grow up in.

Snowborn, as they're often called in human settlements, share their elven ancestors' ice-white skin and sharp ears, but otherwise appear much as other half-elves. This makes them rather distinctive in the human settlements they're forced by circumstance to grow up in, and in intolerant societies many are relegated to the status of second-class citizens or even unfortunates (see page 26).

Snowborn are most often found in Jadwiga and Ulfen communities, and among the Erutaki tribes of the Crown of the World. The winter witches of Irrisen seek out Snowcasters to seduce and mate with, hoping to imbue ever more magic into their bloodline (even though their half-breed children can never achieve the social status that a pure Jadwiga can). Ulfen and Erutaki are less duplicitous when wooing Snowcasters, and tend to afford their half-elf progeny most, if not all, the rights granted to full humans.

ALTERNATE RACIAL TRAIT

Snowborn characters may select the following racial trait instead of standard half-elf racial traits.

Cold-Honed: Snowborn can move through natural snow and ice at their normal speed and gain a +4 racial bonus on Fortitude saves to avoid nonlethal damage from cold environments. This racial trait replaces the elven immunities racial trait.

ERAGES

Oppressed half-elves all across Golarion speak of Erages as a promised land, a place where our kind aren't "half-anything"—they're whole beings in and of themselves. While this realm truly is a place where half-elves rule, it's not exempt from the yoke of the isolationist elves of Kyonin. Once, Erages was merely a thorp where those "tainted by humanity," as my mother was, were gently shuttled off to. Now, though, it is a bastion for those who seek to rise above the bar set by our overbearing, disparate ancestors, and I have never known a place more welcoming of the half-elven kind than my beloved Erages.

—From the travelogues of Dirae Tallblood

ERAGES

CN small city

Corruption +0; **Crime** +2; **Economy** +2; **Law** -1; **Lore** +1;

Society +0

Qualities academic, notorious, prosperous, tourist attraction

Danger +5

DEMOGRAPHICS

Government autocracy (elven magistrate)

Population 5,200 (4,543 half-elves, 351 humans, 148 elves, 158 other)

Notable NPCs

Headmaster Sarouna Lei (female half-elf magus)

Magistrate Laniel Miliediam (male elf aristocrat)

Master Smuggler Elenia Santritia (female half-elf rogue)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 50,000 gp; **Spellcasting** 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

On the western coast of Kyonin lies Erages, a city populated almost exclusively by half-elves. Originally a rustic fishing village, Erages was quietly used by the aristocratic elves of Iadara as a place of exile for any shameful half-blooded children they procured via relations with non-elven guests or visits to the human city of Greengold. While

this practice is still prevalent (as evidenced by the numerous orphanages to be found in Erages), the city has since blossomed into a metropolitan lakeside trading hub all its own, populated and maintained almost solely by the mostly content half-elves who flock to the city from all corners of the Inner Sea. Half-elves from as far as Garund and Casmaron make pilgrimages to Erages, either to simply see the unusual city for themselves or in hopes of making a new life among people just like them.

Though Erages is often regarded as a sanctuary for half-elves who are unwelcome in the less tolerant realms around the Inner Sea, the rights of its people are still subject to the elven overlords of Kyonin who control the city. Citizens live mostly as they please, but always with the knowledge that distant rulers control the fate of their beloved city.

Erages is also known for its criminal element, notably smuggling rings that specialize in getting humans deeper into Kyonin and elven artifacts out of the country—for the right price. Most believe the infamous half-elf thief and smuggler Elenia Santritia to be master of these rings, but few know where to find the elusive criminal mastermind. Those in the know claim that should newcomers ask around enough, they'll eventually



be contacted by an agent of Santritia in the dark of night, though such an encounter may be either a lucrative business proposal or an assassination attempt intended to silence nosy outsiders.

Erages is built among ruins far older than the elves living today—remnants of an ancient time that draw archaeologists of all stripes to study them and the dangerous subterranean passages under the city. The esteemed Erages Academy was founded in 4695 AR to support this influx of scholars, both half-elven and otherwise, addressing their needs and interests. The university specializes in elven archaeology and history, though many students also attend in hopes of learning from the university's martial wing, the Blackash Training Grounds, named after the famed half-elven hero who fought in the ancient war against Treerazer so many years ago. The Academy is currently run by Headmaster Sarouna Lei, a half-elven archaeologist and talented spellsworn beloved among the townspeople for her generosity and wise counsel.

GREENSTING SLAYER (MAGUS ARCHETYPE)

The blending of martial prowess with elven magic has long been a staple of the Blackash Training Grounds in Erages. More than a few who study at Erages Academy follow this path because of the promises of wealth that the city's criminal element makes toward practiced brawlers and smugglers. Greensting slayers have the following class features.

Arcane Pool: At 1st level, a greensting slayer can expend 1 point from his arcane pool as a swift action to add 1d6 points of sneak attack damage to his next melee attack that round. The attack must meet all of the usual prerequisites for making a sneak attack, as the rogue class feature. For every 4 levels beyond 1st, the amount of sneak attack damage dealt by this ability increases by 1d6 (to a maximum of 5d6 at 17th level). If a greensting slayer gets a sneak attack from another source, the bonuses on damage stack.

A greensting slayer cannot use his arcane pool to enhance his weapon. This modifies the arcane pool ability.

Evasion (Ex): At 7th level, the greensting slayer gains evasion, as the rogue class feature. This replaces the medium armor ability.

Improved Evasion (Ex): At 13th level, the greensting slayer gains improved evasion, as the advanced rogue talent of the same name. This replaces the heavy armor ability.

Magus Arcana: In addition to the new magus arcana presented below, the following magus arcana complement the greensting slayer archetype: close range, hasted assault, maneuver mastery, pool strike, and silent magic.

Dark Shifter (Su): The magus can expend 1 point from his arcane pool as a move action to change the target of an ongoing spell effect with the darkness descriptor within 60 feet. The new target must be within the spell's range, using the magus's level as the effective caster level for the purpose of determining the maximum range the effect can be moved from the magus. If the spell effect the magus is moving originated from another creature, the magus must succeed at a caster level check to reposition the effect (DC = 11 + the effect's caster level). Failure wastes the magus's move action, but does not expend the point from his arcane pool. The magus must be at least 6th level before selecting this arcana.

REGIONAL TRAITS

Characters from Erages may choose from the following regional traits.

Expert Smuggler: Years of smuggling and other unsavory work have trained you to hide your assets even when being actively searched. Other creatures never gain the +4 bonus on their Perception checks (opposed by your Sleight of Hand check) while frisking you.

Spell Duel Prodigy: You've participated in many spell duels during your time at Erages Academy, and you've developed a keen talent for identifying magical arts. You gain a +2 trait bonus on Spellcraft checks to identify a spell as it is being cast and on dispel checks to counterspell a spell.



half-ORCS

Half-orcs are in the minority almost everywhere they go. Many of them are in and around the Hold of Belkzen, but smaller numbers can be found wherever orcs have passed—or wherever their ancestors' migrations or their own travels have taken them. Settlements composed primarily of half-orcs are rare, but many of the Inner Sea's more cosmopolitan cities include small half-orc communities, and a few dozen half-orc hamlets are scattered about the fringes of civilization. The largest and most stable half-orc community is Averaka, a town in the Lands of the Linnorm Kings (see page 14).

While some half-orcs are the direct offspring of a human and an orc, it's increasingly common for that mixing to be farther back in half-orcs' family trees, and the proportion of orc versus human blood varies between individuals. On average, half-orcs' lifespans, strength, and build are intermediate between those of humans and orcs. They possess both orcs' ability to see in darkness and humans' ability to see in daylight, but their senses are otherwise the same as those of their parent races.

Half-orcs' attitudes are colored by their treatment in the larger community. Half-orcs who grow up surrounded by prejudice and derision find trust difficult, as little in their pasts leads them to expect others will treat them fairly. This reserve serves them well—half-orcs' greatest strength is their ability to surpass the expectations of others, and they're quick to use opponents' surprise to their advantage—but it also makes for a lonely life. Half-orcs with supportive families or from tolerant communities are more open to cultivating friendships, but don't waste their time on those who won't give them respect they feel they've earned.

Half-orcs' lifestyles, including their art and music, typically mirror those of the surrounding orc or human communities. In Averaka, however, a specifically half-orc culture is swiftly blossoming; influences from cultures across the Inner Sea region are married to compelling and primal orc forms to create new styles of music, storytelling, sculpture, and illustration, which are slowly gaining recognition and respect in the surrounding lands.

HALF-ORCS IN HUMAN SOCIETIES

Despite the typical somber assumptions of their origins, half-orcs in human societies can also range from children of assimilated half-orc parents to orphaned foundlings to the bastard offspring of lovers, fostered out because their appearance reveals their non-human parentage. Their formative experiences in human communities depends largely on the size and diversity of the settlement as well as residents' previous experiences with orcs and half-orcs. While half-orcs are often stereotyped by humans as dangerous brutes, those who give them a chance find that they're as smart as humans and not inherently more violent—but half-orcs whose lives are marked by exclusion and prejudice may lack the emotional resources to control their quick tempers. Where half-orcs meet with (or win) acceptance in human lands, they benefit from access to paths normally unavailable to their compatriots in orc lands—arcane magic, the consolations of religion and scholarship, and specialized trades and arts.

HUMAN-RAISED TRAIT

Half-orc characters who have grown up in human societies may select the following race trait.

Iron Control: You learned the hard way that expressing the rage you inherited from your orc blood exacerbates humans' fearful and hostile reactions to you; after years of effort, you've mastered self-control and buried your anger deep. Whenever you're confused and roll to determine behavior in a given round, subtract 10 from the result.

HALF-ORCS IN ORC SOCIETIES

Orcs view half-orcs as weaklings, though clever and occasionally uncanny ones who may nevertheless have their uses in the tribe. Alert half-orcs can occasionally leverage these preconceptions to carve out positions of authority as advisors, witch doctors, or shamans. Such stations offer half-orcs the opportunity to make important tribal decisions and even sometimes parley with tribal enemies. Half-orcs who inherit more than the usual share of ferocity prosper as warriors, but prejudice keeps all but the most exceptional from rising to become chieftains.



ORC-RAISED TRAIT

Half-orc characters who grew up in orc societies may select the following race trait.

Finish the Fight: You're at the bottom of the pecking order, so when you challenge that order, your victory must be absolute. You gain a +1 trait bonus on attack rolls against opponents you already injured in the past 24 hours.

NEW MAGIC ITEM

Whether half-orcs acquire the following magical tattoo to infiltrate another society or simply to pass within, the painful process of acquiring it demonstrates their endurance. For more information on tattoo magic, see *Pathfinder Campaign Setting: Inner Sea Magic*.

| | | |
|----------------------------|---------------|--------------------------|
| KIN'S FACE TATTOO | | PRICE 1,600 GP |
| SLOT none | CL 5th | WEIGHT — |
| AURA faint illusion | | |

This intricate tattoo covers the bearer's face in thousands of hair-fine lines of ink and carefully incised scars, and even extends to etchings upon the bearer's tusks, together giving the effect of a topographic map of the bearer's face. The bearer can activate the tattoo to cause the marked design to shift and the scars to open and pull the bearer's face into a different shape. The bearer then gains the benefits of *disguise self*, save that the bearer can take only the form of a specific half-orc, human, or orc, and the disguise lasts up to 5 hours per day. This duration need not be continuous, but it must be used in 1-hour increments.

The material components for the *kin's face tattoo* include rare pigments that are mixed with the bearer's blood, then worked into the bearer's skin. To remove this tattoo, the tattooed portions must be erased and the scars healed.

| | |
|--|--------------------|
| CONSTRUCTION REQUIREMENTS | COST 800 GP |
| Inscribe Magical Tattoo SM , <i>disguise self</i> | |

HALF-ORC HERITAGES

Half-orcs are not monolithic—their experiences and outlooks are colored by the cultures of their human and orc ancestors and the nature of their ancestors' interaction. Just as humans and orcs across Golarion vary widely, so too do the half-orcs they beget.

The pages that follow detail five half-orc heritages, presenting the orc ancestors' bloodlines, the likely ethnicities of their human ancestors, regions where these half-orcs are likely to be found, and the languages most speak. Each heritage entry then explores differences between such half-orcs and plain half-orcs (the default assumption and what most people are referring to when they say "half-orcs"), including half-orcs' treatment in local human and orc communities, and concludes with a new alternate racial trait meant to replace one or more of the default racial traits of half-orcs (see the *Pathfinder RPG Advanced Player's Guide* for more information on alternate racial traits). For more information on the different types of orcs, see *Pathfinder Player Companion: Orcs of Golarion*.



DARKLANDS HALF-ORCS (GLOOMKIN)

Though closer physically to full orcs than most half-orcs, Darklands half-orcs are still stigmatized because of their human-tainted blood.

GLOOMKIN

Orc Ancestry Darklands orcs
Human Ancestry Kellid, Ulfen, Varisian
Regions Darklands (Nar-Voth)
Languages Undercommon

When light returned to the surface of Golarion and resistance to the orcs' spread stiffened, some orc tribes retreated back into the Darklands, bringing their human and half-orc chattel with them and re-embracing the traditional ways of orckind, especially the concept of racial purity. Given this stance and the rarity of contact with the surface world since then, Darklands half-orcs arise almost entirely from relationships between half-orcs born and raised in the Darklands, with occasional influxes of orc blood. Because of this one-sided influence, gloomkin are physiologically closer to orcs than most half-orc populations; some who identify as half-orcs are essentially orcs who happen to carry the stigma of a bloodline tainted by humans in the distant past.

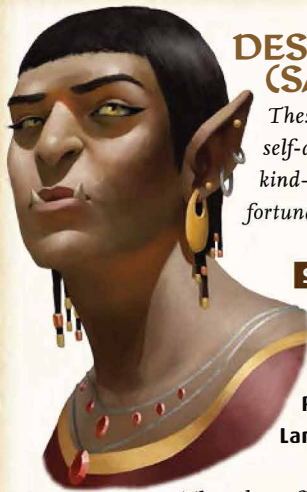
Most Darklands half-orcs live among the orc tribes of Nar-Voth as a permanent underclass. The majority of these are servants and enslaved soldiers, though those gifted with unusual powers of oratory and memory may attain status as repositories of folklore and ritual. Half-orcs must constantly strive to prove they can transcend their human-tainted blood—a difficult task, given their society's prejudices. This bias is felt even by other half-orcs; having few opportunities to encounter human society, most gloomkin have thoroughly internalized orcs' disdain for humans.

The rare Darklands half-orcs who make their way to the surface world have difficulty fitting into human society, unable to overcome their hatred for surface races. Some are further disadvantaged because they share orcs' light sensitivity after the many generations their ancestors spent underground.

ALTERNATE RACIAL TRAIT

Gloomkin characters may select the following racial trait instead of standard half-orc racial traits.

Evader: Having lived all their lives at the mercy of savage underworld creatures, some gloomkin develop an uncanny knack for finding their way about silently in the dark. While underground, Darklands half-orcs with this racial trait gain a +5 racial bonus on Survival checks to avoid becoming lost, and a +1 racial bonus on Stealth checks. This racial trait replaces the intimidating racial trait.



DESERT HALF-ORCS (SANDKIN)

These half-orcs face the world with a self-assurance that's unusual for their kind—the result of a confluence of fortunate factors.

SANDKIN

Orc Ancestry desert orcs

Human Ancestry Garundi, Keleshite

Regions Northern Garund, Qadira

Languages Kelish, Osiriani, Polyglot

The beneficiaries of several unusual circumstances desert half-orcs move in both human and orc societies with an unusual confidence. These half-orcs have parlayed their ability to tolerate the burning desert sun into an unusual degree of power within orc tribes. The desert orc traditions of children serving as lookouts during the day and youths proving their determination by staring into the sun often leave full orcs' vision damaged, but desert half-orcs, who lack orcs' light sensitivity, get through these challenges relatively unscathed, giving them a clear advantage in tribal power struggles. Unsurprisingly, half-orcs rule or are the chief warriors of a disproportionate number of desert orc tribes. (Some whisper these trials were originally devised by half-orcs for just this purpose.) The confidence resulting from their higher status benefits those who move from orc tribes to human societies as well, as it often is interpreted as openness.

In human societies, desert half-orcs (and half-orcs who travel to these regions from other lands) benefit from another fortunate pair of circumstances. First, orcs haven't been the primary threat in the deserts of northern Garund and Qadira since before the Age of Destiny, so their half-breed progeny aren't a reminder of some constant looming threat or ancient racial foe, even when born in unchosen circumstances. Second, Sarenrae's church has a powerful influence in all of these lands save Rahadom, and its focus on redemption encourages humans to give half-orcs a fair chance. Indeed, many half-orcs find the Dawnflower a welcome source of balance in their lives, reminding them of the importance of mercy, while the practice of eliminating the unrepentant allows them to release their aggression in a productive manner.

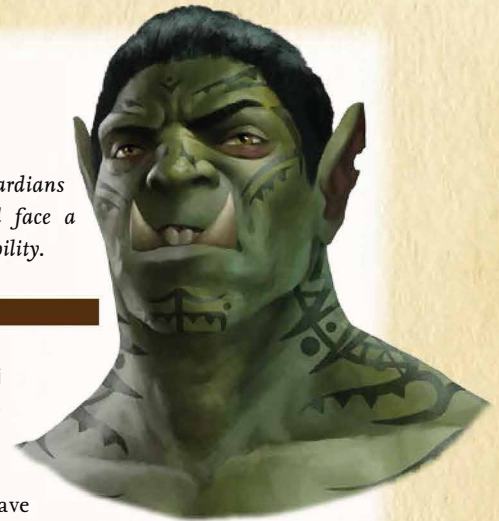
ALTERNATE RACIAL TRAIT

Sandkin characters may select the following racial trait instead of standard half-orc racial traits.

Burning Assurance: Sandkin lack the chip on their shoulder that many half-orcs acquire as a result of prejudice, and their self-confidence puts others at ease. Desert half-orcs with this racial trait gain a +2 racial bonus on Diplomacy checks. This racial trait replaces the intimidating racial trait.

JUNGLE HALF-ORCS (RAINKIN)

Rainkin are valued as guardians and property alike, and face a heavy burden of responsibility.



RAINKIN

Orc Ancestry jungle orcs

Human Ancestry Mwangi

Regions Mwangi Expanse

Languages Polyglot

Jungle half-orcs have darker skin than their northern compatriots and often sport wavy black hair. More striking than their appearance, however, is their self-assurance—they have a keener sense of their worth than most half-orcs.

The jungle orcs of the Mwangi Expanse are relics, cut off at the farthest reaches of orc expansion and isolated so long they've forgotten their racial past, save for oral legends that they once ruled whole continents. Now they're one small threat surrounded by greater perils, and driven by pride to refuse subjugation to the Gorilla King.

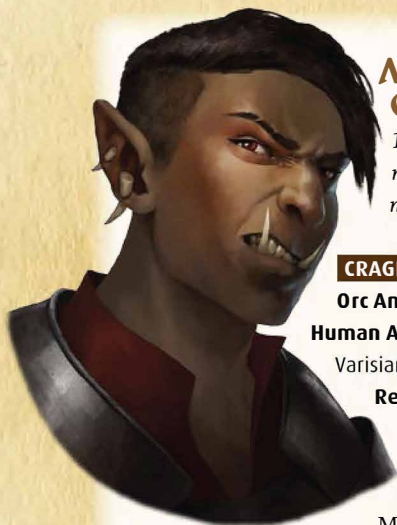
It's said that in the early days of the Gorilla King, the youths of some nearby Mwangi tribes—also imperiled by Usaro—would wed orcs for a 1-year term (paying dearly for rights to any offspring and guarantees of safety), hoping to beget strong, resilient defenders of their tribes. True or not, many Mwangi tribes in this region have for generations had half-orc members, and some still trade for adopted half-orc children for the same reason. These jungle half-orcs (or rainkin, so called for their preferred hunting weather) are trained in combat or magic from a young age, and serve as heroes at the beck and call of the tribal elders. Though integrated into the tribe and encouraged to marry and produce more half-orc children, rainkin are often treated with more awe than friendliness.

Because of their clear economic value, jungle half-orcs are more likely to survive a childhood among orcs than those of many other heritages. While many jungle half-orcs serve with pride, those tired of being treated as tools or weary of the burden of heroism sometimes defect to the armies of Usaro, embracing their feral side and reveling in the freedom to rise as high as their prowess allows.

ALTERNATE RACIAL TRAIT

Rainkin characters may select the following racial trait instead of standard half-orc racial traits.

Warded Skin: Many rainkin are protected from Angazhan worshipers' power by elaborate tattoos that redirect demonic magic. Jungle half-orcs with this racial trait gain spell resistance against divine magic equal to 6 + their level. Additionally, divine spells cast on them by demon worshipers have a 10% chance of failure. This racial trait replaces the orc ferocity racial trait.



MOUNTAIN HALF-ORCS (CRAGKIN)

Descended from reckless and brutish mountain orcs, cragkin are fearless masters of hilly terrain.

CRAGKIN

Orc Ancestry mountain orcs

Human Ancestry Kellid, Shoanti, Ulfen, Varisian

Regions western Avistan

Languages Hallit, Shoanti, Ulfen, Varisian

Mountain half-orcs are descended from humans and the orcs who inhabit mountain peaks and slopes, particularly in western Avistan. Physically, cragkin are distinguished from other half-orc heritages by their agility and wiry strength; they fare better at climbing and acrobatic feats, which they have a natural flare for, than at feats of brute strength. Mentally, they're set apart by their creative approach to terrain—so few surfaces in their native terrain are level that anything less than vertical is a potential path.

Some are children of conflict, born of humans and orcs raiding each other. But many are born in isolated half-orc homesteads, whose residents make their own way in the world as hunters and trappers or as bandits. Still others to are children of half-orcs who descend from the mountains to find their way in human society.

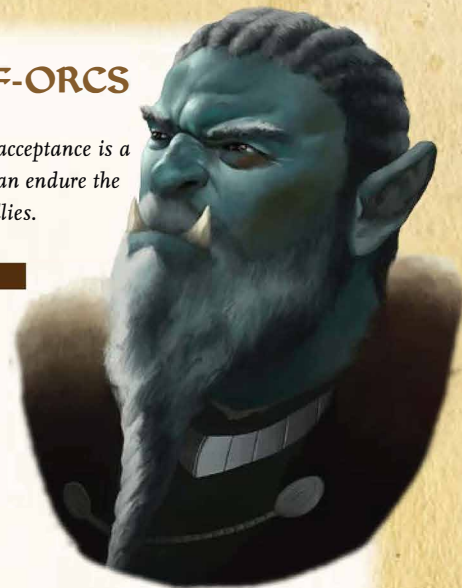
In orc society, mountain half-orcs are respected for their clever use of the mountainous terrain in combat—and those spellcasters capable of creating useful effects such as *feather fall* are particularly valued, since they can enable creative tactics that others would consider suicidal. The ambitious or desperate sometimes use their greater agility and careful planning to lure enemies to their deaths; in this treacherous environment, accidents are sufficiently common that few questions are asked should one half-orc return and his rival hunting partner doesn't.

In many of the human societies bordering mountain orc lands, valor in battle is valued above most other traits, and many mountain half-orcs go to extremes to both prove themselves as worthy combatants and assure prejudiced human neighbors of their allegiance.

ALTERNATE RACIAL TRAIT

Cragkin characters may select the following racial trait instead of standard half-orc racial traits.

Cliffside Charger: Cragkin are accustomed to traveling in the steep terrain of their mountain homes. When in mountain terrain, mountain half-orcs with this racial trait can move through natural difficult terrain at their normal speed; magically altered terrain affects them normally. In addition, cragkin gain a +10 foot racial bonus to their speed while charging. This racial trait replaces the orc ferocity and weapon familiarity racial traits.



WINTER HALF-ORCS (FROSTKIN)

The frostkin's struggle for acceptance is a fight for survival, for few can endure the frostbitten north without allies.

FROSTKIN

Orc Ancestry winter orcs

Human Ancestry Erutaki, Ulfen, Varki

Regions Casmaron, Crown of the World, Irrisen, northern Lands of the Linnorm Kings

Languages Erutaki, Ulfen, Varki

Winter half-orcs are native to the Crown of the World and the lands just south of its borders. Their skin often has a bluish tinge rather than green (where not marked by frostbite), but they are otherwise quite varied in their appearance, as their human parentage ranges from tall, fair Ulfen to short, darker Erutaki to Varki, who mix both of these influences with Tian blood.

Winter half-orcs born into orc tribes struggle to thrive. During the appalling cold of endless winter nights, orc tribes huddle for warmth; the weak and disfavored are pushed to the edge of the group, where exposure and hypothermia can quickly take their toll. During the warmer times, half-orcs who've lost fingers and toes to frostbite are furthermore disadvantaged. While a few exceptional half-orcs thrive in this environment, most who survive long enough slip away to seek better lives.

Such half-orcs get a chilly welcome in most of the Linnorm Kingdoms, but word of mouth may lead them to better opportunities in the Ironbound Islands. Orcs are uncommon in Irrisen, but winter orcs who migrate south in search of an easier life often find Irrisen's climate and the small but growing half-orc community agreeable, though few have much chance of upward mobility unless they excel at witchcraft.

Winter half-orcs fare better among the Varki and Erutaki. Life in the far north is precarious, so these tribes are open to trading with or even taking in any with the skill and stamina to make themselves useful and a willingness to respect their complex customs and traditions.

ALTERNATE RACIAL TRAIT

Frostkin characters may select the following racial trait instead of standard half-orc racial traits.

Unflinching Valor: Many fearsome arctic predators consider young frostkin easy prey, but some frostkin manage to surpass their fear and fight off these beasts in time for help to arrive. Winter half-orcs with this racial trait gain a +2 racial bonus on saving throws against fear effects, and a +1 racial bonus to CMD to avoid being grappled. This racial trait replaces the intimidating racial trait.

AVERAKA

"You're new here, ain't you? I can tell, you've got that look on your face. It's overwhelming to be surrounded by so many of us, innit? Yeah, there're a few humans and dwarves, too, but this isn't like most towns. In the rest of the Kingdoms, a city's just a place to moor your ship and pretend to be human until it's raiding season again. But Averaka is a place for us to figure out who we are, and what our strengths are, not just how we can best squeeze into others' molds. Well, unless that mold's called a Linnorm King!"

—Groa Whale-Biter, chief pontificator at the Three-Winged gull

AVERAKA

CN small town

Corruption +0; **Crime** +0; **Economy** +1; **Law** -1; **Lore** -1;

Society +4

Qualities insular, strategic location

Danger +0

DEMOGRAPHICS

Government council (council of three)

Population 1,780 (1,665 half-orcs, 83 humans, 32 dwarves)

Notable NPCs

Councilor Kalla Tusk-Breaker (female half-orc fighter)

Councilor Bravok (male half-orc cleric of Desna)

Councilor Suota Iron-Tongue (female half-orc bard)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** —

The isle of Flintyreach was long considered too dangerous and barren to be worth settling, so when a handful of half-orcs took up the challenge in exchange for the right for any half-orc to settle there, no one thought they'd make it. But today, this remote island along the Ironbound Archipelago is home to the flourishing town of Averaka, the largest half-orc settlement in the Inner Sea. The town's main sources of income are fishing and raiding; most residents who don't actually work aboard a ship work in

a supporting industry as shipwrights, sail-makers, small-scale farmers, and so on. Many residents also dabble in various utilitarian arts and crafts during the off-season.

Averaka is ruled by a council of three, all of whom have an almost righteous zeal in the importance of establishing a haven for half-orcs and true half-orc culture. The council is composed of three key members of Averaka's minuscule government: Kalla Tusk-Breaker, Bravok, and Suota Iron-Tongue.

Councilor Kalla leads Averaka's town guards and spearheads patrols of the island's mountainous interior and the viking raids that help fund the town's expansion—all of which ensure residents have productive ways to channel their aggression. She served as one of White Estrid's captains for years and retired home to Flintyreach when Estrid became a king, but not before looking Estrid in the eye and swearing on her longship that she'll live to see a half-orc Linnorm King.

In addition to his clerical role, Councilor Bravok is an evangelist who spends part of each year traveling to other Linnorm Kingdoms, Varisia, and beyond, spreading the word of Averaka to recruit more settlers and inspire in downtrodden half-orcs a better dream. During his time on Flintyreach, Bravok presides over Averaka's largest temple—a squat stone building that affords worship to typical nonevil half-orc deities such as Gorum and

Calistria as well as several goodly beings including Desna, Cayden Cailean, and Erastil.

Suota Iron-Tongue is the official keeper of the town's lore, mentor to the local artists, and moderator at the yearly Orcmoot, where residents of the island meet to discuss their goals for Averaka and their visions of Flintyreach's future. The vast library in Suota's home is a thing of wonder for the half-orc children in town, and the half-orc bard even hosts a weekly reading hour to encourage such impressionable youths to take up pen and paper for themselves.

The residents of Averaka are a rowdy, diverse lot who practice the customs of a dozen nations. Natives are identifiable by their brash demeanor, and regard reserved or embittered newcomers with concealed pity. Most newcomers, in turn, find being surrounded by half-orcs bewildering at first. Some have been outsiders so long they find getting along in such a community difficult; those from orc tribes particularly struggle, and often seek solitude in the wilderness, returning to town only to claim bounties on the island's giants and other monstrous inhabitants. This suits the more communal inhabitants of Averaka just fine, as they understand and respect the roles of trappers, bounty hunters, and rangers and are more than happy to afford such workers the isolation they desire.

AVERAKA ARBITER (BARD ARCHETYPE)

Some Averakan bards make it their mission to unify their fellow half-orcs, and are equally skilled at helping allies defeat common enemies and at building a new civilization that reflects their unique identity.

Bardic Performance: An Averaka arbiter gains the following types of bardic performance.

Inspire Teamwork (Ex): A 3rd-level Averaka arbiter can use his performance to treat his allies as if they possessed the same teamwork feats as the bard for the purpose of determining whether the bard receives a bonus from his teamwork feats. His allies do not receive any bonuses

from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the bard to receive the listed bonus. This performance replaces inspire competence.

Ritual of Reconciliation (Su): An Averaka arbiter of 8th level or higher can use his performance to improve the attitudes of nearby creatures by two steps. To be affected, a creature must be within 30 feet and able to hear the bard. Creatures whose attitude toward the bard becomes indifferent or better immediately cease attacking the bard and his allies, but may otherwise act as they please. The effect persists for as long as the creature is within 30 feet and the bard continues his performance. The effect ends if one of the bard's allies attacks the creature. A successful Will saving throw (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) negates the effect. Ritual of reconciliation relies on audible components. This performance replaces dirge of doom.

Versatile Teamwork (Ex): At 2nd level, an Averaka arbiter gains a bonus teamwork feat. He gains an additional bonus teamwork feat at 6th level and every 4 levels thereafter. This ability replaces versatile performance and well-versed.

REGIONAL TRAITS

Characters from Averaka may select the following regional traits.

Open-Minded Explorer: You grew up constantly interacting with people who speak unfamiliar languages and have diverse customs; your manners may not be polished, but your acceptance of others is genuine. You gain a +1 trait bonus on Diplomacy checks. This bonus increases to +2 when you're speaking the racial or ethnic language of the target creature.

Whole-Hearted: Though most outsiders expect your mind to be conflicted, full of self-doubt, and mired in resentment and suspicion, you're truly comfortable in your skin. You gain a +2 trait bonus on saving throws against charms and compulsions.



Unusual

Not all half-humans come about via intermingling of divine blood, the will of the divine, or unknowable destiny involves itself in their lives. The enigmatic gillmen, the accursed dhampirs, the diabolical... Characters of any of these unusual races...

UNUSUAL

Your heritage is strange or difficult to trace, and your abilities are...

Prerequisite: Changeling, dhampir, or other unusual race.

Benefit: Variable.



GILLMEN

Benefit: As a so-called “Low Azlanti,” you have abilities supposedly tied to mysterious ancestors who still watch over you and your ilk. Your divination spells and spell-like abilities manifest at 1 caster level higher. In addition, once per day while fully immersed in water, you can cast *augury* as a spell-like ability.

DHAMPIRS

Benefit: Your undead progenitor left you with more than a hint of vampiric nature. You gain a natural bite attack that deals 1d4 points of damage. Once per day upon making a successful bite attack, you can choose to deal an additional 1d4 points of bleed damage to the creature struck.

Special: You can only select this feat at 1st level.

ORIGINS

distinct races. Sometimes an eldritch power, the
of an individual's birth. Such is the case for
the fetchlings, and the mystical changelings.
races may take the following new feat.

ORIGIN

and people fear your otherworldly powers.

, fetchling, or gillman.

aries; see below.



FETCHLINGS

Benefit: You have the mysterious ability to see into the Shadow Plane, but only in your dreams. Once per day while sleeping, you can create a magical sensor, as *arcane eye* except this sensor can view only your current location as it exists on the Shadow Plane. This effect lasts for 1 minute per character level, and can be used during any point while you sleep.

CHANGELINGS

Benefit: Your mother was part of a powerful hag coven, and it shows when you are near your kin. As long as you are within 30 feet of at least two other changelings, you gain a +2 bonus on concentration checks and dispel checks. If at least two of these changelings also have this feat, these bonuses increase to +4.

Special: This version of Unusual Origin is a teamwork feat.

A BASTARD'S ORIGINS

When someone spits the word “bastard” as an insult, what are they saying? That you’re a lowlife, that you’re scum, that you’re someone less of a person? There’s a reason this insult exists: those who are born of two worlds are rarely wholly accepted by either one. Both parents may accept their half-breed child, and perhaps their families and close friends might as well, but society as a whole will always see that child as irregular, inferior, or—in the worst cases—unnatural.

Throughout this book, the term “bastard” is used to describe many kinds of characters, not just those born out of wedlock. While a bastard may or may not know one or both of his parents, just as often will he simply be the result of an unusual pairing of two peoples or beings. Dubious origin and a resemblance to that which they ought not to be are telltale signs of bastards. Thus, a tiefling daughter born to wedded parents who must keep her secret from the hateful surrounding communities may be considered just as much a bastard as the illegitimate son of a noblewoman and a stable worker.

The concept of the bastard also covers portentous births, such as a tiefling born to two human parents or an aasimar born seemingly immaculately. Oracles, sorcerers, and other youths who develop strange powers at an early age may be shunned for their otherworldly abilities if those abilities aren’t shared by the surrounding community. And those born to parents from vastly different regions or nations, though not technically bastards, are just as much born of two worlds as those of disparate races.

HALF-HUMANS ON GOLARION

In the world of Golarion, most bastards are children of humans and creatures of another race or even manner of being. Sadly for these offspring, many humans regard those who are half-human as being half-other, and exclude them either subtly or overtly.

The fate of bastards is not always bleak, however. In a world populated primarily by humans, being half-human gives a bastard some measure of privilege not generally afforded to others. When humans have a choice between dealing with an elf or with a half-elf, most will stick with the half-elf, expecting the half-elf to be familiar with human culture and expectations. In these instances, such a person is seen as human enough to count.

This perception of bastards also comes with oft-unwanted responsibilities, though. Humans expect the local half-orc to deal with any orcs that come into town, they hand anything that “seems elven” to a half-elf for inspection, and they expect a geniekin to use her mastery of the elements to their settlement’s advantage. These bastards are constantly ambassadors for their other heritages—anything they do that seems out of place reflects on their whole kind. All of their actions are judged through a racial lens, whether it’s a half-orc who’s in a grumpy mood or a half-elf who wants to go for a walk alone in the woods to clear her thoughts. It’s not surprising that many half-humans on Golarion flee prejudice, discrimination, and unfair restrictions by taking up the mantle of adventurer, a role already seen as eccentric and thus fitting for those judged as such.



BASTARDS OF CIRCUMSTANCE

Being of human and non-human parentage is far from the only way to be considered a bastard. Traditionalist or prudish communities might label children born out of wedlock as bastards, viewing their parents' unconstrained affection as a sign of moral weakness, especially in close-knit villages in remote lands, where marriage and commitment can be synonymous with survival. Likewise, children raised by only one parent can also be treated as bastards. Whether the situation arose through death or perhaps abandonment, those with only a mother or a father to raise them are seen as somehow inadequately prepared for the world, even though the hardships these individuals face may prepare them for a world far harsher than that experienced by someone raised by two dotting parents.

Children of parents who come from vastly different social stations usually suffer for their parents' indiscretions. Should a prince and peasant have a child, that child is destined to suffer, for even if both parents are loving, attentive, and constantly involved in their child's life, those in the nobility will see her as a blemish on their lineage at best or a threat to power at worst. Likewise, should those in the lower classes discover the child's true nature, they may react with envy or scorn, and even long-time friends may show their true colors when they find out that a child of noble (and likely wealthy) circumstance walks among them.

While far from what people generally think of when the word "bastard" is thrown around, there are those who by circumstance are treated with the same derision with which people treat bastards. Oracles may be shunned for their strange powers, while the unwitting victims of curses may find that parents herd their children across the street just to avoid accidental contact. Those suffering the scars and signs of disease—such as the feared and hated mutants of the Mana Wastes—are often disdained by an uncaring humanoid populace even after the disease itself has run its course.

CHARACTER THEMES

The next eight pages cover four character themes that epitomize what it means to be of strange or dubious birth. The four themes include the celebrity, whose unnatural traits mark her as a target of both celebration and jealousy in her community; the illegitimate, who must tackle scorn and shame to overcome his ignoble parentage; the outcast, loathed so much that he is ostracized or outright banished by his peers; and the unfortunate, a figure regarded with such awe or fear that she is shunned by all.

While the character themes on the following pages represent the most common or accessible concepts involved when playing a bastard, countless other circumstances and traits are possible. The following are two other themes related to unusual origin and social mistreatment; each includes a new social trait tied to these themes.

BASTARDS IN YOUR GAME

Unless otherwise specified, the character options presented throughout the second half of this book may be taken by any character of dubious or irregular origin (not only half-elves, half-orcs, and other half-human characters), and the resources herein are designed to help you create a compelling character whose tragic past drove him or her toward adventure. Before developing your character's backstory, make sure to discuss with your GM how much you and your group wish to incorporate the themes of bastardy and illegitimacy into your game, since these sensitive topics may not be appropriate for all players.

THE HARBINGER

Particularly in rural settlements far off the beaten path, townsfolk sometimes believe that a child born under an unusual omen is destined for greatness. Such a birth might coincide with a unique alignment of celestial bodies, the eruption of a long-dormant volcano, the death of a local hero, or other mysterious events. This fate brings with it a life of harsh expectations and sometimes persecution by those who believe the harbinger to be a threat to the established order. Harbingers may take the following social trait.

Marked by Unknown Forces (Social): That which has marked you for power has also given you proof to show others. You may cast *light* three times per day as a spell-like ability, but this ability only targets the palm of your hand, and it manifests as a glowing sigil representing your ominous birth—a holy or unholy symbol, a demonic symbol, or perhaps some other distinctive marking established by you and your GM. Those who recognize this symbol have a starting attitude toward you of one step closer to friendly (if they are followers of or scholars studying the sign) or one step closer to hostile (if they are opposed to the sign or its followers).

THE INTERMEDIARY

Those whose parents come from warring nations, disparate tribes, or feuding families suffer a burden similar to that of those born from two races. While these bastards have the potential to be peacemakers or mediators for their ancestors' peoples, they must first deal with a life of prejudice and watch as they and their parents are despised as deceivers or even traitors. Such children are often treated as having the worst aspects of both of their parents' cultures and are granted the benefits and privileges of neither. Intermediaries may take the following social trait.

Heart of Two Worlds (Social): Born into a world split in twain, you are particularly skilled at understanding and empathizing with those around you. You gain a +2 trait bonus on Diplomacy and Sense Motive checks involving creatures that belong to the same race (or, if human, ethnicity) as your mother or father.

The Celebrity

Figure of Renown

THE CELEBRITY

Envyed, idolized, and overwhelmed

CHARACTER SUGGESTIONS

Classes bards, oracles, paladins, sorcerers

Races aasimars, geniekin, half-elves, humans

ROLEPLAYING SUGGESTIONS

Adversaries Rejected lovers, overshadowed friends, and jealous rivals all may have reason to scorn the celebrity.

Allies Celebrities' supporters are often allies only on the surface, though some may find honest friends in those who are downtrodden or hold no aspirations. Spoiled celebrities might seek to be surrounded only by those who hold a similarly elevated status.

Personality The celebrity may be gregarious or soft-spoken, but either way she's often charismatic.

Always performing, she has learned to keep a constant front and appear as others expect.

Regions Andoran, Kyonin, Mendev

Religions Calistria, Cayden Cailean, Desna, Iomedae, Norgorber, Sarenrae

Children born from unusual pairings or supernatural circumstances are often celebrated from birth by not just their families, but also the community at large. They're cherished and raised by loving parents, groomed by all those around them, and given opportunities that others rarely have.

On the surface, such a fate may seem enviable—celebrities can expect fame and indulgence wherever they go. However, they often also find themselves quickly buried under insurmountable pressures and crushing expectations. An aasimar must never lose her temper, no matter the circumstances. A half-elf can never stumble or miss a shot with his bow. They must always appear to be perfect, lest they disappoint the admirers who could so easily turn on them.

In addition to the pressure of living up to others' unrealistic expectations, celebrities must often contend with rivals and overzealous admirers. Jilted followers and spurned suitors who feel bitter and betrayed can create frightening—if not downright dangerous—disputes, and many others scorn

the celebrity for being born with the gifts and privileges that they themselves had to work hard for all their lives.

All said, though, many such characters love the preferential treatment and status that comes with being a celebrity. For every one that sees her circumstance as a curse, there's another who wouldn't want any other life.

CELEBRITIES ON GOLARION

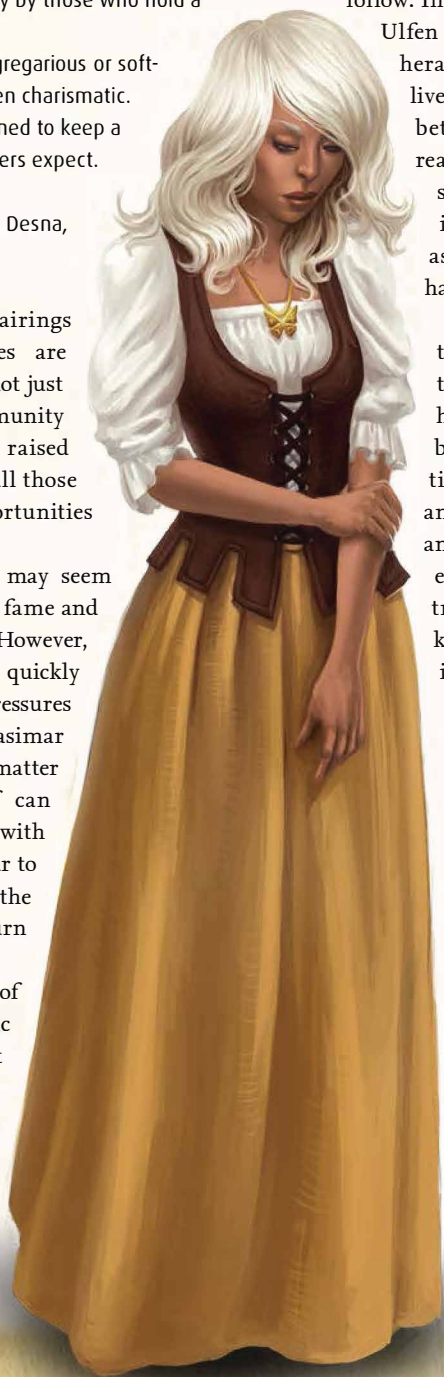
No settlement is too small to adopt its own celebrities, and wherever a remarkable figure appears, there can be little doubt that fawning or covetous admirers will follow. In the frozen north, a half-elf descended from

Ulfen or Erutaki and Snowcaster elf blood may be heralded as proof that the two races can indeed live in harmony, and be held up as a peacemaker between these two peoples (even though the reality is much harsher). Grandstanding leaders sometimes hold half-orc families in Lastwall in a similarly high regard, heralding them as evidence that love can prove stronger than hatred in this threatened land.

Farther east, Mendevian crusaders praise the rare aasimars born there as scions of the divine, raising these individuals to be holy warriors along the front line of their battles against the Worldwound. At the same time, tieflings are viewed as a mixed blessing among the slave camps of the Worldwound, and those tieflings who prove vile and adept enough to join the demonic horde's ranks are trained from an early age to slay crusading knights and would-be do-gooders, serving as icons of the demonic cause.

Isolated tribes in the vastness of Qadira view the birth of a sylph or other geniekin as a blessing from the supernatural forces of the desert, while in Thuvia sulis are particularly respected for their ability to assuage ill feelings between opposing tribes.

Celebrities are often drawn to religion as a way to keep up appearances. An aasimar might follow Iomedae or Erastil, ostensibly because those deities are paragons of good, but in her heart she may only be going through the motions to appease those around her. Some celebrities even revere chaotic or evil deities in private, including Calistria or the Reaper of Reputation aspect of Norgorber. This is particularly true for those who feel like they're living a lie, and at least want to be honest to their patron god or goddess.



TRAITS

Celebrities may choose from the following traits.

Overwhelming Beauty (Magic): Your wiles are particularly potent against people who share a race with you, as your beauty is often held up as a symbol of perfection. The DC of your mind-affecting effects increases by 1 against creatures that have at least one of the same subtypes as you.

Signature Moves (Social): You're known for some unique item that has become your trademark. Your starting equipment includes a single masterwork item worth less than 900 gp, and you gain a +1 trait bonus on Bluff and Intimidate checks while wielding this item in one or both hands.

EXAMPLE BACKGROUNDS

The following background generator can be used to inspire fitting backstories for characters whose past marked them as celebrities.

| d8 | Background |
|----|---|
| 1 | Blood of Heroes: Your family can trace its lineage back through the ages to famed spellcasters and renowned warriors of ancient times, and many expect you to follow in your ancestors' glorious footsteps and achieve similar feats. |
| 2 | Holy One: A fateful birth granted you near-saintly status among your townfolk, and you were quickly pushed into the church. You're expected to be a pillar of the light, and ailing people from all walks seek your divine grace—healing the sick, combating evil, and living piously as an example to others of the faith. |
| 3 | Marked by Beauty: You inherited only the most enviable aspects of your parents, and constantly draw unwanted attention from potential lovers and jilted suitors, making it hard to know who to trust. |
| 4 | Prodigal Child: Perhaps you were an heir to royalty, or your birth came about during a blessed time for the people of your village. Regardless, because of the circumstances of your birth, you were given chance after chance. Whether you sought a less-forgiving reality or finally ran out of social credit, adventuring was the only path left for you to walk. |
| 5 | Scion of Greatness: Your parents were important people in the settlement in which you were raised, and many hold you to preconceived standards because of this, frowning on attempts to step out of these famous shadows and become known for your own accomplishments. |
| 6 | Talented: You have always been gifted with remarkable skills. A beautiful voice, deft fingers, or a fast draw have made you a figure of regard in your community, and you are constantly pushed into the limelight—whether you like it or not. |
| 7 | Touched by the Gods: A strange birthmark, storms in the heavens, or some other earth-shaking event |

DANGEROUS HABITS

The pressure to maintain an image that isn't truly one's own can push many celebrities toward dangerous or even life-threatening habits—such as unhealthy diets, hazardous acts, or noxious drugs. The latter habit is particularly prevalent in communities that shower their celebrities with fortune and expect moving performances in return. Many tangle-tongued or stage-frightened celebrities also turn toward performance-enhancing drugs as a last resort.

In addition to concoctions such as elven absinthe and harlot sweets, the following drugs are but two of the best-known substances in the Inner Sea region frequently employed by overworked performers, famed personalities, and renowned social lions.

Felwil: The gnome prima donnas of Wispil in Taldor are thought to be the inventors of this mild, dizzying powder, but its use has spread throughout much of southern Avistan. Once taken, this sparkling, honeydew-colored inhalant gives the user a euphoric sensation that can quickly become overwhelming and even sickening. While the long-term effects are relatively minor, few except the hardy care to risk stomaching this toxin.

FELWIL

Type inhaled; **Addiction** minor, Fortitude DC 13

Price 20 gp

Effect 1 hour; +1d2 alchemical bonus to Charisma, –2 penalty on saves against illusions

Effect after 1 hour; 75% chance to become sickened for 1d4 hours

Damage 1d2 Wis damage

Silvertongue: The potent performance enhancer known as silvertongue is a sweet alchemical elixir with a metallic aftertaste. A single dose loosens the lips and sharpens the wit. More than one begins to mark the user, and frequent use causes the imbiber's gums and tongue to take on a silvery sheen that advertises her habit.

SILVERTONGUE

Type ingested; **Addiction** moderate, Fortitude DC 16

Price 75 gp

Effect 1 hour; +1d2 alchemical bonus to Charisma

Effect 1d4 hours; +2 alchemical bonus on saves against mind-affecting effects

Damage 1d4 Con damage

heralded your birth. You've been told you are destined for greatness, and now you seek a trial by fire to test whether others' faith in you is justified.

| | |
|---|---|
| 8 | Unwitting Philanthropist: A few kind deeds quickly marked you as one who would always be there for others, but the constant pressure to do right and aid the needy doesn't quite mesh with your broader goals. |
|---|---|

The Illegitimate

Inheritor of Shame

THE ILLEGITIMATE

Disgraced, persecuted, and slandered

CHARACTER SUGGESTIONS

Classes barbarians, fighters, rogues, sorcerers

Races fetchlings, geniekin, humans, half-elves, half-orcs, tieflings

ROLEPLAYING SUGGESTIONS

Adversaries Illegitimates are never short on rivals. Whether they face hateful stepparents or rumormongers throughout town, illegitimates always fight an uphill battle for acceptance.

Allies Illegitimates often cling to one another as well as to any others who have known a life of shame.

Personality Illegitimates realize their place at an early age and soon learn to keep to themselves. Most aren't satisfied with their lot, and jump at the chance to escape their fate.

Regions Galt, Isger, Kyonin, Nirmathas, the Shackles

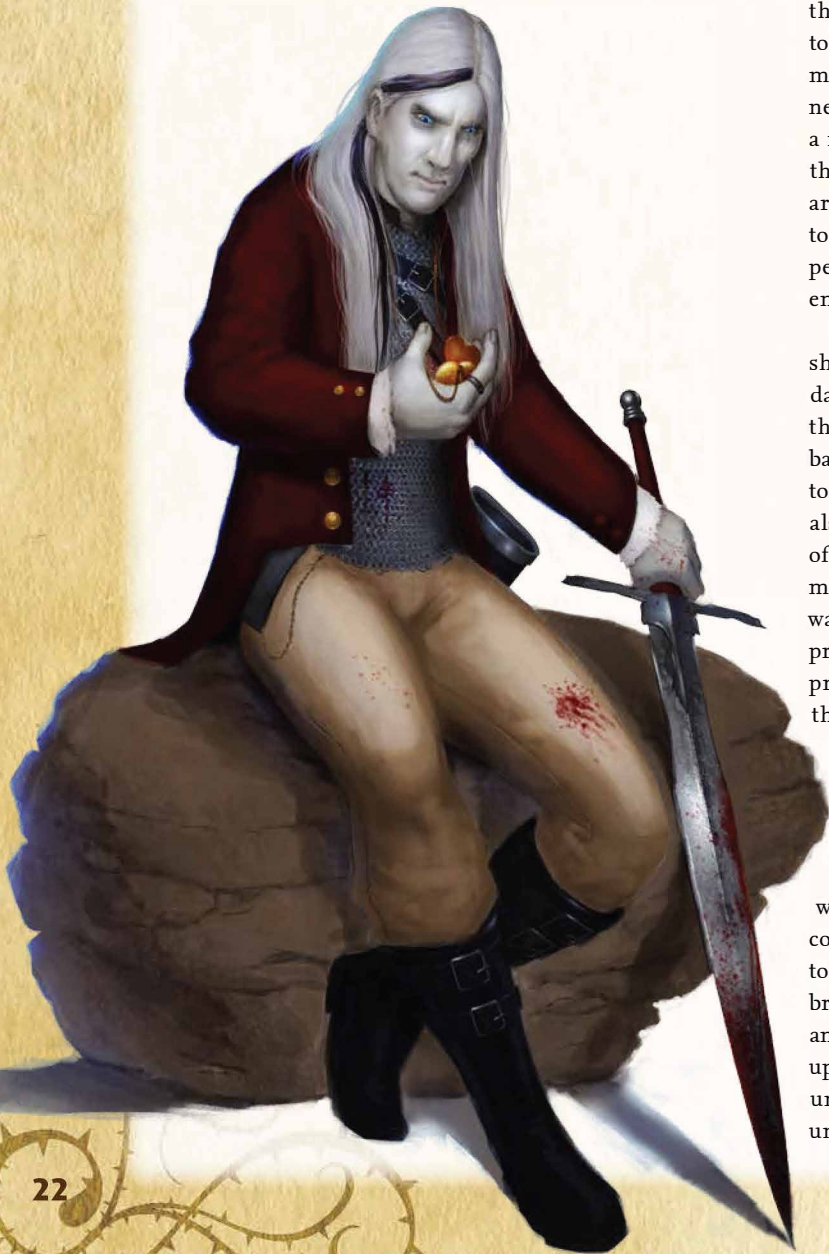
Religions Asmodeus, Calistria, Cayden Cailean, Shelyn

To be an illegitimate means more than just being born out of wedlock; it also means experiencing the contempt of those who view one as strange, inferior, or despicable. An illegitimate character might be as simple as a human of mixed ethnicity with a disapproving, bigoted stepparent. A half-elf raised in a community where non-humans are gossiped about and talked down to likewise qualifies as an illegitimate, as does an ifrit whose human community was decimated by efreeti long ago and whose peers frequently remind him of that fact. Regardless of the specifics, an illegitimate's upbringing is universally marked by shame, scorn, and disgrace.

With constant reminders of their dubious birth and scandalous parents, many illegitimates develop thick skins and quiet dispositions. These characters typically deal with being treated as second-class citizens for their entire lives—from being bullied as children to being denied opportunities as adults. This makes many illegitimates slow to trust, with attitudes toward newcomers ranging from cold to outright hostile. Once a newfound ally has earned an illegitimate's friendship though, she's typically earned it for life, since illegitimates are unlikely to turn down someone they've finally come to trust. Of course, if that trust is ever broken, such a person hasn't just lost a friend, but has also gained an enemy whose vengeance will know no limit.

Illegitimates constantly strive to overcome their shameful past, often by committing themselves to dangerous or impressive arts and careers. Many flee their homes in search of gold and glory, eager to bring back a dragon's head or a similarly prestigious trophy to show their peers their worth. Less noble pursuits are also common—just as many illegitimates fall into lives of crime or cruelty, seeking to inflict on others the same misfortunes they felt in their formative years. Either way, many of these lamentable characters have little problem fleeing their hometowns in search of grander prospects; most travel far, far away, where none know of their disgrace.

Illegitimates often have many foes while growing up. Such domestic villains might include slighted half-siblings or even hateful parents or stepparents. Illegitimates who fall in love risk reprisal from their lovers' (or would-be-lovers') family and friends, who are insulted by such desires. Likewise, they make convenient targets for those who simply need someone to bully to show dominance. A childhood full of being browbeaten and persecuted rarely makes for a friendly and open adult. But while some illegitimates might pick up the prejudices of their upbringing, they're often more understanding when they see other victims of the same unfair judgments they themselves experienced.



ILLEGITIMATES ON GOLARION

Many nations around the Inner Sea stigmatize people born out of wedlock or whose parents are disagreeable for whatever reason. For decades, the city of Erages in Kyonin (see pages 8–9) was used primarily for offloading the half-elven progeny of elven nobility. To the west, generations of Isgeri children were orphaned after losing their parents to the Goblinblood Wars, and those children are despised for being burdens on others. Indeed, the violent parts of the world—Galt with its constant bloody revolutions, Ustalav with its plagues of horrors, and even Lastwall with its efforts against the orcs of Belkzen—are all hotbeds for illegitimates.

Religion is often a natural draw for the illegitimates of the Inner Sea, particularly for those raised in orphanages operated by churches. For example, Asmodeans control many of the orphanages within war-torn Isgeri. Vengeful illegitimates with their minds set on retribution, however, might instead worship Calistria, goddess of revenge. Many parentless bastards flock to the Shackles in search of fame and fortune, and there some find solace by offering prayers to the Pirate Queen Besmara.

TRAITS

Illegitimates may choose from the following traits.

Chip on the Shoulder (Social): When someone pushes you, you push back. Whenever a creature fails an Intimidate check against you, you gain a +2 trait bonus on your next Intimidate check against that creature. Intimidate becomes a class skill for you.

Doublespeak (Social): It isn't what you say—it's how you say it. You gain a +2 trait bonus on Bluff checks to pass along secret messages.

EXAMPLE BACKGROUNDS

The following background generator can be used to inspire a fitting backstory for a character whose past marked him as an illegitimate.

| d8 | Background |
|----|--|
| 1 | Barren Birth: Your parents tried long and hard to have a child, and nothing came of it for years. They finally managed to have you, but there are questions about how. Whether you had another father or mother, or you were conceived with the help of otherworldly beings, few allow you to forget your strange conception. |
| 2 | Black Sheep: You've always been different from your siblings; even if people are too polite to talk about it, everyone knows why. Your family always kept you at a distance, like a stranger in their home, which forever marked you as the odd one out. |
| 3 | Broken Oath: One (or both) of your parents was once a noble knight or tranquil monk, but those most sacred vows were broken in the name of love. You were born from those broken sacraments, and are walking evidence of spiritual weakness. |

TRUST NO ONE

The following new feats complement the illegitimate character theme.

BETRAYING BLOW (COMBAT)

When you break an alliance, you make sure it's broken for good.

Prerequisites: Solo Maneuvers, base attack bonus +8.

Benefit: Whenever you use a melee attack to deal nonlethal damage to a creature that only you threaten, roll a Bluff check opposed by your opponent's Sense Motive check. You deal an additional amount of nonlethal damage equal to 1/2 the difference between your Bluff check and your opponent's Sense Motive check (minimum 0). If your opponent has an attitude of friendly or helpful toward you (including temporarily due to Intimidate checks, *charm person*, and similar effects), you instead deal an amount of extra nonlethal damage equal to the difference between your checks. Regardless, the amount of extra nonlethal damage you deal with this feat cannot exceed your Hit Dice.

SOLO MANEUVERS (COMBAT)

You fight best when you're on your own.

Benefit: Whenever you are the only one threatening an opponent, you gain a +1 bonus on combat maneuvers against that creature and a +1 bonus to CMD against combat maneuvers made by that creature.

- Child of Passion:** You're the product of a night of bliss paid with coin. Before your mother knew she was pregnant, though, your father moved on—perhaps boarding a ship or joining a caravan, or taking some more mysterious departure. You have very few clues as to the truth of your parentage.
- Dirty Laundry:** Your family is no stranger to scandal, but you're its biggest one by far. You don't look anything like one of your parents, and speculations run rampant as to whom your true ancestor might really be.
- Extended Family:** You were raised by a member of your extended family. An aunt, uncle, or grandparent took you in, and never let you forget it, constantly talking down your true parents and harshly punishing you for their indiscretions.
- Orphaned:** One or both of your parents are unknown to you, and you've lived all your life with foster parents, in orphanages, or on the streets. Whether you're determined to track down your missing lineage or you've long made peace with unanswered questions, your unenviable fate has branded you.
- Telltale Sign:** Others can see the stain of another race on you—maybe by your eyes, your skin, or stranger signs still. Whether you look away and avoid trouble or stare challengingly into others' faces, you know that others are always judging you.

The Outcast

Banished from Birth

THE OUTCAST

Abandoned, feared, forlorn

CHARACTER SUGGESTIONS

Classes barbarians, druids, oracles, sorcerers, witches

Races dhampirs, fetchlings, half-orcs, skinwalkers, tieflings

ROLEPLAYING SUGGESTIONS

Adversaries Outcasts find few people who aren't their enemies. Alone against the world, they must view everything and everyone as a potential threat.

Allies Winning over an outcast is a challenge. Others usually have to shed blood for the outcast's benefit to prove their friendship.

Personality Alternatingly withdrawn and hostile, outcasts

realize at an early age that they must be self-reliant if they are to survive.

Regions Cheliox, Mana Wastes, Osirion, Qadira, Ustalav

Religions Asmodeus, Calistria, Lamashtu, Rovagug, Zon-Kuthon, shamanism

Outcasts are reviled for the crime of being born different, whether that means possessing powers others don't understand or revealing a clearly inhuman ancestry. They suffer slings and arrows in a more literal sense than most other bastards, and are treated with cruelty and scorn wherever they go. Because of this, many outcasts learn violence at a young age, which they use against either their human aggressors or the myriad dangers they must face on the outskirts of civilization. Because most have known only hatred their entire lives, outcasts are perhaps the most likely bastards to integrate contemplated acts of evil into their ways of life.

Accustomed to unfair circumstances, outcasts likely to show defeated demeanors, and those who don't are often driven to rebel, fighting what they see as oppression and injustice. Outcasts know the value of the fear they inspire in others, and use it as a weapon against their enemies. A well-placed growl from a burly half-orc can stop fights before they start, and a tiefling can quickly command respect if he marks himself with robes or scars as a cleric of Asmodeus.

Outcasts are loners by definition, but many adopt a family of some sort or another. In lands where a great number of people are cast from the safety of society, outcasts might find comfort in others like themselves, forming bands of exiles who faced similar fates. Where banishment is uncommon, an outcast might flee to the heart of the wilderness and make peace with the beasts or nature spirits that dominate such wild realms.

OUTCASTS ON GOLARION

With its penchant for producing the strange and the supernatural, the world of Golarion gives rise to many people who are deemed outcasts by their peers. Though tieflings are viewed with suspicion the world over, such scorn is seen no more clearly than in diabolic Cheliox, where their kind are frequently met with disdain and even outright violence at times. Half-orcs, dhampirs, and skinwalkers are abhorred in the areas in and around the Hold of Belkzen and Ustalav, reminders of the vicious marauders who present a constant danger or as representatives of the terrors that lurk in the night. Even aasimars might face suspicion in places like Rahadoum, where patriots may fear that they worship their celestial progenitors, or in devil-ruled Cheliox, where citizens have long forsaken celestial affiliations in favor of diabolical powers. Wherever fear and prejudice take hold around the Inner Sea, outcasts follow in its wake.



TRAITS

Outcast characters may choose from the following traits.

Friends in Low Places (Social): Outcasts know their own, and that knowledge opens doors and loosens tongues. Gathering information in lower quarters, such as vice dens and poorer districts, takes you 1d2 hours (instead of 1d4 hours). In addition, the attitudes of any destitute or impoverished NPCs you interact with begin one step closer to helpful.

Improvised Defense (Combat): You're never defenseless, even when you are caught off guard. Whenever you wield an improvised weapon, you gain a +1 shield bonus to AC. If you use the improvised weapon to attack, you lose this shield bonus until the beginning of your next turn.

EXAMPLE BACKGROUNDS

The following background generator can be used to inspire a fitting backstory for characters whose pasts marked them as outcasts.

| d8 | Background |
|----|--|
| 1 | Bad Blood: Whether the town you were born in doesn't care for "your kind" or other members of your family have somehow earned the enmity of the community, the sins of your parents sit squarely on your shoulders. |
| 2 | Child of Nature: Driven out at a young age, you learned to make your own way in the wilderness. Solitary except for the animals and spirits of the wild, you've had little contact with other people, and feel you don't really need them. |
| 3 | Disgraced Heir: You are the destined heir to a line of nobility—or at least you were, before your jealous sibling saw to it that you were defamed and banished from your homeland forever. You've since sworn to seek revenge on your treacherous kin and prove your right to rule. |
| 4 | Enemy of the Faith: When the rest of your devout hometown learned of your divergent beliefs, they deemed you a heretic. You've given up both friends and safety for your faith, and now aim to spread your doctrine to those who will listen. |
| 5 | History of Violence: Abusive guardians, bullies, or gangs made violence a prominent part of your life from a young age, and when you grew older, you were exiled because of your rageful tendencies and violent responses. |
| 6 | Mercenary Outcast: Many communities are quick to welcome you when they need your specialized skills, only to drive you away when the danger has passed. You've learned to ask for payment up-front when dealing with those who seek to use you at their convenience. |
| 7 | Suspicious Scars: Wherever you go, people are suspicious of you and the scars you carry on your face and body. Because you look the part, people often assume you are the cause of their |

BY ANY MEANS NECESSARY

Outcasts must often resort to underhanded and downright treacherous tactics in order to survive the wilds—as well as the attacks of those who despise them. The following new feats complement the outcast character theme.

DIRTY TRICK MASTER (COMBAT)

You are adept at stifling your enemies and can expertly make a bad situation even worse.

Prerequisites: Greater Dirty Trick, Improved Dirty Trick, base attack bonus +11.

Benefit: Whenever you successfully perform a dirty trick combat maneuver against an opponent who is still affected by a condition inflicted by a previous dirty trick (whether your own or another creature's), you can cause the condition to worsen. In addition to increasing the duration of the condition as normal, you cause an opponent who is dazzled to become dazed, entangled to become pinned, shaken to become frightened, and sickened to become nauseated. This worsened condition replaces the previous dirty trick condition, and lasts for the duration of the dirty trick (including any rounds remaining from the previous dirty trick condition) or until the opponent uses a standard action to remove the condition (whichever comes first).

DIVERT HARM (COMBAT)

You know how to throw your enemies into harm's way at the last second.

Prerequisites: Int 13, Combat Expertise, base attack bonus +6, evasion class feature.

Benefit: Whenever you are the target of an area-of-effect attack that normally deals half damage on a successful Reflex save (such as a *fireball* spell or dragon's breath weapon), you may, as an immediate action, wrestle an adjacent foe into harm's way. This does not alter the position of you or your opponent, but your opponent must attempt a Reflex save against the attack in your place. If your opponent fails, it takes half damage from the attack and you take none; if it succeeds, it takes no damage and you take damage as normal as though you'd failed your saving throw (though this damage is still reduced by abilities such as improved evasion). This feat works even if the opponent was already in the affected area of the attack (so it is possible that an unlucky opponent could take as much as 1-1/2 times the damage normally possible from the attack). You can use this ability only on a foe within one size category of yourself.

tribulations, and you are rarely given the benefit of the doubt.

| | |
|---|---|
| 8 | Vile Reputation: Some heinous act or appalling imputation from your past has marked you forever as a thief, a killer, or something far worse. Regardless of whether you were convicted or even whether you were actually guilty, the stink of shame won't scrub off your skin. |
|---|---|

The UNFORTUNATE

MISUNDERSTOOD MONSTER

THE UNFORTUNATE

Cursed, marginalized, reviled

CHARACTER SUGGESTIONS

Classes bards, oracles, rogues, sorcerers, summoners, witches

Races changelings, dhampirs, fetchlings, geniekin, humans, skinwalkers, tieflings

ROLEPLAYING SUGGESTIONS

Adversaries An unfortunate's enemies come from higher echelons of society—those in power maintain an order that marginalizes the less privileged.

Allies Unfortunates often find allies amid the shunned or among outsiders who fail to realize the unfortunate's detestable status.

Personality Forever forced to watch from the outskirts of society, unfortunates are often quiet and observant, and many are more thoughtful than they seem.

Regions Cheliox, Mana Wastes, Mwangi Expanse, Nidal, Qadira, Ustalav

Religions Lamashtu, Nethys, Pharamasma, Urgathoa, Zon-Kuthon, various demon lords and empyreal lords

Within many superstitious locales, especially those ruled by a tightly controlled religious hierarchy, there live individuals who are accepted as being less while still being deemed necessary because of the role they fulfill or the duties they perform. These people are unfortunates. For some, it's their social status and profession that make them unfortunate—many lowly butchers, gravediggers, executioners, latrine cleaners, leatherworkers, and prostitutes are treated as unfortunates in some societies, disdained by the rest of the community in which they live. For others though, being an unfortunate might just be the result of a circumstance of birth.

Of all the types of bastards covered in this book, unfortunates can be represented by the greatest variety of races. A human with numerous deformities or unusual physical traits might be considered an unfortunate, and such holds doubly true if her parents are also unfortunates. The same fate often falls on the shoulders of those individuals birthed from one or more monstrous parents: half-orcs, dhampirs, tieflings, fetchlings, changelings, and other humanoid half-breeds

are often relegated to a less-than-human standing in human-run societies.

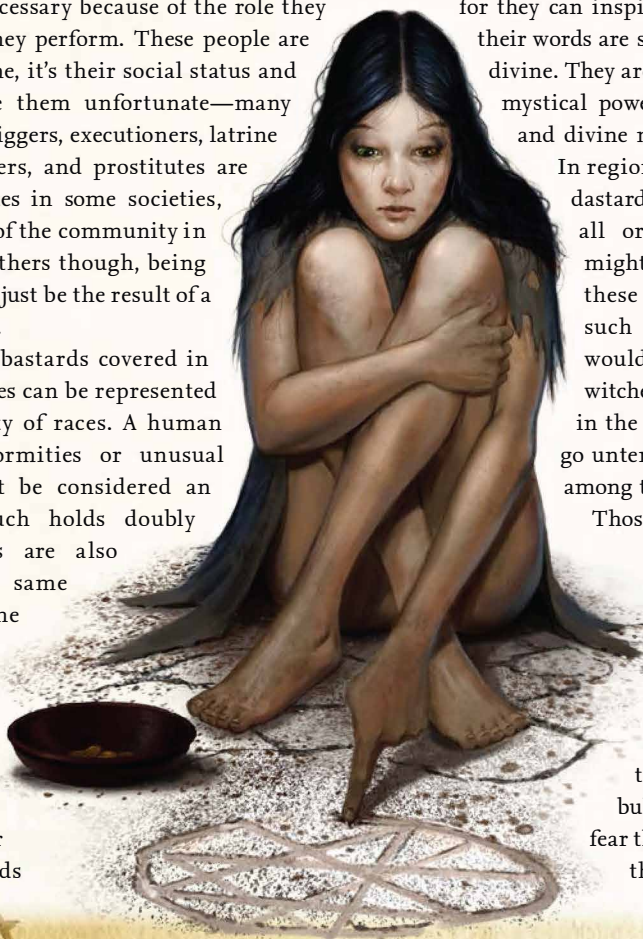
In lands where their kind represent a sizable minority, unfortunates frequently band together and form alliances, knowing full well the power of numbers. Such unfortunates almost always meet in secret, since being seen consorting with others in public would arouse the suspicion and ire of the social elites who aim to keep unfortunates subordinate. Known wererats and their skinwalker ancestors, for example, are often hated and feared by the surrounding human communities, and many go so far as to form entire hidden communities with their cursed brethren.

In less metropolitan places, unfortunates might grow up completely alone, surrounded by many but acknowledged by none. Higher-ranking citizens rarely interact with unfortunates for fear of acquiring the same status or being afflicted with whatever fell power taints the bastard. Those brave few who do shun social norms to meet with unfortunates typically do so in secret. Rarely do allies—even those who see past unfortunates' unusual nature—dare to publicly acknowledge members of this caste.

Yet for all their social handicaps, some unfortunates wield considerable power in relation to the outside world, for they can inspire dread with a simple touch and their words are sometimes regarded as just short of divine. They are often thought to possess eldritch mystical powers, even in regions where arcane and divine magic are known and understood.

In regions where stories of hags and their dastardly changeling brood are common, all orphaned or abandoned children might be considered unfortunate. In these lands, few are willing to harbor such cursed beings, but fewer still would risk arousing the ire of those witches who supposedly left the children in the first place. So these unfortunates go untended and uncared for—left to live among the streets and slums.

Those who were in fact born with strange or unknowable powers often learn to use such superstitions to their advantage—witches with black cats, blind oracles who spout prophecy, and sorcerers with the flesh of dragons inspire fear and revulsion in many places, but they might be subject to less overt bullying and harm because others fear the vengeance they could take using their supernatural abilities.



UNFORTUNATES ON GOLARION

In a world so rife with danger and mystique, unfortunates are virtually inevitable in many societies. This can be seen in northern Varisia, where Shoanti who violate the traditions or mores of their tribe are exiled or pushed into the lowliest ranks of the tribe. Similarly, the families of violently slain martyrs and revolutionaries in Galt must hide or be persecuted, and few wish to help such unfortunates for fear of the implications that might arise.

To the south, lands afflicted with primal energies in the Mwangi Expanse and the Mana Wastes spawn many unfortunates, often resulting from deathly maladies or terrible curses that range from leprosy to mana fever—a magical disease that mutates those who survive its touch.

Those unfortunates whose neighbors and kin have abandoned them sometimes appeal to the gods for mercy. Unfortunates who make their homes beneath the stars may call on Desna for luck, while those who handle the dead might worship Pharasma in the hope that she will help them find comfort among the departed.

To be unfortunate isn't always to be detestable—in some circles, the most privileged or honored individuals share a similar social function to unfortunates. This can be seen in the monstrous societies formed by followers of Lamashtu or Zon-Kuthon. The latter's worshipers sometimes take part in a wicked rite known as the Joymaking, wherein devotees are ritualistically mutilated to achieve a closer relationship to the Midnight Lord. These "Joyful Things" scarcely resemble their former selves, and are treated as if graced by the divine among their compatriots.

TRAITS

Unfortunates may choose from the following traits.

Cynical Ear (Social): Neither honeyed tongues or righteous wrath move you much. Add 2 when determining your Hit Dice for Intimidate checks, and increase the DC or all Diplomacy checks against you by 2.

Rest for the Wicked (Social): Often forced to go without food or stimulation for days at a time, you have learned to use prolonged sleep as a means of escape and a way to heal your wounds. You heal temporary ability damage at a rate of 3 points per day of complete bed rest. A normal night of rest (8 hours) still heals you at a rate of only 1 point of temporary ability damage per night of rest.

EXAMPLE BACKGROUNDS

The following background generator can be used to inspire a fitting backstory for a character whose past marks her as an unfortunate.

| d8 | Background |
|----|---|
| 1 | Branded: You bear a distinctive and shameful brand. Whether you were a slave, you broke the law, or you simply committed the crime of being born into a certain family or tribe, you've been irrevocably marked as lesser by your peers. |

SINGING YOUR CURSES

The following bardic masterpiece is available to unfortunate bards, and is often sung by the truncated Kuthite horrors known as the Joyful Things.

THE CANTICLE OF JOY (SING)

Your haunting melody is capable of shattering the very minds of those who hear it.

Prerequisite: Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This agonizing eulogy gets into a listener's blood, and bestows on him the phantom sensation of all the agonies suffered by Zon-Kuthon's most pious worshipers. One target within range is cursed as though affected by *bestow curse* as long as the bard maintains the performance. Although this lullaby does have words, it is not a language-dependent effect.

Use: 1 bardic performance round per round.

Action: 1 round.

- Deformed:** When you pass by, few can forget the sight. Whether you were born deformed or made that way by steel or sorcery, you have some prominent, repugnant physical feature.
- Mad:** Madness carries a stigma all its own. Whether you hear the voices of spirits, suffer terrible nightmares, or occasionally become another person altogether, you're given a wide berth by those who don't see what you see or hear what you hear.
- Outlander:** The place you reside isn't your home. Whether you actually came from somewhere else or your family belongs to a minority within the community, the place where you live treats your kind as second-class citizens without the same rights and benefits as natives.
- Scapegoat:** No matter what happened where you grew up, it was always your fault. People considered you bad luck, and no one ever came too close to you for fear it would rub off.
- Tainted:** Perhaps your ancestors were infamous demoniacs or diabolists, or maybe a great evil befell your hometown the day you were born. Either way, you are regarded as impure, and people are afraid of what runs through your veins.
- Touched by the Gods:** The gods move in mysterious ways, and those ways often terrify people who don't understand them. Some feature you bear—such as a unique facial scar or a ring of light around your head—is clearly of divine origin, and few are willing to test the will of the gods by associating with you.
- Unclean:** You spend your days in constant contact with filth, either carrying the bodies of the dead or trudging through the blood of animals in the slaughterhouse. Respectable folk refuse to shake your hand or even look you in the eye.

Other Bastards

There are many races descended from humans and other beings aside from the well-known half-orcs and half-elves. Each of the following entries describes another half-human race that can be found in the Inner Sea region, and provides a new race trait for characters of that race. The inside front cover of this book also features a visual representation of the regions where these half-breeds are commonly found.

AASIMARS

Aasimars are considered blessed in good-aligned societies such as Mendev or Andoran; aasimars who call these lands home are given the benefit of the doubt whenever possible and assumed to be good leaders. In places like Cheliax,

the Hold of Belkzen, Nex, and Nidal, however, aasimar blood is a mark of shame, and they are called meddling, judgmental, and alien. While it is difficult to predict where aasimar blood may manifest, regions where reverence for empyreal lords and celestials is common seem to attract the grace of these heavenly beings. The nation of Tianjing in Tian Xia, said to have been protected by celestials in ancient times, is even peopled primarily by aasimars (*Pathfinder Player Companion: Dragon Empires Primer* 19).

Martyr's Blood (aasimar): You carry the blood of a self-sacrificing celestial, and strive to live up to your potential for heroism. As long as your current hit point total is less than half of your maximum hit points possible, you gain a +1 trait bonus on attack rolls against evil foes.

CHANGELINGS

Changelings are often disparaged as agents of evil hags, perverted troublemakers, and weak links in the social chain. Many are thus shamed into hiding their origins, but some prefer to use their racial reputations to their advantage by tricking humans or leading monstrous cults.

Creative Manipulator (changeling): Once per day, you may reroll a Charisma check you just made. You must take the result of the second roll, even if it is worse.

DHAMPIRS

Dhampirs are most common in Ustalav, where they are regarded with mingled suspicion and respect. Although they most often serve as sycophants to dark forces or are evil lords in their right, a few have proven themselves capable hunters of evil monsters, perhaps out of a need to prove that they are not controlled by their ancestry.

Undead Slayer (dhampir): Filled with wrath against the monsters whose unclean blood makes you an outcast, you gain a +1 trait bonus on attack and damage rolls against undead creatures.

FETCHLINGS

Fetchlings are well known in Nidal as children of the Shadow Plane, meaning they are considered blessed by Zon-Kuthon and favored as messengers of the Umbral Court. Elsewhere, this same tie taints them in the eyes of most humans, who are suspicious of fetchlings' motives.

Adaptable Flatterer (fetchling): A life spent avoiding racial mistrust has taught you to humor others effectively when it is useful to do so. You gain a +1 trait bonus on Bluff checks and on attack rolls against opponents who are denied their Dexterity bonus to AC against you.



GENIEKIN

Geniekin are those races descended from humans and beings of elemental magic, namely genies and other mysterious extraplanar forces. These races are most numerous in Qadira, Osirion, and other lands that have been touched by the power of the Elemental Planes.

IFRITS

Ifrits are rarely able to hide their fiery elemental nature completely, and so most of their kind instead choose to revel in their differences. Typically descended from the cruel efreet of the Elemental Plane of Fire, ifrits are sometimes confused with tieflings, since both may have seemingly fiendish features.

Fiery Glare (ifrit): You can use your unearthly nature to frighten others. You can always take 10 on Intimidate checks, even in combat.

OREADS

Humans tend to view oreads as useful workers or administrators in highly structured positions of service to the community, such as guard officer or village priest, but rarely as people with their own hopes and feelings.

Stoic Dignity (oread): You are an unmoving rock for those who see you as an authority figure. As long as you are conscious, you and all allies within 10 feet gain a +1 bonus on saving throws against mind-affecting effects you are not already suffering from. This is a trait bonus for you and a morale bonus for your allies.

SULIS

Descendants of janni and humans, the diplomatic and even-tempered sulis possess no shortage of the elemental power of their otherworldly progenitor. Humans think of sulis as fascinatingly exotic and carefree, but always wonder whether they have a secret agenda. Elves and gnomes usually get along better with sulis, and grant them trust.

Practiced Impression (suli): You traveled constantly in your youth, and were forced to practice making a good first impression until you could do so effortlessly. You gain a +2 trait bonus on Diplomacy checks made against NPCs whom you have known for less than 1 hour.

SYLPHS

Chelaxians, Galtans, Nidalese, and Taldans often hold that sylphs should be considered spies for elemental forces until proven otherwise, because of the ease with which these flighty beings can appear human; this has motivated sylphs traveling among humans in these lands to hide their origins through mundane disguises or makeup. Regardless, sylphs can never hide all aspects of their elemental ancestry. Their passage is often marked by gentle winds, a spike in ambient static electricity, or other atmospheric anomalies.

Aerial Observer (sylph): You are practiced at noticing details from high up. You gain a +2 trait bonus on Perception checks while you are at least 30 feet above ground level.

UNDINES

Most of the nations around the Inner Sea think of undine communities like isolated elven clans: useful in their element and fair friends, but overly proud and callous toward humans. Nevertheless, they respect undines' autonomy more so than that of other geniekin.

Undine Loyalty (undine): You learned early on that teamwork can help keep you safe from troublemakers. Choose one teamwork feat (*Pathfinder RPG Advanced Player's Guide* 150) that requires an ally with the same feat to be adjacent to you. You may benefit from that teamwork feat as long as you have an ally within 10 feet of you (though your ally does not benefit from the teamwork feat unless it also has this trait or a similar ability).

GILLMEN

Gillmen are enigmatic children of the deep ocean with rumored ties to ancient Azlant, making them objects of curiosity throughout the Inner Sea region. Persistent rumors of gillmen perpetrating sabotage and theft on behalf of aboleth masters tinges others' curiosity with fear, however.

Azanti Inheritor (gillman): You have prominent Azlanti features, which you can use to inspire confidence in your allies. Whenever you use the aid another action to aid an adjacent ally, increase the bonus you grant your ally by 1. This is a trait bonus.

SKINWALKERS

The inheritors of the wild power of lycanthrope ancestors, skinwalkers are widely feared everywhere in the Inner Sea region except for the Lands of the Linnorm Kings. This fear can turn violent in places recently plagued by violent conflict with lycanthropes, such as parts of Andoran and Ustalav. Conversely, Ulfen regard skinwalkers as beings blessed with strength by the animal spirits, something any warrior would envy. For more information on skinwalkers, see page 6 of *Pathfinder Player Companion: Blood of the Moon*.

Curse in the Blood (skinwalker): You gain a +1 trait bonus on saving throws against curses. You treat your caster level as 1 higher when casting spells and spell-like abilities with the curse descriptor (*Pathfinder RPG Ultimate Magic* 137, 251).

TIEFLINGS

Tieflings are looked down on as tainted in much of the Inner Sea region, and are oft regarded as second-class citizens. However, they are sometimes respected for their otherworldly power among societies that revere evil deities and demigods.

Tempter's Tongue (tiefling): The blood of crafty, bargain-making fiends runs in your veins, and you have a talent for brokering deals of your own. You gain a +1 trait bonus on Diplomacy checks and on opposed Charisma checks to influence creatures you have charmed (such as with *charm person*).

DISTANT HERITAGES

More common than true half-humans are humans with a distant elf, orc, or other non-human ancestor. For rules purposes, nearly all humans with such distant heritages are usually simply treated as if they were human, with none of the racial traits of their non-human ancestors. Their heritages instead manifest in subtler ways; for example, sorcerers have enough magical blood to awaken and color their spellcasting potential, but not enough to alter their racial traits. However, some humans with distant heritages do manifest traits of their non-human ancestor. The following guidelines can be used to create human characters with different types of distant heritages.



CHARACTERS WITH DISTANT HERITAGES

Characters with diverse racial heritages can be created by using the race builder rules found on page 214 of the *Pathfinder RPG Advanced Race Guide*. Simply begin with 9 Race Points (RP) and purchase racial traits appropriate for the races that make up your heritage. For a typical human with only one faint non-human heritage, it's a simple matter to remove one of the default human racial traits that costs enough RP to purchase one or perhaps two racial traits appropriate to the distant heritage. For a list of all the standard human racial traits and their RP costs, see the table below.

Human Racial Traits

| Racial Trait | RP | Racial Trait | RP |
|----------------------|----|---------------------|----|
| Humanoid (human) | 0 | Linguist | 1 |
| Medium size | 0 | Flexible bonus feat | 4 |
| Normal base speed | 0 | Skilled | 4 |
| Human ability scores | 0 | | |

If your character's racial heritage is more complicated, consider spending proportionally as many points on a race as the fraction of your character's racial heritage it represents. For example, a character who is one-eighth elf and seven-eighths human might spend 1 or 2 RP on traits typical of elves and the remaining points on traits typical of humans or half-elves. A character who is one-eighth elf, one-quarter orc, and the remainder human might spend 1 or 2 RP on elf racial traits, 2 or 3 RP on orc racial traits, and the remainder on human racial traits. A character whose racial heritage includes humanoids of varying races should have all the racial subtypes appropriate to her heritage.

Since racial traits can reflect the culture one is brought up in, choosing those that fit with a character's upbringing and concept can yield better results than selecting a ratio that strictly matches one's racial heritages. For example, the hatred, defensive training, and weapon familiarity racial traits are all the result of culture and make sense for any character raised in that culture. Conversely, racial skill bonuses on Perception checks or saving throws often are usually purely inborn, so under this approach you'd select them only to represent a prominent manifestation of the appropriate racial heritage.

Once you have selected a set of racial traits, check with your GM to verify that your customized race is acceptable for play. Your GM will gauge whether this particular combination of racial traits is too powerful or ineffective. The following table lists the most common racial traits exhibited by characters with a distant trace of each of the listed racial heritages. These racial traits can be found in Chapter 4 of the *Advanced Race Guide* or in the individual

entries for these races in the appropriate source (denoted beside the race). Of course, other racial traits might happen to appear in a particular descendant of these races.

COMMON FEATURES

When humans manifest a trace of non-human blood, the results are never entirely predictable, but any given heritage is most often made apparent by one or two distinctive qualities, either physical or mental (see the inside back cover for more examples).

Aasimar: Those with a hint of celestial blood often have an imposing presence that melts instantly when they deem it important to offer comfort to allies or the downtrodden.

Changeling: Changeling forebears leave behind a legacy of deception—simple appearances, commonly consisting of gangling limbs and innocent facial features, paired with a talent for manipulative magic and witchcraft that often lives on even many generations later.

Dhampir: Distant descendants of dhampirs commonly retain their ancestors' gluttonous thirst for bloodshed and self-indulgence.

Elf: Elven ancestry often gives humans green eyes and a nagging sense of ennui best dealt with by passionately indulging in beautiful and emotional life experiences.

Fetchling: Humans with fetchling ancestry often have dark hair and pale, ashen skin. Some display a talent for mirroring the interests of those around them, making them excellent listeners and giving them a relatively easy time making friends.

Fey: Fey blood produces extreme features in humans, resulting in individuals who are breathtakingly beautiful, grotesquely hideous, or otherwise singularly memorable in appearance.

Gillman: Telltale signs of gillman ancestry in humans include large eyes and one or more physical features generally considered as being of Azlanti ancestry, notably bright purple eyes. They are often naturally suspicious.

Half-Dragon: The blood of dragons leaves a prominent mark even after many generations. Humans with a distant half-dragon heritage typically have big, prominent facial features and sorcerous powers.

Ifrit: Humans distantly descended from ifrits most consistently retain their forebears' fiery temperaments or bronze complexions.

Mongrelman: Mongrelmen in the family can produce any of the other features mentioned on this list and many more, but they also tend to lead to descendants with very amiable attitudes and physical features that seem like a strange match—such as big feet and small hands or one arm visibly shorter than the other.

Ogrekin: Ogrekin blood often manifests as an alarmingly violent temper or a prominent birth defect such as an oversized or undersized limb.

Orc: Even distant orc heritage can give a grayish or greenish cast to the skin, but more often it shows itself in a preference for handling problems through the creative application of force.

DISTANT HERITAGE RACIAL TRAITS

| Heritage | Typical Racial Trait | RP Cost |
|----------------------------|---|---------|
| Aasimar | Skill bonus (Perception) | 2 |
| Changeling ^{B4} | Hag racial trait* | 1 |
| Dhampir ^{B2} | Light and dark | 1 |
| Elf | Elven immunities | 2 |
| Fetchling ^{B2} | Shadow resistance | 2 |
| Fey ^{B3} | Spell-like ability, lesser (any) | 1-2 |
| Gillman ^{ISWG} | Enchantment resistance* | 2 |
| Half-dragon | Paralysis and sleep immunity ² | 2 |
| Ifrit ^{B2} | Pyromaniac | 3 |
| Mongrelman ^{B2} | Sound mimicry (voices)* | 2 |
| Ogrekin ^{B2} | Natural armor | 2 |
| Orc | Orc ferocity | 2 |
| Oread ^{B2} | Stonesinger | 1 |
| Skinwalker ^{BOTM} | Spell-like ability, lesser (<i>speak with animals</i>) | 1 |
| Skum | Natural armor | 2 |
| Suli ^{B3} | Skill bonus (Diplomacy) | 2 |
| Sylph ^{B2} | Gliding wings | 3 |
| Tiefling | Spell-like ability, lesser (<i>darkness</i>) | 2 |
| Undine ^{B2} | Swim | 2 |

* These racial traits are based on monster abilities that can be located in the source detailing the statistics of the creature in question. The listed RP costs for these abilities are subject to GM discretion.

Oread: Having a remote oread ancestor can give humans thick frames and introverted personalities well suited to crafts, administration, monastic life, or magical study.

Skinwalker: A skinwalker among one's ancestors can lead to a natural preference for animal companionship, along with a feature reminiscent of the werecreature to which the ancestor had the strongest tie.

Skum: Humans touched by skum blood, perhaps from a progenitor who had children before changing into a true skum, are often marked by a perverse fascination with the sea and obscure history as well as a strange thickness of the skin. Even distant descendants of skum have a small chance of transforming into one if they're exposed to the alien magic that created the skum in the first place or return to the spawning pool where their ancestors originated.

Suli: Suli heritage among humans generally makes itself known by an exceptional affinity for being exposed to the elements and a powerful thirst to visit new places and meet new people.

Sylph: Humans with a trace of sylph heritage are noted for their detachment verging on coldness and sometimes curiosity verging on obsession.

Tiefling: Even having distant tiefling ancestry can produce one or two minor fiendish physical features, such as a strange eye color or a single hoofed foot. Humans with this ancestry tend to be creatively cautious to the point of paranoia.

Undine: An undine in the family tree most often instills descendants with a sense of natural confidence and a fondness for swimming.

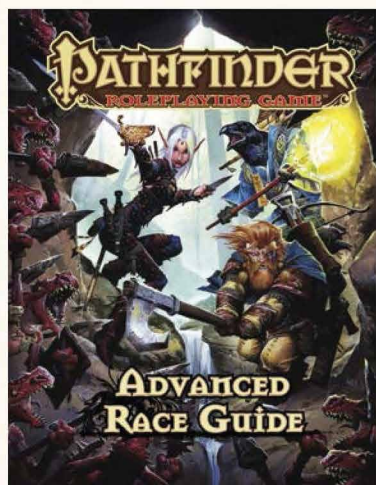
Next Month!

Embrace the powers of law, chaos, and equilibrium with *Pathfinder Player Companion: Champions of Balance!* Pick from dozens of new options designed for neutral-aligned characters—like new fighting techniques born of a moral harmony, magic drawing upon the whole of the land and the planes, and ways to channel forces of true law and chaos. New feats and archetypes empower characters seeking the powers of balance, order, or anarchy, while spells, magic items, and gear aid those whose drive and might lie somewhere between black and white.

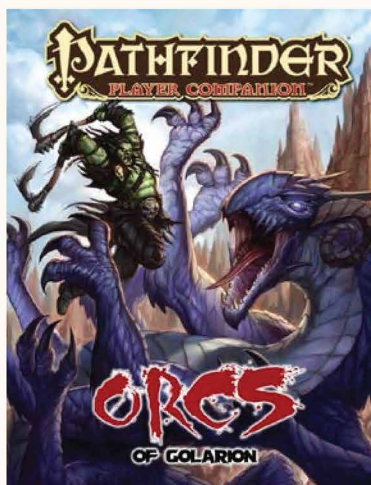


WOULD YOU LIKE TO KNOW MORE?

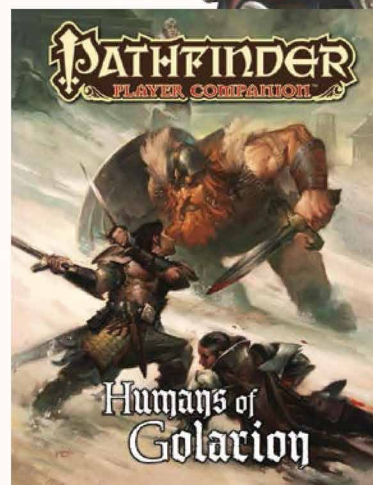
Still yearning for additional tools and tricks for your half-human adventurer to employ? Be sure to check out these other Pathfinder books for even more options for half-elves, half-orcs, and more!



Double the options for your half-human hero with the new feats, spells, racial traits, magic items, and more in the *Pathfinder RPG Advanced Race Guide*. Find additional details to further flesh out bastards of any race!



Unravel the mysteries of your half-orc's monstrous ancestors with *Pathfinder Player Companion: Orcs of Golarion*. In addition to rules for orcs and half-orcs alike, this book features details on dozens of orc tribes and settlements!



Characters born of both humans and other beings need not neglect either side of their ancestry with *Pathfinder Player Companion: Humans of Golarion*—a perfect resource for your half-human bastard!

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the

rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Liability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v.1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Player Companion: Bastards of Golarion © 2014, Paizo Publishing, LLC; Authors: Judy Bauer, Neal Litherland, Ryan Macklin, and David N. Ross.

INHERITED FEATURES

The following random feature generator can be used either by itself or in conjunction with the Distant Heritages section of this book (pages 30–31) to generate physical features that might manifest in a character with non-human ancestry. By themselves, these features don't have any rules implications, though a player may work with her GM in order to help tie certain rules options to her physical appearance. While this table assumes a human character with non-human ancestry, characters of other player-friendly races may also find use for this table.

Each line on this table lists an inheritable physical feature, preceded by the race of the ancestor who would pass on this feature to future generations. Some of these features come from unusual or monstrous ancestors, such as half-dragons or mongrelmen. Such features may or may not be available to PCs at the GM's discretion.

| d% | Inherited Feature |
|-------|---------------------------------|
| 01–02 | Aasimar: faint halo |
| 03 | Aasimar: melodic voice |
| 04 | Aasimar: radiant skin |
| 05 | Aasimar: white pupils |
| 06–07 | Changeling: cackling laughter |
| 08 | Changeling: gangling limbs |
| 09 | Changeling: multicolored irises |
| 10 | Changeling: straight black hair |
| 11–12 | Dhampir: ashen skin |
| 13 | Dhampir: light blue pupils |
| 14 | Dhampir: misshapen shadow |
| 15 | Dhampir: silver hair |
| 16 | Elf: fine hair |
| 17–18 | Elf: lithe frame |
| 19 | Elf: pupil fills eye |
| 20 | Elf: soothing voice |
| 21–22 | Fetchling: black fingernails |
| 23 | Fetchling: dark shadow |
| 24 | Fetchling: gray skin |
| 25 | Fetchling: yellow eyes |
| 26 | Fey: curious birthmark |
| 27–28 | Fey: good with animals |
| 29 | Fey: large eyes |
| 30 | Fey: wild hair |
| 31–32 | Gillman: dark features |
| 33 | Gillman: gill marks |
| 34 | Gillman: unusual thirst |
| 35 | Gillman: webbed fingers or toes |

| | |
|-------|--|
| 36–37 | Half-Dragon: emerald eyes |
| 38 | Half-Dragon: hard fingernails |
| 39 | Half-Dragon: scaly skin |
| 40 | Half-Dragon: vestigial wings |
| 41–42 | Ifrit: amber irises |
| 43 | Ifrit: fiery temper |
| 44 | Ifrit: hair constantly waving |
| 45 | Ifrit: skin warm to the touch |
| 46–47 | Mongrelman: asymmetrical features |
| 48 | Mongrelman: club foot |
| 49 | Mongrelman: oversized teeth |
| 50 | Mongrelman: stubby fingers |
| 51–52 | Ogrekin: bulbous muscles |
| 53 | Ogrekin: oversized feet |
| 54 | Ogrekin: oversized hands |
| 55 | Ogrekin: patchy body hair |
| 56–57 | Orc: booming voice |
| 58 | Orc: green-tinged skin |
| 59 | Orc: pronounced underbite |
| 60 | Orc: thick frame |
| 61–62 | Oread: bald |
| 63 | Oread: calloused skin |
| 64 | Oread: chalky hands |
| 65 | Oread: gravelly voice |
| 66–67 | Skinwalker: bushy eyebrows |
| 68 | Skinwalker: hairy knuckles |
| 69 | Skinwalker: pronounced canines |
| 70 | Skinwalker: vertical pupils |
| 71–72 | Skum: jagged teeth |
| 73 | Skum: strange dreams |
| 74 | Skum: throaty laughter |
| 75 | Skum: webbed fingers or toes |
| 76–77 | Suli: attuned to weather |
| 78 | Suli: mood swings |
| 79 | Suli: soothing voice |
| 80 | Suli: varying skin temperature |
| 81–82 | Sylph: blue-tinged skin |
| 83 | Sylph: pale irises |
| 84 | Sylph: sense changes in wind |
| 85 | Sylph: wispy birthmark |
| 86–87 | Tiefling: constant nightmares |
| 88 | Tiefling: horn stubs |
| 89 | Tiefling: long fingernails |
| 90 | Tiefling: red-tinged skin |
| 91 | Undine: bubbly voice |
| 92 | Undine: cold body temperature |
| 93 | Undine: constant salivation |
| 94–95 | Undine: webbed fingers or toes |
| 96–97 | Roll again; choose two features from the race rolled |
| 98–99 | Roll again twice; reroll results of 96 or higher |
| 100 | Roll again three times; reroll results of 96 or higher |

WHY ARE THERE NO HALF-DWARVES?

Although humans can have children with many other races, there are limits to this gift. Half-dwarves, half-gnomes, half-halflings, and numerous other combinations are all but unheard of on Golarion. Biological incompatibility is the first and foremost reason that such half-races cannot exist. Simply put, dwarves, gnomes, and others just aren't compatible with other races, even humans.

In a realm shrouded in magic, it would be foolish to assume no spell in the known multiverse could produce a viable child between a dwarf and a humanoid of another race. Indeed, dwarven aasimars and gnome tieflings are known to exist, arising through the influence of outsiders or because of magical anomalies understood by few. A *miracle* or *wish* spell could likewise result in the birth of a half-dwarf, though the individuals able or willing to practice such spellcraft are few and far between.



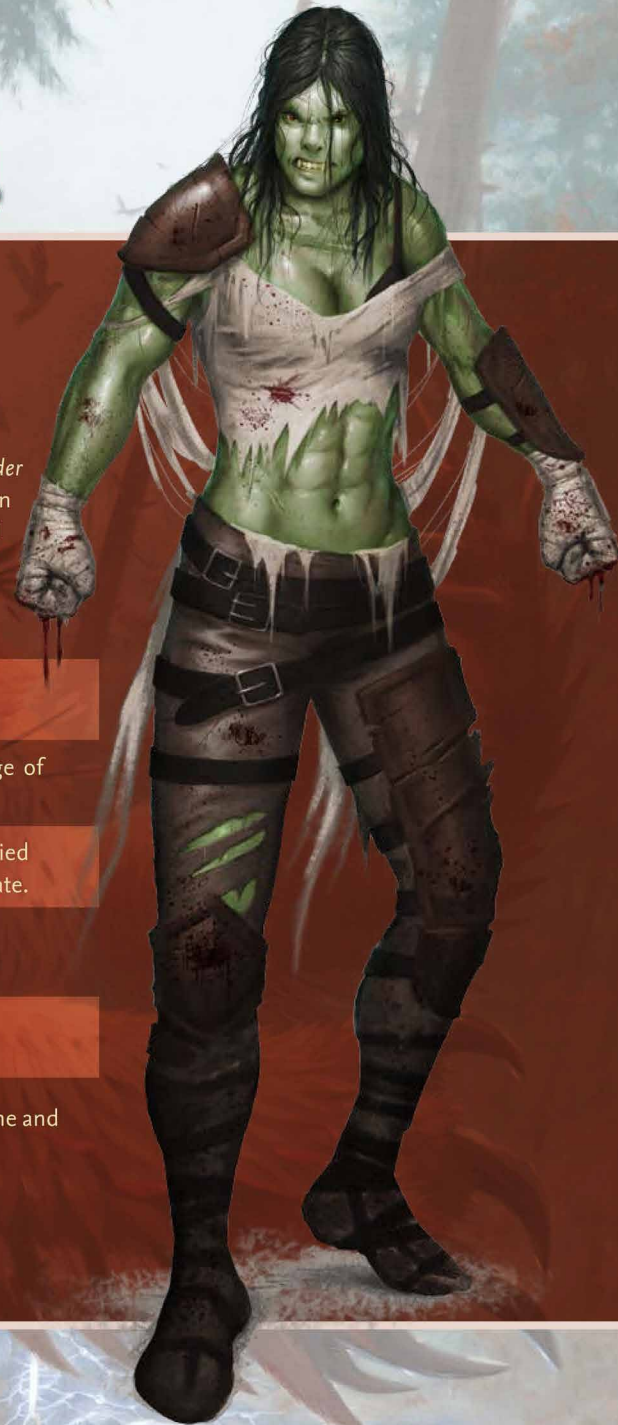
Bad Blood

Unlock the powers of your ancestors and combine the might of two worlds with *Pathfinder Player Companion: Bastards of Golarion!* Whether you're the abandoned progeny of elven royalty or the feared result of hag trickery, your lineage is both strange and storied, and you must channel the brawn and guile of your forebears to prove yourself to a harsh and uncaring world—no matter the costs.

Inside this book, you'll find:

- ▶ Ten new heritages and alternate racial traits for half-elves and half-orcs—from the seafaring children of aquatic elves to the brash kin of desert orcs.
- ▶ Details and new character options for adventurers from the famous half-elven refuge of Erages and the half-orc port city of Averaka.
- ▶ Four character themes to represent bastards of all races and pasts, including the envied celebrity, the misbegotten illegitimate, the scorned outcast, and the neglected unfortunate.
- ▶ A slew of generation tables to inspire grim character backgrounds and determine the physical features inherited from non-human progenitors.
- ▶ New archetypes, feats, spells, magic items, traits and more for bastard characters of all walks!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



paizo.com/pathfinder

Printed in China. PZO9442