

Campaign Traits

Avalanche Member

You are one of the brave (or stupid) souls that have banded together to oppose the Mega Corporation: Shinra Inc. for its damage to the planet (or for more personal reasons), using espionage and guerrilla warfare tactics. While this has made you a bit of a hero in the eyes of the destitute and those injured by Shinra's misdeeds, it has also painted a target on your ass.

Benefit: You gain a +4 trait bonus to Diplomacy skill rolls against members of Anti-Shinra groups and gain a 20% discount when purchasing goods and services from such groups or stores from the ghetto. (However, you have a bounty on your head equal to 300 x your level ...as a base bounty...be careful who you trust.)

Blitzer's Lungs

Your rigorous Blitzball training has earned you lungs of steel.

Benefit: You can hold your breath for a number of rounds equal to 4 times your Constitution score.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution score.

Child of an Esper

One of your ancestors was a creature of magic not entirely of this world.

Benefit: This ancestry manifest in a strange way- your eye, hair or skin color can be outside of the norm for your race. Select either Fortitude, Reflex, or Will. You gain a +1 bonus to that saving throw versus spells, spell-like abilities, and supernatural effects.

Clan Raised (Ivalice)

Most of your childhood was spent in the company of clan members, and thus you communicate similarly.

Benefit: You gain a +2 trait bonus to all (pick one: Diplomacy, Intimidate, or Bluff) checks when interacting with members of clans. Chosen skill is treated as class skill for you.

Magitek Jockey

Since you were young, you've always been fascinated with driving and piloting a magitek.

Benefit: You gain a +1 trait bonus on Drive and Pilot skills checks and they are always class skills for you.

Shinra Employee

Despite, or because of, the ruthless corporate policies held by Shinra Inc., you are paid a better share than someone in the same field of expertise elsewhere.

Benefit: You gain an additional 300 gil at character creation and a 100 gil salary each month (for as long as you are employed). In addition, so long as you are employed by Shinra Inc. you have 'relatively free' access to the Shinra compound and won't trigger security alarms (unless you do something stupid...at which point you are likely considered 'terminated').

Wutai Traditionalist

Times have certainly changed in the land blessed by Leviathan, and not for the better, as the nation has fallen under the sway of Shinra domain. Now little more than a tourist location for the wealthy Shinra employees, its fate is but a grim reminder of Shinra's expansion. Yet despite the pains and humiliation faced, there is a strong and stubborn resistance that refuses to be defeated, and it is these individuals that cling to the nation's past glory and traditions that gives hope for a new future.

Benefit: Characters with this trait treat all Eastern Weapons as Martial Weapons and gain a +2 trait bonus to Stealth (and are likely linked to one of the still-existing resistance groups. Stay out sight of Shinra. The shadows are your only friends.)

Combat Traits

Chocobo Rider Veteran

You're one of Gold Saucer's very own jockey, an expert in riding the large speedy bipedal bird that are used far and wide as a preferred (if archaic) form of transportation.

Benefit: You receive a +2 trait bonus to all Ride checks involving Chocobos, and Ride is always considered a class skill for you.

Demolition Extraction And Disposal (DEAD) Unit

You are one of the brave men and women belonging to the Shinra Inc. DEAD Unit, a group of overworked experts in the areas of locating and disarming dangerous explosives. While it's a job that is extremely hazardous and often unappreciated, there is no arguing about the lives saved because of their heroism.

Benefit: You gain a +2 trait bonus to all Perception and Craft (Explosives) checks to locate and disarm bombs, and Craft (Explosives) is always a class skill for you.

Riot Shield Training

Many police forces and riot-suppression units in Gaia use shields to protect them against the dangers of their occupations, and one of those dangers is that the riot shields issued are a total pain in the ass to haul everywhere! Thankfully, you have more training than most and have been able to minimize the strain of carrying them around.

Benefit: Reduce the armor check penalty of any Riot/Tower Shield you wield by 2.

Shinra Security

Your character has been trained and worked, for some length of time at least, as part of Shinra Inc. Security Division (which doubles as a military unit if need be). Used in equal bits' suppression and riot control you are used to using clubs to inflict both lethal and non-lethal injury.

Benefit: You gain a +1 trait bonus to damage when using a club, this bonus is doubled if the damage inflicted is nonlethal.

Equipment Traits

Treasure Hunter

You aren't a thief at all and shame on others for that slander. You do, however, know exactly where to sell any excess treasure you have for a premium!

Benefit: You gain +5% to the value of goods sold.

Wall Market Vendor

The Black Market is such a terrible name don't you think? Conjuring up images of back-door dealings in dark alleys, and shady people selling deadly vice in the form of 'medicine' to poor misguided people. Terrible no? You see that's why we call it the Wall Market, it's so much friendlier and open that way. But remember being open don't change a damn thing. As one of the 'vendors' of this 'illustrious' business enterprise, you are well informed and possess a keen eye for valuables.... just keep an eye out for ShinSect and 'heroes'.

Benefit: You gain a +2 trait bonus on Appraise skill checks and Appraise is always a class skill for you. You also gain the same bonus to Diplomacy skill checks to Gather Information at the Wall Market.

Magic Traits

Mana Vision

Being in such close proximity to Mana for a majority of your life has allowed you to passively absorb its power.

This power however was mostly focused in your vision, enhancing the light of Mana and showing where it is located within certain distances.

Effect: Dim light cast by Mana now counts as Bright light of the same radius, with half as much as Dim light afterwards (20 dim becomes 20 bright, 20 dim). You also gain the ability to see Mana within objects and through walls up to 30 ft from you. This ability extends to any magical light that would give only dim lighting. This effect stacks with low-light vision.

Materia Savant

Some people have a more natural knack for using materia than others and are, as such, in high demand by Shinra Inc. as well as any military faction that makes use of materia.

Benefit: You gain 1/5th your experience (rounded down) when calculating how much MXP your materia receive (instead of 1/10th). [Example: After a fight you receive 2,000 experience for your efforts, and would normally receive 200 MXP for your materia (1/10th of 2,000); characters with this trait would receive 400 MXP (1/5th of 2,000) having a faster mastery of materia than normal.]

Materia Veteran

You know your way with materia like the back of your hand.

Benefit: You gain a +2 trait bonus to Use Magic Device skill checks involving Materia, and Use Magic Device is always considered a class skill for you.

Mighty Materia Magic

Some specialize in writing or archery. You? You specialize in bringing out the power of materia in all the best ways, and the military is likely to pay top dollar to have you on its front lines.

Benefit: Any time you cast magic through a materia, the spell's Caster Level and DC increases by 1.

Natural Arcana

At some point in your life, you came across an arcane gift within yourself.

Benefit: You gain a MP pool containing 1 MP. This 1 MP refreshes at the beginning of each day.

Twice Burned

The somewhat widespread use of materia has led to a level of exposure among people both for criminal and military mis(use). You're one of the people that has suffered such long-term misfortune and, while you're certain there are positive uses for materia, you ain't seen it yet.

Benefit: Characters with this trait gain a +2 trait bonus to Reflex saves against materia magic.

Race Traits

Adaptable Flatterer [Seeq]

A life spent avoiding racial mistrust has taught you to humor others effectively when it is useful to do so.

Benefit: 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.

Advantageous Distraction [Goblin]

Like most goblins, you're easily distracted. Unlike most goblins, though, you have a knack for being distracted at the right time, especially when it comes to avoiding pain.

Benefit: Once per day as a swift action, you can be momentarily distracted in combat—ducking an axe swing to inspect a toadstool, or stooping behind a tree to lick some bark and accidentally avoiding an arrow, and so on. When you activate this ability, you gain a +2 dodge bonus to your AC for 1 round.

Aerial Observer [Aegyl]

You are practiced at noticing details from high up.

Benefit: You gain a +2 trait bonus on Perception checks while you are at least 30 feet above ground level.

Animal Friend [Tarutaru]

You've long been a friend to animals, and feel safer when animals are nearby.

Benefit: You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet, and Handle Animal is always a class skill for you.

Arcane Dabbler [Nu-Mou]

You've always wanted to dabble in magic.

Benefit: Choose a 0-level black or white magic spell. You may cast that spell once per day as a spell-like ability. Your caster level is equal to your highest class level in a spellcasting class; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Intelligence– or Wisdom-based (chosen when you select this trait).

Bauble Fascination [Burmecian]

You are fond of eldritch baubles and are skilled at activating their wondrous powers.

Benefit: You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Big Boned [Au Ra]

Your ancestors' great size has gifted you with an exceptionally sturdy frame.

Benefit: You gain a +1 trait bonus on combat maneuver checks made to overrun opponents, as well as a +1 trait bonus to your CMD against trip attempts.

Bloodlust [Varg]

You thrill at any excuse for violence. Although you might have learned to focus or suppress this urge, it still gives you energy in a fight.

Benefit: Once per day, when you deal damage to a foe with a natural attack, you may gain 1d6 temporary hit points as an immediate action. These temporary hit points last for 1 minute.

Bouncy [Goblin]

Your bones, flesh, and skin are a bit more elastic than those of most goblins—when you fall, you tend to bounce a little better as a result.

Benefit: Whenever you take falling damage, the first 1d6 points of lethal damage suffered in the fall are automatically converted to nonlethal damage. You also gain a +2 trait bonus on all Reflex saves made to avoid unexpected falls.

Brute [Seeq]

You have worked for a crime lord, either as a low-level enforcer or as a guard, and are adept at frightening away people.

Benefit: You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

Business Venturer [Burmecian]

You are better traveled than most burmecians.

Benefit: You gain a +1 trait bonus on Appraise, Knowledge (local), and Profession (merchant) checks, and one of these skills (your choice) is a class skill for you.

Canopy Prowler [Mithra]

You learned to hunt from above, where your prey seldom searches for danger.

Benefit: You gain a +1 trait bonus on Climb checks, and Climb is always a class skill for you. If you possess the climber racial trait, you also gain a +1 trait bonus on Stealth checks while climbing.

Cold Fortitude [Ronso]

The perpetually chilly environment of your youth made you exceptionally resilient in arctic climes.

Benefit: You gain a +4 trait bonus on Fortitude saving throws against nonlethal ice damage.

Dilettante Artist [Elvaan]

Art for you is a social gateway and you use it to influence and penetrate high society.

Benefit: You gain a +1 trait bonus to one category of Perform checks and a +1 trait bonus to Diplomacy checks. One of these skills (your choice) is always a class skill for you.

Faith Healer [Guado]

You have an unearthly appearance and soothing aura about you that make people believe you are gifted with divine powers. You learned at a young age to make use of your gift in order to make money, and you've found ways to ethically justify your work.

Benefit: You can make a Heal check weekly to earn money as though making a Profession check. In addition, you gain a +1 trait bonus on Heal checks.

Feline Instinct [Mithra]

You spent a period of time living off what you could catch, developing a sharp instinct to act when your foes were most vulnerable.

Benefit: In any combat in which you act during the surprise round, you gain a +3 trait bonus on your initiative check.

Following Breeze [Sylph]

You always seem to be chased by drafts of moving air, and know exactly the right moment and method to lift yourself upon the breezes.

Benefit: As long as you get a running start, you gain a +2 trait bonus on Acrobatics checks made to jump. Your speed increases by 5 feet when you use the run action.

Forest Senses [Viera]

Your senses are more developed in the wild.

Benefit: When in any unsettled, uncivilized terrain, you gain a +2 trait bonus on Perception checks to act during a surprise round, and take no penalty on Perception checks while sleeping.

Forlorn [Galka]

Having lived outside of traditional galka society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak.

Benefit: You gain a +1 trait bonus on Fortitude saving throws.

Freed Slave [Mooglee]

You grew up as a slave and know the ins and outs of nobility better than most.

Benefit: You gain a +1 trait bonus on Diplomacy and Knowledge (nobility) checks and Knowledge (nobility) is a class skill for you.

Industrious [Al Bhed]

You are helpful and hardworking.

Benefit: When you successfully use the aid another action to aid an ally's Craft or Profession check, that

character gains an additional +1 trait bonus on the check (in addition to the +2 bonus normally granted for successfully aiding another). If you have a racial bonus on that skill, your ally gains a +2 trait bonus instead.

Inquisitive Banterer [Mithra]

You are able to learn information by bombarding others with questions that come across as conversational.

Benefit: You gain a +1 trait bonus on Diplomacy checks. In addition, you can use Diplomacy to gather information in 1d2 hours instead of 1d4.

Lettered [Tarutaru]

You can read a smattering of most languages and know enough to make pretty good guesses about the rest.

Benefit: Linguistics is a class skill for you, and you gain a +1 trait bonus on Linguistics checks made for the purpose of deciphering writing in an unfamiliar language. You never draw a false conclusion if you fail your Linguistics check; instead, you simply realize you cannot make sense of the writing.

Perfect Servant [Hypello]

Your training as a maid or valet has left you with unconscious mannerisms that seem to put members of the upper class at ease.

Benefit: You gain a +3 trait bonus on Diplomacy checks made to influence anyone with at least one level of Aristocrat.

Providential Passenger [Moogle]

Those who travel for a living understand that your mere presence could make the difference between success and failure once a journey begins, and this gives you an edge when negotiating your fare or other privileges.

Benefit: Improve the starting attitude that airship captains, caravan leaders, and those with similar sorts of responsibilities have toward you by one step.

Purple Scales [Au Ra]

Your outlandish purple scales made you an outcast from your tribe and forced you to survive in isolation at the edges of auri society. While wandering alone you contacted several other underground races and expanded your linguistic repertoire.

Benefit: In addition to speaking Draconic, you begin play with the ability to speak one of the following: Aklo, Dwarven, Goblin, or Undercommon.

Rapscallion [Moogle]

You've spent your entire life thumbing your nose at the establishment and take pride in your run-ins with the law. Somehow, despite all your mischievous behavior, you've never been caught.

Benefit: You gain a +1 trait bonus on Escape Artist checks and a +1 trait bonus on initiative checks.

Scamper [Burmecian]

In desperate times, your adrenaline kicks in to help you avoid danger.

Benefit: During the first round of combat in which you can act, you ignore difficult terrain and gain an additional 5 feet of movement. This benefit does not apply when you are carrying a medium or heavier load.

Scrounger [Moogle]

Others may call it junk, but you call it a bargain.

Benefit: You can buy objects with the broken condition at half price (instead of the normal three-quarters price). The value of the unbroken version of these objects cannot exceed four times your character level. The price you pay for this object can never exceed more than twice your character level in gil (for example, at 5th level you can spend up to 10 gil on a broken object, meaning you can buy any object that, if not broken, has a value of 20 gil or less).

Seeker of Brightness [Nu Mou]

You seek to learn all that you can.

Benefit: Choose a Knowledge skill; you gain a +1 trait bonus on Knowledge checks of that type and on Perception checks.

Skilled Telepath [Tonkin]

Your telepathy is slightly better than the average tonkin.

Benefit: The range of your limited telepathy racial ability increases by 5 feet.

Slave Smuggler [Moogle]

You know how to get contraband across borders.

Benefit: When hiding a Medium or smaller creature from an opponent actively searching you or your cargo, both you and the creature to be smuggled can attempt Stealth checks and select the higher of the two results for your smuggled ally to use while hiding.

Slippery Step [Sahagin]

You are used to walking on wet and slippery surfaces.

Benefit: You are always considered to have firm footing when fighting underwater, and you gain a +2 trait bonus on Acrobatics checks and Climb checks on wet surfaces or in wet terrain, including bogs, standing or running water, or a storm-tossed ship.

Superior Clutch [Roegadyn]

Your hands not only are bigger than normal, but also have a strong grip useful for wielding large weapons.

Benefit: You gain a +1 trait bonus on damage rolls when using weapons intended for creatures of a larger size.

Thunderborn [Sylph]

The rumble in your voice and the spark in your eyes hint at a lineage of lightning and thunder, possibly tracing back to lightning elementals from the Plane of Air, or else to a magic-touched birth during a powerful thunderstorm.

Benefit: Once per day when you cast a spell that deals lightning damage, you can choose to make half of the damage lightning damage and the other half non-elemental damage.

Tiger's Claw [Mithra or Ronso]

Your feline agility helps you inflict a devastating blow at the end of a charge.

Benefit: Whenever you use the charge action, you gain a +1 trait bonus on your weapon damage roll.

Tough Skin [Au Ra]

You retain a small amount of your ancestors' unyielding skin.

Benefit: You gain a +1 trait bonus to AC when opponents attempt to confirm critical hits with either bludgeoning or slashing weapons.

Transitional [Ronso]

You are attuned to the weather no matter what world you stand upon.

Benefit: Once per day when you attempt a Survival check to predict the weather, you can add a trait bonus equal to 3 + 1/2 your character level. In addition, you gain a +1 trait bonus on Fortitude saves against the effects of cold and hot weather.

Tropical Botanist [Mandragora]

You are familiar with beneficial and dangerous plants.

Benefit: You gain a +1 trait bonus on Knowledge (nature) checks to locate or identify plants and on saving throws against the extraordinary abilities of plants.

Warrior of Old [Elvaan]

As a child, you put in long hours on combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble.

Benefit: You gain a +2 trait bonus on initiative checks.

Well-Informed [Hypello]

You make it a point to know everyone and to be connected to everything around you. You frequent the best taverns, attend all of the right events, and graciously help anyone who needs it.

Benefit: You gain a +1 trait bonus on Diplomacy checks to gather information and Knowledge (local) checks. One of these skills (your choice) is always a class skill for you.

Wind-Carried Voices [Sylph]

You are a master of seeing through falsehoods and sharing secrets—the wind itself seems to carry your voice to those you trust.

Benefit: You gain a +1 trait bonus on Sense Motive checks to tell when someone is lying to you. Additionally, at will, as long as you are outdoors or in an area where there is noticeable air movement, you can whisper to any creature from up to 30 feet away. You can only designate one person in sight to hear your voice, and nearby creatures can hear these messages with a successful DC 20 Perception check. This is an extraordinary ability that otherwise functions as *message*.

Woodland Stride [Viera]

You were raised as a forest trapper, and are adept at moving quickly through underbrush.

Benefit: For 3 rounds per day, you can move through light or heavy undergrowth at full speed. This ability doesn't work in terrain that has been magically manipulated to impede motion.

Regional Traits

Bahamut's Legs

You spent plenty of your youth jumping between the different platforms of Fláreon Heights, as such your legs are quite built along with your ability to adequately judge distance.

Effect: Gain a +4 trait bonus to Acrobatics checks made for jumping. You can also fail by 5 more before taking any adverse effects with acrobatic checks (9 or less allows reflex to catch ledge).

Beard Above Your Station

Your facial hair is longer than it should be for someone in your position. As such, you may disguise as a member of higher society easier, with those people treating you better.

Effect: Gain a +2 trait bonus to Bluff, Diplomacy, Disguise and Intimidation skill checks against anyone of high class on the continent of Ivanbreous.

Cosmo Canyon Native

You are one of the many native inhabitants of perhaps the mysterious location short of the Promised Land, a place where the spirits are alive and planet speaks almost loud enough to hear. As a place of great spiritual learning, its people tend to be reserved and passive, more willing to listen to a stranger's tale and more than willing to tell stories of their own.

Benefit: Characters of this region gain a +1 trait bonus to Will saves.

Costa Del Sol, Amigo!

Whether its west-side or east-side, you are one of the relaxed souls that comes from the city with a whole ocean in the middle of town. Your kind are known for their chipper and fun-loving attitude (and why not? It's all sunny-side up for you every day), and the troubles of the world aren't worth bending yourself out of shape for anyways. In fact, grab a beer (or piña colada or Sunset Sarsaparilla), kick back and catch some sunshine; you'll be surprised how good you'll feel latter.

Benefit: Characters from this region gain a +2 trait bonus to the DC to resist Intimidation skill checks and to Will saves against spells that effect your attitude. In addition, you have managed to get a great tan...regardless of how confusing that may be.

Downtown Living

After living for so long, or merely spending most of your time, in District 1 of Niffél, you have acquired both the accent and mannerisms for lower-class citizens. People who live within these Districts seem to acknowledge you, listen to and admire you, all the while understanding you're not to be messed with.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation skill checks against any person who lives in District 1, beggars or bandits. This effect also extends to any Thieves guild member.

High-Life Wanderer

Not everyone has the chances you've had, either through a stroke of luck or that of rich parents, you've lived the high life in District 3 of Niffél. As such, those of higher-birth or richer income identify with you more than the other riff-raff they may meet.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation skill checks against any person who lives in District 3, noble or tradesmen. This effect also extends to any law enforcement.

Mako Poisoning Survivor

You underwent a type of mako infusion or fell into the life stream or some other phenomena causing your body to be poisoned by mako. While fatal, you survived miraculously. You have sky blue glowing eyes due to the mako infusion despite not being a SOLDIER.

Benefit: You gain a +1 trait bonus to all Fortitude saves.

Marsh Dweller

Some people have no concept of danger and others are both stubborn enough and crazy enough to remain where others fear to tread. You are one of the scant number of natives of the Midgar Marshes, stubbornly staying alive and keeping its infamous Serpent from making you its next meal. Living this way has made you rightfully paranoid and an expert of spotting trouble in the wetlands, a perfect guide for any city-slicker ballzy enough to try and cross the Marsh.

Benefit: You receive a +2 trait bonus to Perception, Survival and Navigate skill checks made when in a marsh or swamp region.

Mechanic

You are a master builder repairman.

Benefit: You gain a +2 trait bonus on Repair skill checks and it is always a class skill for you.

Midgar Mainlander

The bustling metropolis of Midgar may as well be considered the center of the world, at least that's what the people that live there tend to think. Possessing the latest in technologies, vices and pleasures the people of this multifaceted city tend to vary from ruthlessly jaded to hopefully optimistic in all things, and everything in between.

Benefit: Select one Skill that is not a class skill, this skill now becomes a class skill.

Mysidian Heart

You were born in a magic-heavy society, therefore having some understanding of it.

Benefit: You gain a +2 trait bonus to all Knowledge (arcana) checks. This is treated as a class skill for you.

Nibelheim Native

You are one of the many (or if your game takes place after the 'Incident', the last remaining) natives of the mountainous region known as Nibelheim. Peaceful and out of the way of many worldly events that rage around them, the people of this land are none-the-less hardy and unafraid of the strong monsters that often roost nearby their humble town. Perhaps their best known trait, however, is their aptitude for traveling the mountain of their home, a trait often desired by those needing in guides.

Benefit: You are immune to the effects of High Altitude Sickness and do not treat the broken mountain terrain as Difficult Terrain.

On The Fence

From your time in District 2 of Niffél, you've seen a variation of people. Rich, poor, they're all the same when they come to the middle district. Your middle ground allows you insightful knowledge into those who live within the in-between, as well as those who have not quite hit the dumpster or the limelight.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation skill checks against any person who lives in District 2, craftsmen or adventurers. This effect also extends to any Reclaimer's guild member.

Scaley Ally

Living amongst dragon-kin in Bahamut's Head has marked you with their smell and mannerisms, any scaled beast knows of you and that you are a friend until they are given a reason otherwise. You might not smell the best to those who are preyed upon by dragons, however.

Effect: Gain a +1 trait bonus to Bluff, Diplomacy and Intimidation skill checks against any Dragon type creature, or creatures who identify as such. These creatures are also counted as 1 level higher in terms of attitude, to a minimum of neutral.

Veldt Runner

You've known the wilds since you were young, it was always a necessity in life to know them.

Benefit: You gain a +1 trait bonus on all Knowledge (Nature) and Survival checks. They are treated as class skills for you.

Religion Trait

Affinity for the Elements

You worship one of the element deities and now your elemental spells are a little harder to resist.

Prerequisite: Choose one of the following deities to worship: Garuda (Wind), Ifrit (Fire), Leviathan (Water), Ramuh (Lightning), Shiva (Ice), or Titan (Earth); once chosen, it cannot be changed.

Benefit: Add 1 to the DC of saving throws made to resist the effects of spells cast by you that have either the earth, fire, ice, lightning, water, or wind descriptor, depending on which deity you worship.

Fenrir's Drift

As if your motorcycle was possessed, you seem to avoid the dangers of the road, some call it luck, but you know it to be the will of the astral Fenrir.

Requirement: Worshipper of Fenrir.

Effect: You may always take 10 on Drive checks using any type of Motorcycle, you may also use your Wis instead of Dex for the Drive Skill using any vehicle.

Gale of Valefor

Your astute worship to the astral Valefor has allowed your natural wings to mature and strengthen to a higher state than others of your race.

Requirement: Worshipper of Valefor, natural form of flight.

Effect: Your fly maneuverability is increased by 1 stage, to a maximum of average, as well as counting your Constitution modifier as 2 higher for length of flight.

Lifestream Philosopher

There are many religious beliefs in the world but perhaps the only one with any real solid proof of its faith is the ones created by the Ancient Cetra. Believing that the Mako energy that runs under the earth is, in fact, the very soul of the planet and all its inhabitants (both sentient and inanimate). It often encourages its followers to observe the world and understand the flow of man. It continues to be practiced in Cosmo Canyon as well as stranger places in the world influencing events near and far.

Benefit: You gain a +2 trait bonus to Knowledge (Local) skill checks on philosophy and lifestream, and this skill is always a class skill for you.

Order of Alexander

Following in the worship of the City God, you make sure to have your opponents go through proper procedure, upholding court and law.

Requirement: Worshipper of Alexander.

Effect: When striking to inflict non-lethal damage with bludgeoning weapons, you do not take the normal -4 penalty on your attack rolls. This does not extend to any damage from special abilities of the weapon or wielder like sneak attack.

Social

Turk Hopeful

While a great many of the higher ups in the Investigation Sector of the General Affairs Department, also known as the Turks, are taken from bizarre and often dangerous walks of life (one was a Legendary enemy of Shinra during its early days before joining); there's always hope for much saner and less hostile applicants.

Benefit: You are one those hopefuls, and get a +1 trait bonus to Sense Motive and Intimidation, and one of these skills is always a class skill for you.

Drawbacks

Jenova Puppet

Whether by experiments conducted on you by Shinra or some other event that you cannot recall, you came into contact with the Calamity. Now Jenova cells are present in your body, awaiting the call to Reunion.

Effect: You suffer a -2 racial penalty to Will saves against mind control affects made by Jenova type creatures.

Mana Echoes (Guado)

Due to their close connection with life, death and the in-between, Guado are adversely affected whenever they enter locations that are heavy in Mana or Mist. They can hear the voices, or screams, of the surrounding area, making it so they cannot focus entirely on their task.

Effect: Once per minute, the Guado can attempt a Will saving throw (DC 10 + character level), or suffer a -4 on Perception and Craft skill checks as well as a -4 on Attack rolls. If they succeed, they ignore this effect for one

hour.

Mist Vulnerability (Viera)

Despite their affinity for Mist, Viera are susceptible to concentrations of Mist beyond that of other races. When a Viera becomes lost in Mist, she enters a rage- and fear-filled state, as though under the effects of a confusion spell.

Effect: Once per minute while in a Mist-heavy area (either a high concentration of souls, lifestream, magic or pyreflies), the Viera must make a Will saving throw (DC 10 + character level) with failure causing them to gain the confusion status. If they succeed, they ignore this effect for one hour.