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## Introduction

Character Builder provides a set of rules to aid in better defining player characters (although these could also be used for NPC's). Upon first glance Gifts and Obstacles look like nothing more than Feats. However, unlike Feats which give your characters new abilities, Gifts and Obstacles are backgrounds which seek to better define who your character is and what makes them who they are.

Gifts are positive non-tangible aspects of characters that are brought on by experience. These are the things that shape and mold a person's character and usually stay with someone for life (toughness, attractiveness, bravery, etc.).

Obstacles are negative non-tangible aspects of characters that are brought on by experience. These are the things that shape and mold a person's character and usually stay with someone for life (disability, obsession, allergies, etc.).

Gifts and Obstacles are broken into two different power ratings (Primary and Secondary). This represents the positive and negative that a person takes the same incident, such as getting hit by a car and becoming paralyzed, only to grow emotionally stronger. The primary effect was being paralyzed; the secondary effect was becoming emotionally stronger. Gifts and Obstacles allow characters to gain in some areas but falter in others, thus creating more believable characters. Each Gift will be balanced by an opposing Obstacle and vice versa.

## How to Use

There are two ways in which Gifts and Obstacles can be used.

### Method #1

This method allows for characters to gain Gift/Obstacles only after major events in their life. The GM and Player character should pick an appropriate Gift/Obstacle that corresponds to the major event that just transpired.

Select one Gift and one Obstacle (these should be "opposite\*" backgrounds). One of them will be Primary and one of them will be Secondary. In this fashion, treat the Gift as Primary only if the event was a positive one and the Obstacle as Primary only if it was a negative event. If the Gift is Primary, record the effects listed under Primary for that Gift, if the Gift was Secondary record the effects listed under Secondary for that Gift, and the same for the Obstacle.

Major events could be defeated an important NPC's, finding a powerful item, resurrection, death, loss of a loved one, marriage, etc. It could also have an out-of-game context, such as finishing an adventure module, changing alignment, gaining an attribute point, etc. The DM should have the final say in whether an event merits gaining any Gifts or Obstacles.

### Example

**Event:** Jubar had spent years hunting down the killer of his parents. It was a long, tough battle but in the end Jubar emerged triumphant.

**Gift – (Primary)** Tough (Psychological)

**Obstacle – (Secondary)** No Emotions

## Method #2

This method uses Gifts/Obstacles at every stage of character advancement. To allow players some control over the type of character they will play, each character receives one Gift OR Obstacle of the Player's choice. This choice can not be negated by future Gifts or Obstacles, any result that would negate this choice are ignored.

This system does not replace Feats. Gifts do increase a character's ability, however, the requirement of Obstacles create a balanced character rather than a "munchkin".

At 1<sup>st</sup> level the Player rolls randomly to determine what type of background will be Primary and which will be secondary (consult the Backgrounds table). Each level after that the character gains a new Gift/Obstacle.

### Roll a D10:

On a 1, the DM chooses the Gifts/Obstacles the character receives. They may choose which will be Primary and which will be Secondary.

On a 2, 4, 6, 8 the Player chooses a Gift and applies its Primary effects to the character. They then must choose an appropriate (opposite\*) Obstacle and apply its Secondary effects to the character.

On a 3, 5, 7, 9 the Player chooses an Obstacle and applies its Primary effects to the character. They then must choose an appropriate (opposite\*) Gift and apply its Secondary effects to the character.

On a 10, the Player chooses the Gifts/Obstacles the character receives. They may choose which will be Primary and which will be Secondary.

Whichever background is listed as Primary, record the effects listed under Primary for that background, if the Gift was Secondary record the effects listed under Secondary for that background.

Backgrounds	
Dice Roll	Result
1	DM Chooses Gift and Obstacle
2	Primary - Gift Secondary - Obstacle
3	Primary - Obstacle Secondary - Gift
4	Primary - Gift Secondary - Obstacle
5	Primary - Obstacle Secondary - Gift
6	Primary - Gift Secondary - Obstacle
7	Primary - Obstacle Secondary - Gift
8	Primary - Gift Secondary - Obstacle
9	Primary - Obstacle Secondary - Gift
10	Player Chooses Gift and Obstacle

*\*see page 15 for list of examples for opposites*

## Gifts/Obstacles

Gifts and Obstacles are the positive and negative non-tangible aspects of characters that are brought on by experience. These are the things that shape and mold a person's character and usually stay with someone for life

### Academic (Gift)

**Primary:** The character gains extra 4 skill points to spend on Intelligence based skills.

**Secondary:** The character gains extra 2 skill points to spend on Intelligence based skills.

### Addiction (Obstacle)

**Primary:** The Player and DM choose one item, substance, situation, etc. that the character becomes addicted to. Items of addiction are meant to be actively sought by the character. Each day the character forgoes their addiction they suffer a -1 penalty to all dice rolls, this is cumulative each day (after 5 days without the source of their addiction the character would be at a -5 penalty).

**Secondary:** The Player and DM choose one item, substance, situation, etc. that the character becomes addicted to. Items of addiction are meant to be actively sought by the character. Each week the character forgoes their addiction they suffer a -1 penalty to all dice rolls, this is cumulative each day (after 5 weeks without the source of their addiction the character would be at a -5 penalty).

### Ailment (Obstacle)

**Primary:** The Player and DM choose an illness that the character suffers from. Due to a continuous sickness, the character must roll a D20 everyday, on a result of 1, 2, 3 or 4

the character suffers from the effects of his illness. On a 3 or 4 the character suffers from a -1 to all dice rolls for the day, on a 1 or 2 the character suffers from a -2 to all dice rolls for the day.

**Secondary:** The Player and DM choose an illness that the character suffers from. Due to a continuous sickness, the character must roll a D20 everyday, on a result of 1 or 2 the character suffers from the effects of his illness. On a 1 or 2 the character suffers from a -2 to all dice rolls for the day.

### Alertness (Gift)

**Primary:** The character gains a +1 bonus to all Spot and Listen checks.

**Secondary:** The character gains a +1 bonus to either Spot or Listen checks (choose one).

### Allergy (Obstacle)

**Primary:** When in the presence on a particular allergen, the character suffers from ill effects, to include sneezing, coughing, etc. All Move Silently, Hide and Intimidate skill uses are a -2.

**Secondary:** When in the presence on a particular allergen, the character suffers from ill effects, to include sneezing, coughing, etc. All Move Silently, Hide and Intimidate skill uses are a -1.

### Alternate Identity (Gift)

**Primary:** Your character has another persona that they can assume. This persona comes complete with ID/papers and friends/associates even.

**Secondary:** The character gets routinely mistaken for another individual

**Ambidextrous (Gift)**

**Primary:** The character gains the Two Weapon Fighting Feat, all requirements are waived.

**Secondary:** The character gains the Two Weapon Fighting Feat, all requirements must be met.

**Ambitious (Gift)**

**Primary:** The character raises their Wisdom score by 1, and gains a +1 bonus to Sense Motive, Gather Information or Knowledge (choose one).

**Secondary:** The character gains a +1 bonus to Sense Motive, Gather Information or Knowledge (choose one).

**Amnesia (Obstacle)**

**Primary:** There is some past event(s) that are being blocked by the character. The DM replaces this character's entire character sheet with a blank one. The Player may not use any skills, Feats, etc. until they are "remembered" through role-play.

**Secondary:** There is some past event(s) that are being blocked by the character. The DM randomly removes one skill, Feat, etc. from the character. The Player may not use this skill, Feat, etc. until it is "remembered" through role-play.

**Angry (Obstacle)**

**Primary:** The character lowers their Charisma score by 1 and gains a +2 bonus to all Intimidate checks.

**Secondary:** The character lowers their Charisma score by 1.

**Arrogant (Obstacle)**

**Primary:** The character lowers their Charisma score by 1, however, they have become arrogant for a reason, gain a +1 bonus to 2 existing skills.

**Secondary:** Character lowers their Charisma score by 1.

**Athletic (Gift)**

**Primary:** The character gains a +1 bonus to all Fort saves and raises either their Strength or Dexterity score by 1.

**Secondary:** The character raises either their Strength or Dexterity score by 1 (choose one).

**Attractive (Gift)**

**Primary:** The character raises their Charisma score by 1 and gains a +1 bonus to all Perform checks.

**Secondary:** The character gains a +1 bonus to all Perform checks.

**Balance (Gift)**

**Primary:** The character gains a +2 bonus to all Balance checks.

**Secondary:** The character gains a +1 bonus to all Balance checks.

**Berserker (Obstacle)**

**Primary:** The character gains the Rage ability (same as 1<sup>st</sup> level Barbarian) once per day.

**Secondary:** The character gains the Rage ability (same as 1<sup>st</sup> level Barbarian) once per session.

**Blinded by love (Obstacle)**

**Primary:** The Player and DM choose one item, person, situation, etc. that the character loves. When confronted by the object of their love, they must make a Will save DC 20 or proceed to do whatever they suggested.

**Secondary:** The Player and DM choose one item, person, situation, etc. that the character loves. When confronted by the object of their love, they must make a Will save DC 10 or proceed to do whatever they suggested.

**Bookworm (Gift)**

**Primary:** The character gains extra 4 skill points to spend on Knowledge skills.

**Secondary:** The character gains extra 2 skill points to spend on Knowledge skills.

**Brave (Gift)**

**Primary:** The character gains a +2 bonus to all Will saves.

**Secondary:** The character gains a +1 bonus to all Will saves.

**Can not let go (Obstacle)**

**Primary:** Even after resolution, a character can not let go of the situation, place, person, etc. They resist all efforts to move on, to change their attitude towards someone, or believe that the Evil was destroyed.

**Secondary:** Even after resolution, a character can not let go of the situation, place, person, etc. They resist all efforts to move, to change their attitude towards someone, or believe that the Evil was destroyed. They must make a Will save DC 10 or they fail to believe the situation has been resolved.

**Cautious (Obstacle)**

**Primary:** The character suffers a -4 to all Initiative rolls.

**Secondary:** The character suffers a -2 to all Initiative rolls.

**Clairaudience (Gift or Obstacle)**

If taken as an Obstacle, the character has no control of this ability.

**Primary:** The character gains the ability of Clairaudience (same as the 3<sup>rd</sup> level spell) once per day.

**Secondary:** The character gains the ability of Clairaudience (same as the 3<sup>rd</sup> level spell) once per week.

**Clairvoyant (Gift or Obstacle)**

If taken as an Obstacle, the character has no control of this ability.

**Primary:** The character gains the ability of Clairvoyance (same as the 3<sup>rd</sup> level spell) once per day.

**Secondary:** The character gains the ability of Clairvoyance (same as the 3<sup>rd</sup> level spell) once per week.

**Clumsy (Obstacle)**

**Primary:** The character suffers a -2 to all Reflex saves.

**Secondary:** The character suffers a -1 to all Reflex saves.

**Combat Paralysis (Obstacle)**

**Primary:** The character is considered to be *Panicked* during all combat scenes. A panicked character must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the character takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked character cowers and does not

attack, typically using the total defense action in combat. A panicked character can use special abilities, including spells, to flee; indeed, the character must use such means if they are the only way to escape.

**Secondary:** The character is considered to be *Frightened* during all combat scenes. A frightened character flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened character takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened character can use special abilities, including spells, to flee; indeed, the character must use such means if they are the only way to escape.

### Combat Sense (Gift)

**Primary:** All attacks receive a +1 bonus to hit, damage and Initiative.

**Secondary:** All attacks receive a +1 bonus to Initiative.

### Common Sense (Gift)

**Primary:** The character raises their Wisdom score by +1 and gains a +1 bonus to all Sense Motive checks.

**Secondary:** The character gains a +1 bonus to all Sense Motive checks.

### Companion is Lucky (Gift)

**Primary:** One of the character's companions receives a +1 bonus for all non-combat skill checks. The Player chooses only one companion to receive this. This companion can not change, however, this Gift can be selected multiple times, and each time a new companion must be selected.

**Secondary:** If the character's companions fails any roll that will be detrimental to their health (i.e.; failing a save that will result in their death) then they are allowed one re-roll. The

Player chooses only one companion to receive this. This companion can not change, however, this Gift can be selected multiple times, and each time a new companion must be selected.

### Companion is Unlucky (Obstacle)

**Primary:** One of the character's companions receives a -1 bonus for all non-combat skill checks. The Player chooses only one companion to receive this. This companion can not change, however, this Obstacle can be selected multiple times, and each time a new companion must be selected.

**Secondary:** If the character's companion succeeds any roll that will save them from death (i.e.; succeeding at a save that would have otherwise resulted in their death) then they must re-roll (only 1 re-roll allowed). The Player chooses only one companion to receive this. This companion can not change, however, this Obstacle can be selected multiple times, and each time a new companion must be selected.

### Confidence (Gift)

**Primary:** The character raises their Charisma score by 1 and gains a +1 bonus to all Bluff checks.

**Secondary:** The character gains a +1 bonus to all Bluff checks.

### Cultured (Gift)

**Primary:** The character gains 3 Languages (Choose, must be living) and gains a +1 bonus to all Knowledge checks.

**Secondary:** The character gains a +1 bonus to all Knowledge checks.



**Disabled (Obstacle)**

**Primary:** The character loses the ability to use two body parts. This has to be at least one body part of major use. The DM should be the judge on whether or not the parts in questions meet this description. Fighters need their hands; Thieves need their eyes, etc.

**Secondary:** The character loses the ability to use one body part. This has to be a body part of major use. The DM should be the judge on whether or not the part in question meets this description. Fighters need their hands; Thieves need their eyes, etc.

**Don't Speak (Obstacle)**

**Primary:** The character suffers a -1 to all Diplomacy, Perform and Bluff skill checks.

**Secondary:** The character suffers a -1 to Diplomacy, Perform or Bluff skill checks (choose one).

**Don't Touch (Obstacle)**

**Primary:** The character suffers a -1 to all Use Magical Device, Craft and Open Lock skill checks.

**Secondary:** The character suffers a -1 to Use Magical Device, Craft or Open Lock skill checks (choose one).

**Does well alone (Gift)**

**Primary:** When alone, the character receives a +1 bonus to all skill checks.

**Secondary:** When alone, the character receives a +1 bonus to one skill of the characters choice.

**Drops things (Obstacle)**

**Primary:** This character should not be trusted with the party's valuable artifacts. The DM should make random Dexterity checks to determine if the character drops some item that is being carried.

**Secondary:** This character should not be trusted with the party's valuable artifacts. The DM should make random Dexterity checks to determine if the character drops some item that is being carried.

**Emotion Disability (Obstacle)**

**Primary:** This is a role-playing obstacle. The character has a hard time understanding and dealing with emotions. These problems exist in their emotions, as well as, dealing with the emotions of others.

**Secondary:** This is a role-playing obstacle. The character has a hard time understanding and dealing with emotions. These problems exist in their emotions, as well as, dealing with the emotions of others.

**Experience (Gift)**

**Primary:** The character gains enough experience to raise their level by 1 (i.e.; if their character level is 7, then they gain enough XP to bring the Experience Points total to 28,001 to bring them to 8<sup>th</sup> level).

**Secondary:** The character gains 500 XP.

**Fast Healer (Gift)**

**Primary:** The character heals at 3 times the normal rate.

**Secondary:** The character heals at twice the normal rate.

**Fear (Obstacle)**

**Primary:** The character selects a single item, person, place, situation, etc. While in the presence of the feared item the character is considered to be Frightened (see Combat Paralysis).

**Secondary:** The character selects a single item, person, place, situation, etc. While in the presence of the feared item the character is considered to be Shaken. A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

**Gifted (Gift)**

**Primary:** The character raises their Intelligence score by 1 and picks a skill they already possess at least one rank in, the character gains a +2 bonus with that skill.

**Secondary:** The character picks a skill they already possess at least one rank in, the character gains a +2 bonus with that skill.

**Good Listener (Gift)**

**Primary:** The character raises their Charisma score by 1 and gains a +1 bonus to all Diplomacy checks.

**Secondary:** The character gains a +1 bonus to all Diplomacy checks.

**Guilt (Obstacle)**

**Primary:** This is a role-playing Obstacle. The character is guilty about something and seeks to atone for their transgression. They refuse to defend themselves against any form of aggression until they have atoned.

**Secondary:** This is a role-playing Obstacle. The character is guilty about something and seeks to atone for their

transgression. They refuse to defend themselves unless it is a life or death situation until they have atoned.

**Heightened Attribute (Gift)**

**Primary:** The character picks one attribute; all of the character's skills based on that attribute receive a +1 bonus to all skill checks.

**Secondary:** The character picks one attribute and raises its ability score by 1.

**Honest (Gift)**

**Primary:** The character raises their Charisma score by 1, gains a +1 bonus to all Diplomacy and a -1 to all Bluff skill checks.

**Secondary:** The character gains a +1 bonus to all Diplomacy and a -1 to all Bluff skill checks

**Honest (Obstacle)**

**Primary:** The character lowers their Charisma score by 1, gains a +2 bonus to all Diplomacy and a -2 to all Bluff skill checks.

**Secondary:** The character gains a +2 bonus to all Diplomacy and a -2 to all Bluff skill checks

**Impulsive (Obstacle)**

**Primary:** The character lacks the ability to think a situation through. The character must always announce his actions during combat prior to everyone else and prior to rolling Initiative.

**Secondary:** The character lacks the ability to think a situation through. The character must always announce his actions during combat prior to rolling Initiative.

**Increased Will (Gift)**

**Primary:** The character gains a +2 bonus to all WILL saves.

**Secondary:** The character gains a +2 bonus to all WILL saves.

**Introvert (Obstacle)**

**Primary:** The character lowers their Charisma score by 2.

**Secondary:** The character lowers their Charisma score by 1.

**Lack of Social Sense (Obstacle)**

**Primary:** The character suffers a -2 to all Diplomacy, Gather Information and Bluff skill checks.

**Secondary:** The character suffers a -1 to all Diplomacy, Gather Information and Bluff skill checks.

**Leadership (Gift)**

**Primary:** The character is a natural born leader. The character gains the Leadership Feat. All requirements must be met.

**Secondary:** The character gains a +2 bonus to all Diplomacy skill checks.

**Liar (Obstacle)**

**Primary:** The character is a born liar, to his enemies and his friends. When determining or influencing the attitude of NPC's, the DC for the skill check is always 5 higher than listed. Also all player characters must make a Will Save DC 15 in order to believe anything the character says (as they are used to his lies).

**Secondary:** The character is a born liar, to his enemies and his friends. When determining or influencing the attitude of

NPC's, the DC for the skill check is always 5 higher than listed.

**Light Sensitive (Obstacle)**

**Primary:** In bright situations, including daylight outdoors, the character suffers a -2 to all dice rolls.

**Secondary:** In bright situations, including daylight outdoors, the character suffers a -1 to all dice rolls.

**Lost Love (Obstacle)**

**Primary:** The character can never love another individual; the character gains a +2 bonus to resist all seduction attempts (including charms). If the character is successfully seduced, they gain the Guilt Obstacle.

**Secondary:** The character can never love another individual; the character gains a +1 bonus to resist all seduction attempts (including charms).

**Love (Gift)**

**Primary:** The Character has found the love of his life, be it a person, place, object or job. A characters actions. which are directed at this Love are at a +2 bonus. However, this can be used against the character.

**Secondary:** The Character has found the love of his life, be it a person, place, object or job. A characters actions. which are directed at this Love are at a +1 bonus. However, this can be used against the character.

**Low Self Esteem (Obstacle)**

**Primary:** The character lowers their Charisma score by 1 and all Intimidation attempts against the character are at a +2 bonus.

**Secondary:** All Intimidation attempts against the character are at a +2 bonus.

### Lucky (Gift)

**Primary:** The character receives a +1 bonus for all non-combat rolls.

**Secondary:** If the character fails any saving throw that will be detrimental to their health, then they get to re-roll. This is invoked for once each such incident.

### Magic (Gift)

**Primary:** The character gains a spell like ability equivalent to a Level 1 or Level 2 Wizard spell.

**Secondary:** The character gains a spell like ability equivalent to a Level 1 Wizard spell.

### Mentally Challenged (Obstacle)

**Primary:** The character lowers both their Intelligence and Wisdom scores by 1.

**Secondary:** The character suffers a -1 to all Intelligence based skills.

### Musician (Gift)

**Primary:** The character gains a +2 bonus to all Perform skill checks.

**Secondary:** The character gains a +1 bonus to all Perform skill checks.

### Night Blindness (Obstacle)

**Primary:** In Low light situation, including nighttime, the character suffers a -2 to all non-combat skill rolls.

**Secondary:** In Low light situation, including nighttime, the character suffers a -1 to all dice rolls.

### Night Vision (Gift)

**Primary:** The character gains the Blind Fight Feat.

**Secondary:** The character gains the Blind Fight Feat.

### No Emotions (Obstacle)

**Primary:** The character lowers their Charisma score by 1, and may not have any ranks in the Perform skill.

**Secondary:** The character may not have any ranks in the Perform skill.

### No Sense of Humor (Obstacle)

**Primary:** The character lowers both their Charisma and Wisdom scores by 1.

**Secondary:** The character suffers a -1 to all Charisma based skills.

### Obese (Obstacle)

**Primary:** The character lowers their Dexterity score by 2 but gains 4 Hit Points.

**Secondary:** The character lowers their Dexterity score by 1.

### Obsession (Obstacle)

**Primary:** Like the One Temptation Obstacle, except the character actively seeks it.

**Secondary:** Like One Temptation Obstacle, except the character actively seeks it.

### One Bad Sense (Obstacle)

**Primary:** The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a -2 to all skill checks.

**Secondary:** The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a -1 to all skill checks.

### One Good Sense (Gift)

**Primary:** The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a +2 bonus to all skill checks.

**Secondary:** The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a +1 bonus to all skill checks.

### One Single Fear (Obstacle)

**Primary:** The character gains a single, horrible fear. While in the presence of this fear the character is considered to be Panicked (see Combat Paralysis).

**Secondary:** The character gains a horrible single fear. While in the presence of this fear the character is considered to be Frightened (see Combat Paralysis).

### One Temptation (Obstacle)

**Primary:** This is a role-playing obstacle. The character and DM choose one item, person, situation, etc. that the character can not ignore. The character suffers a -4 to all Will saves to avoid this temptation.

**Secondary:** This is a role-playing obstacle. The character and DM choose one item, person, situation, etc. that the character

can not ignore, except in life and death matters. The character suffers a -2 to all Will saves to avoid this temptation.

### Overconfident (Obstacle)

**Primary:** The character suffers a -4 to AC.

**Secondary:** The character suffers a -2 to AC.

### Paranoid (Obstacle)

**Primary:** This is a role-playing obstacle. The character gains a strong distrust for an entire agency. They believe that agency is either out for them or behind all the worlds' problems.

**Secondary:** This is a role-playing obstacle. The character gains a strong distrust for a single branch of some agency or person. They believe that agency is either out for them.

### People's Envy (Obstacle)

**Primary:** The character suffers a -2 to all Charisma based skills.

**Secondary:** The character suffers a -1 to all Charisma based skills.

### People's Pity (Gift)

**Primary:** The character gains a +2 bonus to all Charisma based skills.

**Secondary:** The character gains a +1 bonus to all Charisma based skills.

### Refuses Help (Obstacle)

**Primary:** This is a role-playing obstacle. The character refuses to accept help at all times. The character will even go

out of his way to avoid assistance, often causing the situation to worsen.

**Secondary:** This is a role-playing obstacle. Only in life and death situations will the character accept assistance

### Resistance to something (Gift)

(Such as to alcohol, poison, tear gas, etc.)

**Primary:** The character gains a +2 bonus to all saving throws against one substance.

**Secondary:** The character gains a +1 bonus to all saving throws against one substance.

### Secret Past (Obstacle)

**Primary:** This is a role-playing obstacle. The character gains a secret about their past. This secret is known to the character and can be used for his benefit, such as for blackmail material.

**Secondary:** This is a role-playing obstacle. The character gains a secret about their past. This secret is not known to the character at the beginning of play; however, it should come out through role play.

### Seductive (Gift)

**Primary:** The character raises their Charisma score by 2.

**Secondary:** The character raises their Charisma score by 1.

### Self Sacrificing (Obstacle)

**Primary:** The character's Alignment must Lawful-Good, Chaotic-Good or Neutral-Good. The character must make every opportunity to save others, including taking the bullet for others. If the character should fail in saving a life, they gain the Guilt Obstacle.

**Secondary:** The character's Alignment must Lawful-Good, Chaotic-Good or Neutral-Good. The character must make every opportunity to save others, including taking the bullet for others.

### Self Sufficient (Gift)

**Primary:** The character gains the Self Sufficient Feat.

**Secondary:** The character gains the Self Sufficient Feat, but receives a +1 bonus instead of a +2 bonus.

### Shallow (Obstacle)

**Primary:** The character lowers both their Charisma and Wisdom scores by 1.

**Secondary:** The character suffers a -1 to all Wisdom based skills.

### Show Off (Obstacle)

**Primary:** The character can not resist an opportunity to show off. Rather it be a skill or just in general. The character lowers their Charisma score by 1 and suffers a -1 to all Will saves.

**Secondary:** The character can not resist an opportunity to show off. Rather it be a skill or just in general. The character suffers a -1 to all Will saves.

### Slow (Obstacle)

**Primary:** The character lowers both their Intelligence and Wisdom scores by 1.

**Secondary:** The character lowers either their Intelligence or Wisdom score by 1 (choose one).

**Smooth Talker (Gift)**

**Primary:** The character gains a +2 bonus to all Diplomacy skill checks.

**Secondary:** The character gains a +1 bonus to all Diplomacy skill checks.

**Superstitious (Gift)**

**Primary:** The character gains WILL +2; however, they are at a -4 FEAR when dealing with folklore and legends.

**Secondary:** The character gains WILL +1; however, they are at a -2 FEAR when dealing with folklore and legends.

**The Touch (Gift)**

**Primary:** The character gains a +1 bonus to all Use Magical Device, Craft and Open Lock skill checks.

**Secondary:** The character gains a +1 bonus to Use Magical Device, Craft or Open Lock skill checks (choose one).

**The Voice (Gift)**

**Primary:** The character gains a +1 bonus to all Diplomacy, Perform and Bluff skill checks.

**Secondary:** The character gains a +1 bonus to Diplomacy, Perform or Bluff skill checks (choose one).

**Tough (Physical) (Gift)**

**Primary:** The character gains 2 extra hit points.

**Secondary:** The character gains 1 extra hit point.

**Tough (Psychological) (Gift)**

**Primary:** The character receives a +2 bonus to resist all Intimidation attempts.

**Secondary:** The character receives a +1 bonus to resist all Intimidation attempts.

**Trim (Gift)**

**Primary:** The character raises their Dexterity score by 1 and gains a +1 bonus to all Escape Artist checks.

**Secondary:** The character gains a +1 bonus to all Escape Artist checks.

**Unattractive (Obstacle)**

**Primary:** The character lowers both their Charisma and Constitution scores by 1.

**Secondary:** The character lowers either their Charisma or Constitution score by 1 (choose one).

**Unfocused (Obstacle)**

**Primary:** The character suffers a -2 to all Initiative rolls and any action which requires multiple turns to complete are at a -2 to the skill check.

**Secondary:** The character suffers a -2 to all Initiative rolls.

**Unlucky (Obstacle)**

**Primary:** The character suffers a -1 to all non-combat skill checks.

**Secondary:** If the character succeeds at any Will, Fort or Reflex save roll, then they must re-roll it. This is invoked only once for each such incident.

**Weakness (Obstacle)**

**Primary:** When dealing with checks against temptations (except the Background: One Temptation), the character

suffers a -2 to Will saves. Example temptations are seduction attempts, debates, intimidation attempts, etc.

**Secondary:** When dealing with checks against temptations (except the Background: One Temptation), the character suffers a -1 to Will saves. Example temptations are seduction attempts, debates, intimidation attempts, etc.

**Wild Thing (Gift)**

**Primary:** The character raises their Charisma score by 1 and gains a +1 bonus to all Will saves.

**Secondary:** The character gains a +1 bonus to all Will saves.

**Willpower (Gift)**

**Primary:** When dealing with checks against temptations (except the Background: One Temptation), the character receives a +2 bonus to Will saves. Example temptations are seduction attempts, debates, intimidation attempts, etc.

**Secondary:** When dealing with checks against temptations (except the Background: One Temptation), the character receives a +1 bonus to Will saves. Example temptations are seduction attempts, debates, intimidation attempts, etc.

**Example Opposites**

**Gifts**

- Academic
- Academic
- Alertness
- Alternate Identity
- Ambidextrous
- Ambitious
- Athletic
- Attractive

**Obstacles**

- Unattractive
- Don't Touch
- Obsession
- Paranoid
- Show Off
- Cannot Let Go
- Slow
- People's Envy

- Attractive
- Attractive
- Balance
- Bookworm
- Bookworm
- Brave
- Clairaudience
- Clairvoyant
- Combat Sense
- Common Sense
- Companion is Lucky
- Confidence
- Cultured
- Does Well Alone
- Experience
- Experience
- Fast Healer
- Gifted
- Good Listener
- Heightened Attribute
- Honest
- Increased Will
- Leadership
- Love
- Lucky
- Magic
- Musician
- Night Vision
- One Good Sense
- Pity
- Pity
- Resistance to something
- Secret Past

- Shallow
- Don't Speak
- Drops Things
- Obese
- No Sense of Humor
- Self Sacrificing
- One Bad Sense - Hearing
- One Bad Sense - Touch
- Lack of Social Sense
- Cautious
- Unlucky
- One Single Fear
- Arrogant
- Low Self Esteem
- Combat Paralysis
- Guilt
- Impulsive
- Emotional Disability
- Introvert
- Addiction
- Honest
- Clairsentient
- Overconfident
- Blinded by Love
- Companion is Unlucky
- Arrogant
- Unfocused
- Light Sensitive
- One Bad Sense
- Clumsy
- Mentally Challenged
- Allergy
- Amnesia



Seductive	Obsession
Self Sufficient	Angry
Self Sufficient	Disabled
Self Sufficient	Refuses Help
Smooth Talker	Liar
Superstitious	Fear
The Touch	Lack Social Sense
The Voice	Arrogant
Tough (Physical)	Ailment
Tough (Physical)	Weakness
Tough (Psychological)	Berserker
Tough (Psychological)	Lost Love
Tough (Psychological)	No Emotions
Trim	Obsessive
Wild Thing	One Temptation
Willpower	One Temptation

This is an example of how Gifts and Obstacles may act in opposition. However, each Gift and Obstacle can have multiple "opposites"; their combination is only dependant upon the description of the background event and what it is that the Player wants their character to learn from it.

**Gifts and Obstacles** are an idea originally from another 93 Games Studio product, **The Swing**.

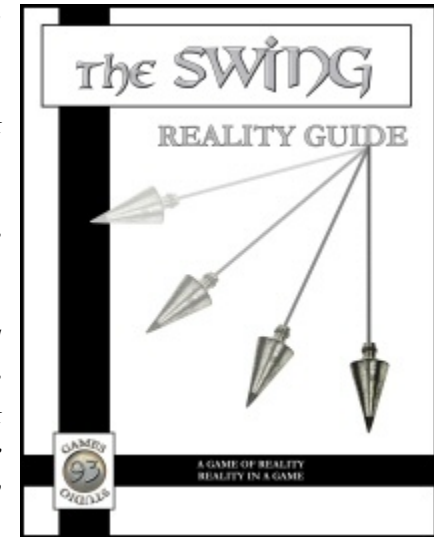
*In 1904 the last of the Enlightened Masters, immortal beings who assisted mankind, left this world. It is now January 1st, 2000 and they have returned.*

*The Swing is set in the modern world, with real world agencies using real world Magick (such as Wicca and Voodoo) and real world mechanics. But reality in The Swing is a pendulum: sometimes it moves in one direction, sometimes in the other. A character's WILL can shape reality within the game world, affecting all those within. One day, reality could be filled with dragons and faeries, the next it could be lasers and computers.*

*The Swing uses the highly realistic Step System, which provides a high level of detail throughout the game. Character Creation is focused on defining well-rounded, believable characters. Combat is deadly, scary and dangerous, as in real life. The freeform Magick system is based on the Thelemic principles of WILL and Love, derived from Aleister Crowley's vision of Magick as "the Science and Art of causing Change to occur in conformity with Will." The system encourages players to use out-of-game "real-world" information to shape the game world.*

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