

CODEx CIVILIZATION LIFE PATH

B BACKGROUND

A character's background details the significant events, people, and life experiences that make up the origin story of a character prior to his or her role in the saga of a campaign. A character's background forms the basis for complex motivations and emotional vulnerabilities, and these past experiences guide the way the character responds to circumstances in his or her present life. When playing a new character, the details in your background give you a quick handle on your past, making it easier to slip into the character's skin and embrace this mind-set in play. As the campaign proceeds, your early adventures gradually become part of that background—a seamless chain of events that make up your life and contribute to your constantly changing and evolving persona.

| | | | |
|------------|----------------------|---|-----|
| B0 | INTRODUCTION | Your Origin, Role and Profession combine with other flavour to define your characters pre-adventure background. | 203 |
| B01 | MULTIPLE BACKGROUNDS | Using the core rules, you have one background, your GM can grant access one or more of the universal ancestry feats listed here with allow for multiple backgrounds. | 206 |
| B02 | CONCEPT & THEME | A concept is a category or group. The Civilization Codex documents are designed around six concepts, logically arranged in a circle of three opposing pairs. | 207 |
| B1 | ORIGIN | An origin is a background that describes where you are from, the nature, place or circumstances of your childhood. You can only have one origin background, representing either your Childhood or the Habitat in which you were raised. | 208 |
| B11 | CHILDHOOD | A childhood origin represents the way in which you were raised, the behaviours and values instilled in you by your parents or guardians. | |
| B12 | HABITAT | The habitat in which you sent your childhood can often have a greater influence than the circumstances of your birth. | 210 |
| B2 | ROLE | A role is a background that describes why you are here, the reason that you are in the location in which the adventure or campaign begins. To some degree your role also influences your approach to life, how you react, and how you are perceived by others. | 212 |
| B20 | CLASS | Your role is driven by your character class. See B4 to roll or select a role from your class | |
| B21 | CAMPAIGN | Your role is directed by the themes and settings of the adventure or campaign. Campaign backgrounds are often included in published Modules and Adventure Paths. | |
| B22 | LIFESTYLE | Your role is dictated by your lifestyle. Some lifestyles are chosen, others are imposed or are a symptom of the region in which you live | |
| B23 | OBSESSION | Your role is driven by your obsession, your passion, your reason for life. Most people chose their obsession, although past circumstances can heavily influence that choice. | 214 |
| B24 | PHILOSOPHY | Philosophical roles are all uncommon, with access requiring a matching alignment | 216 |
| B3 | PROFESSION | Profession backgrounds describe what do you in your day-to-day life, are primarily occupation or vocation based, and are further divided into bands based upon the wealth and lifestyle: Destitute, Poor, Modest, Affluent, and Rich. You can only ever have one profession background. | 221 |
| B30 | CLASS | Your profession is driven by your character class. See B4 to roll or select a profession from your class | |
| B31 | DESTITUTE | You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement. | |
| B32 | POOR | You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement. | 222 |
| B33 | MODEST | You were born to the middle class, which includes merchants, artisans, and tradespeople. You likely grew up in a good-sized settlement, and one of your parents is likely associated with a guild or other trade organization. | 224 |
| B34 | AFFLUENT | You were born into wealth. You likely grew up in a large settlement, and one of your parents is likely associated with a high-profile profession. | 226 |
| B4 | CLASS | Each character class has a collection of exclusive origins, roles and professions. Some class backgrounds grant access to restricted class feats | 227 |
| B41 | CORE CLASSES | Alchemist, Barbarian, Bard, Champion, Cleric, Druid, Fighter, Monk, Ranger, Rogue, Sorcerer, and Wizard | |
| B42 | ADVANCED CLASSES | Investigator, Oracle, Swashbuckler, and Witch | |

As the GM I look though the options available and decide that I am going to use two of them. All players must select either Lore Backgrounds or Storied Backgrounds. These two become available as global ancestry feats, and all of the others remain off-limits.

I have two types of players, some veterans you like to keep their options open, and some relatively new players who need a little help developing their story. My veteran players are Matt and Ross. I anticipate that they will probably go for Lore Backgrounds as this allows them to retain access to their first level ancestry feat. My new players are Réne and Jacob. I am going to suggest Storied Backgrounds for the new players and help them select Story feats and flaws when we discuss their characters story.

Matt is playing **Cornelius Vanderbilt**, a human cleric. Matt chooses lore backgrounds, and elects to roll to see what he gets.

- For his origin Matt rolls a d100 of 83 on **B1** leading to **B12**. A roll of 91 on the human column indicates that Cornelius has an urban origin – Child of the Resistance.
- Matt rolls d100 again on **B2** for his role, with a result of 23 leading to a further d100 roll of 09 for a lifestyle on **B22**. This results in the Alchemical Prodigy background; which Matt decides to swap for Military Strategist.
- For his profession Matt rolls a d100 of 85 on **B3** leading to a modest profession on **B33**. He rolls a d100 of 83 – a Merchant.

| Ref | d100 | Name | Boost | Lore | Trained Skill | Grants | Access | Story |
|------------|------|-------------------------|------------|-------------|---------------|----------------|--|-------------------------------------|
| B1 | 83 | | | | | | | |
| B12 | 91 | CHILD OF THE RESISTANCE | INT or CHA | (Community) | Society | Streetwise | Dedicated Defender ^{F12} , Natural-Born Leader ^{F121di} | Slave Emancipation ^{E1} |
| B2 | 23 | | | | | | | |
| B22 | 09 | MILITARY STRATEGIST | STR or INT | Warfare | Society | Streetwise | Militia Veteran ^{F121i} | Successful Commander ^{E11} |
| B3 | 85 | | | | | | | |
| B33 | 83 | MERCHANT | INT or CHA | Mercantile | Diplomacy | Bargain Hunter | Amiable Blunder ^{F121di} Artisan Crafting ^{F121c} | Market-savvy ^{E11} |

He chooses the boost from his role, so can boost STR or INT and one free. He Chooses his grant from his profession, gaining training in Diplomacy and the Bargain Hunter skill feat.

He is practiced in Mercantile Lore, Warfare Lore, and the Lore for the town the campaign starts in. His lore skills give him access to the Contract Negotiator, Market-Savvy, and World Traveller events. Matt decides to ignore the latter but includes the first two into his background description.

He gains access to the Dedicated Defender background feat, the Amiable Blunder, Artisan Crafting, Military Veteran, and Natural-Born Leader skill feats, and to the Slave Emancipation, Successful Commander, and Market-savvy stories.

He also gains a 1st level ancestry feat as normal. He decides to use this to start the Successful Commander story and gains the Perceptive Defences feat. He can attempt to complete the Ambusher goal to retrain Perceptive Defences into Perceptive Encounters.

“Cornelius was raised among dissenters in an oppressed nation, who found his youthful idealism inspiring in the face of tyranny. He is implicitly trusted by soldiers or officers impressed by him strategic instincts. After stumbling into a group moving slaves out of captivity, he saved the group with a quick improvisation, then achieved a decisive victory while leading a squad of troops against the slavers without any casualties. He is at home in the hustle and bustle of a busy market, for everything there is a price, and he is negotiator at heart. In a dusty shop, market stall, or merchant caravan, he bartered wares for coin and trade goods. The skills he picked up still apply in his adventuring life, in which a good deal on a suit of armour could prevent his death.”

Ross is playing **Thrund Bargith**, a forge dwarf fighter. Ross also chooses lore backgrounds. He has been reading through the options and elects to select his backgrounds rather than rolling for them. He picks a modest birth and the Artisan profession for Thrund's parents, the Bonded Labourer lifestyle role, and the Guard poor profession.

| Ref | Name | Boost | Lore | Trained Skill | Grants | Access | Story |
|------------|-----------------|------------|---------|---------------|-----------------------|---|--------------------------------|
| B33 | ARTISAN | STR or INT | Guild | Crafting | Specialty Crafting | Harvester ^{F121c} | Famous Architect ^{E1} |
| B22 | BONDED LABOURER | STR or DEX | (Biome) | Athletics | Assurance (Athletics) | Wrecking Wrath ^{F12} Wanderer's Shroud ^{F12} | Foundling ^{E12} |
| B32 | GUARD | STR or CHA | Legal | Intimidation | Quick Coercion | Tactician ^{F12} | Lawbringer ^{E1} |

He chooses the boost from his profession, so can boost STR or CHA and one free. He chooses his grant from his origin, gaining training in Crafting and the Speciality Crafting skill feat. He chooses Rural Lore as his biome lore. He decides not to take a story feat yet instead gains a dwarven ancestry feat. He adds the Founding event to his background description.

“Thrund was found in some untamed portion of the untamed forest far from civilization. The only other thing at the site where you were discovered was a model of a strange building matching no known architectural style. His adoptive parents are wagoner's, key members of an unscrupulous regional guild. He has suffered as a worker for the guild, labouring under harsh conditions in dangerous rural regions. He now serves in the guard on a wagon train and knows how to get a difficult suspect to talk.”

Réne is playing **Bearnus Cait**, a twilight halfling rogue. She chooses Storied Backgrounds and rolls the following:

| Ref | d100 | Name | Boost | Lore | Trained Skill | Grants | Access | Story |
|-------------|------|-----------------------|------------|-------------|---------------|---------------|---|---|
| B1 | 57 | RAISED AMONG THE DEAD | STR or CON | Undead | Deception | Secret Speech | Deathless ^{F11} , Deathtouched ^{F11} , Magical Knack ^{F12} | Ghost Encounter ^{E1} , Horror Encounter ^{E1} |
| B2 | 10 | | | | | | | |
| B41a | 43 | SPY | INT or CHA | Underworld | Deception | Charming Liar | Fast Talker ^{F121dc} | |
| B3 | 46 | | | | | | | |
| B33 | 96 | STREET URCHIN | DEX or CON | (Community) | Thievery | Pick Pocket | Child of the Streets ^{F121i} | Missing ^{E1} |

Her boosts are DEX or CON and one free; and replacing her four 1st level boosts STR or CON, INT or CHA, and two free. She is trained in Deception, Thievery and a skill of her choice, and she gains the Secret Speech, Charming Liar, and Pick Pocket skill feats. She has access to the Deathless and Deathtouched ancestry feats, to the Magical Knack background feat, and to the Fast Talker and Child of the Streets skill feats. She is obliged to take a story, so she chooses Missing and gains the Unforgotten story feat. She selects Light Sensitivity and Paranoid for a total of 10 levels of flaw.

Her lore skills give her access to the Criminal, Monster Scholar, and World Traveller events in addition to Ghostly Encounter, Horror Encounter and Missing from her backgrounds. She decides to incorporate all but World Traveller into her background description.

“Bearnus was raised by the ghost of your dead mother. She initially eked out a living by picking pockets on the streets of a major city, never knowing where she would find your next meal. While some folk adventure for the glory, she did so to survive. She'd always had an innocent expression and a silver tongue, so naturally she was recruited as a spy during her adolescence, marked for her study of the undead and her survival of numbers undead encounters. Recently her ghostly mother has gone missing, vanished with little trace.”

Jacob is playing **Albert Leander**, a seer elven wizard. Jacob decides to keep his first character simple and just takes the Herbalist profession and an elven ancestry feat.

“Albert has have learned the healing properties of various herbs. He's adept at collecting the right natural cures in all sorts of environments and preparing them properly.”

Selecting Backgrounds

There are several ways you can approach character background. One approach is an organic method—brainstorming character details, guided by the questions in the following sections of this chapter. Alternatively, you might use Origin, Role and Profession tables in the sections that follow to compile your history randomly. You can also use these tables as a springboard for your imagination, deliberately selecting backgrounds that inspire you or fit the direction you wish to explore.

Published Adventures

For published Adventure Paths, you often have the option of selecting campaign backgrounds that tie your character thematically into a specific storyline.

Origin, Role and Profession

The following sections of this chapter examine your life leading up to the beginning of the campaign, starting with the formative experiences of childhood and adolescence which define your **origin**, proceeding though the development of your worldview in early adulthood which gives you a **role**, and cumulating in the selection of your adult **profession**.

You may find it beneficial to step into your character's head if you spend some time contemplating these choices, simply because you'll have more information to draw from.

Concept and Theme

The Civilization Codex documents are designed around six concepts, logically arranged in a circle of three opposing pairs as shown on the diagram to the right.

Each concept is further split into five themes. A theme has a principle concept and a hint of a secondary concept, with the strength of the hint determined by the relationship between the two.

To theme a character's background select the role, origin and profession from the same or related themes.

Creating an important NPC with an Artistic material theme, I select the Caravan Wanderer ^{B12} origin, Narcissist ^{B24} role and the Artist ^{B32} profession.

Creating a Unique Character Concept

Sometimes, creating a character that feels original and stands out from others of the same class and race can seem like a challenge. It's easy to fall into playing the stereotype of a ancestry or class—the ale-swilling dwarven fighter with the battleaxe, the quick and wise elven ranger roaming the woodlands with a longbow, the sneaky and childlike halfling rogue, and so on. While there's nothing wrong with these, and they can be a lot of fun—after all, there's a reason they became cultural archetypes in the first place—sometimes you want to try something new. Presented here are some techniques you can use to help you break away from stereotypes.

Originality: If you strive too hard to be original, you'll likely be disappointed when you discover that someone else has already implemented your idea in a book, film, game, or other kind of media. Yet, while original ideas are hard to come by, every person you meet is unique, shaped by his or her individual experiences. Rather than strive for an original concept, try focusing on the experiences that define your character's life and give him his personality and point of view. Specific experiences will help move you away from the stereotypical and cliché.

As the child of a goddess and a mortal, do you view ordinary creatures as inferior beings? Having grown up in abject poverty, how do you react when someone steals from you? If a militant theocracy burned your siblings as heretics, how do you respond to clerics of other religions?

The Third Idea: When you're brainstorming ideas, it sometimes helps to reject the first and second ideas that leap to mind, and instead consider the third, fourth, and fifth ideas you come up with. This way, you're challenging yourself to explore wider, more interesting possibilities full of unexplored story potential. The easy ideas that spring to mind first probably do so because you've seen them before.

Opposites: When you're stuck on an characteristic that strikes you as boring, plain, or stereotypical, decide that the opposite is instead true of yourself. For instance, if you're playing the aforementioned dwarven fighter, perhaps one of the following holds:

- You have taken a vow against drinking, can't hold your liquor, or act in a peculiar, eccentric way when drunk.
- You can't grow a beard.
- You favour a weapon that is not a hammer, axe, crossbow, or other typical dwarven weapon.
- You live in a forest or on an island rather than in the hills and mountains favoured by most dwarves.
- You are a pacifist who loathes violence.
- You deeply pity or love orcs and goblins.

Any one of these character quirks can prove ripe for character development and story hooks in the campaign.

Steal Shamelessly: Sometimes when starting a new character, you just need a good template or foundation from which to build. Characters from literature, comics, history, real life, or television and film can provide that foundation in an instant. The key is to alter various aspects of the model character until you have changed enough to have an altogether different concept.

How would Count Dracula be different as an elven wizard? What about as a halfling cleric? Are you obsessed with feasting on blood, or are you simply ancient, creepy, solitary, and mysterious?

What about reinterpreting Julius Caesar as a human rogue or a gnome illusionist? Is this human rogue one of three mobsters scheming to eliminate the competition and rule a city the way Caesar eliminated his competitors to rule Rome? Has your gnome illusionist received a prophetic message predicting his own death, as Caesar did from the soothsayer?

Building on the foundations of established characters or people gives you a framework, at which point you just need to give yourself different circumstances in order to inspire a new idea, one that will grow on its own as you continue to play. The initial inspiration or model you choose helps you come to grips with your character quickly without feeling like you have to reinvent the wheel.

Another way to accomplish this is to combine notable traits of two disparate characters from media or history. For instance, how would you play a character with Sherlock Holmes' skill at deduction and Hamlet's indecision? Achilles' battle prowess paired with Nikola Tesla's inventive mind? Merlin's magic with Marie Curie's search for scientific truth? Joan of Arc's faithful conviction and Napoleon's overwhelming ambition?

Some characters are born under extraordinary circumstances, heralded by prophecy and omen; others live completely ordinary lives until some dramatic event casts them onto the dangerous roads traveled by heroes and monsters.

Flavour

In addition to the mechanical aspects of your origin you should also select the following setting details:

- Your **Ethnicity**, which is defined by the options available for your ancestry in the setting in which the adventure is set.
- You **Region**, the part of the world in which you were born or live.
- Your **Nationality**, the nation in which you were born or live.
- Your **Birthplace**, the village, town, or city in which you were born.
- Your **Affiliation**, the society or organisation in which you are a member.

Family

Your family often has the strongest influence over you as a child. This family doesn't always consist of blood relations, especially in the case of adoptees, foundlings, orphans, or street urchins. Those who raised you as a child and took responsibility for your survival, food, shelter, and protection are your family. A family passes on customs, traditions, religion, and superstitions. Some families nurture, shelter, and safeguard their children; others fight and harm one another. When you start thinking about your background, begin by examining your family life.

Parents: Who were your parents and how did they meet? Did your parents marry, and if so did they marry for love, money, political power, or some other reason? Was their marriage arranged? Did your parents fight or abuse one another? Conversely, did your parents get along blissfully, creating an ideal model of love in your mind? Were your parents faithful to one another, or was one (or both) a philanderer? What secrets did you learn about one of your parents that the other did not know? Did your parents separate? Did a parent die? If you grew up with only one parent, how did your other parent deal with the separation from his or her partner? How did (or would) such an event affect your life? Does your family experience cause you to long for a family of your own or cause you to shun the thought?

Siblings: Depending on the nature of your family, your siblings might be your closest friends or worst enemies. Sometimes siblings band together for friendship, protection, and support; other times they are divided by competition, favouritism, or resentment.

Think about the family dynamics. If you have siblings, are you close to them? Were you bullied by one or more of your siblings, or protected by them? Were you the eldest child in your family, or otherwise responsible for watching out for your siblings? Did your parents place greater duties, expectations, and responsibilities upon you than upon your siblings? Is there a sibling you are closer to than others, or do you care for all your brothers and sisters equally? Was there a favorite child in your family? Were you that child or was it one of your siblings? Was there a black sheep in your family? Do you have any bastard siblings, half-siblings, or stepsiblings? If so, what is the nature of your relationship?

Extended Family: Grandparents, aunts, uncles, nieces, nephews, and cousins can sometimes be closer than your immediate relations. At the very least, such relatives can be close confidantes outside of your immediate family.

Region

Imagine the geographical region where you grew up, and consider the implications, positive and negative, of growing up there. Think of how the landscape affected your psychology. If you grew up surrounded by desert, did you see it as a barren and featureless wasteland or a wide-open place of endless possibility? If you grew up near a forest, was it a verdant woodland that captivated your imagination or a savage and dangerous place where wild beasts hunted?

The environment around your community could also have influenced your physique and the skills you learned. Were you rugged mountain-folk, wandering forest nomads, peasant villagers, townsfolk, city-dwellers, or the sailors from distant islands? Did you learn to survive by gathering roots and vegetables from fields and plains, or track and hunt in the quiet forests? Did you live by your wits in a city's streets and alleyways?

If you grew up near wetlands, rivers, or swamps, you might know how to fish or raft. In the mountains, you might have developed skill with climbing or skiing. If you grew up in an urban environment and lived your entire childhood within the city walls, what is your perception of the world beyond the city?

Where you grew up also shapes how you see the rest of the world, in varying ways. There's a big difference between a country girl who sees cities with contempt or curiosity and a city boy who looks at the wilderness with wonder or fear.

Social Rank and Education

In most cultures, the wealthy and privileged stand apart from the common masses. But even the wealthy and powerful have a hierarchy, as do middle class tradespeople and common laborers. The social class to which you belonged as a child influences your education and how you see the world.

If you are of noble birth, you might have grown used to convenience and to commanding others—and expecting them to obey, just as you're expected to obey your betters. You likely had a better education than nearly everyone else.

If you are of common birth, you probably have a very different perception of life, and little if any formal education. Those with rank have power, and you were expected to fall in line. Your common birth is likely apparent in your speech, clothing, and bearing.

What was the economic and social station of your parents? Were they peasant laborers or tradespeople? Were your family members servants to wealthy and powerful people, or did you have wealth or power yourselves? If they were wealthy, was it "old money" or a recent acquisition? Was your family respected in your community?

When you dealt with people of other social classes, how did you treat them? Do you respect people of other social classes, or do you disdain or despise them? Were you ever embroiled in a struggle against someone of higher or lower social rank? What was it about, and what happened as a result? Do you hold with the customs and tastes of your social class or have you rejected them for the customs and manners of a higher or lower class?

Magic

Most of the standard humanoid races aren't inherently magical, though their members may come to study magic and learn its secrets over time. If you come from a nonmagical culture, the arcane arts might seem strange—like cheating at life or breaking religious taboos. Or perhaps you were taught to embrace magic as a wondrous and fantastic means of accomplishing the impossible.

How much did you know about magic growing up? Was it a part of your everyday life or something that was only spoken about in superstition, tales, and legends? Were you ever placed under a spell or curse? Did you develop any strange, supernatural powers as a child? Did you ever experiment with magic unsupervised? Are you affected by any long-lasting magical effects, including enchantments or curses cast upon you in your early life?

Philosophy

Parents usually pass their religious beliefs to their children by instructing them in the customs, dogma, practices, rituals, and traditions of their faith. Tradition and ritual play a major part in cultures, determining festivals, initiation rites to adulthood, and holidays. Even if you're not religious, you probably have had some experience with religion as a child, perhaps from a relative, friend, or followers of the dominant faith of the region where you grew up.

Did your parents follow the same faith, and did they instruct you in those teachings? In a world of death and uncertainty, how important were religious beliefs and traditions to your family's life? What was a particular custom of your religion or a tradition your family practiced? What were the ethical or religious taboos? Whether or not you are religious, do you abide by a certain ritual or maintain any taboos? Did you follow the religious teachings of your family or reject them? If you followed them, what comfort did they give during the difficult transition from childhood to adulthood?

Gaining a Background

At 1st level when you create your character, you gain a background of your choice. This decision is permanent; you can't change it at later levels.

Dishonoured Family is an origin background.

Most background grant:

- A **boost** in two abilities. One is usually from a choice from two, the other a free boost.

Which boosts Wisdom or Charisma and 1 free ability score

- The trained proficiency rank in an applicable **Lore** skill. Lore skills represent deep knowledge of a specific subject. If a Lore skill involves a choice (for instance, a choice of terrain), explain your preference to the GM, who has final say on whether it's acceptable or not.

Training in any one Cultural lore

Background Sources

Many of the backgrounds in this document are at least partly based upon background options from other sources. An abbreviated of the source follows the backgrounds title. See the OGL statement for the meaning of these abbreviations. When the abbreviation is followed by a * the background has been renamed from its original source.

Types of Background

Backgrounds come in three types. You can never have more than one background of each type.

ORIGIN

An origin is a background that describes where you are from, the nature, place or circumstances of your childhood.

| | | | | | |
|--------|---------|----------|--------------|--------|---------|
| ALIEN | AQUATIC | ARBOREAL | COSMOPOLITAN | DESERT | LOWLAND |
| FROZEN | MARINE | RUGGED | SUBTERRANEAN | RURAL | URBAN |

Habitat backgrounds are a subtype of origin background indicating which habitat the background is applicable to, such as arboreal or urban for example. See **B12**.

ROLE

A role is a background that describes why you are here, the reason that you are in the location in which the adventure or campaign begins. To some degree your role also influences your approach to life, how you react, and how you are perceived.

Obsession backgrounds are a subset of role background that are driven by your obsession, your passion, your reason for life.

Philosophy backgrounds are an uncommon subset of role background that require a matching alignment.

(PROFESSION)

This includes all of the core rulebook backgrounds and backgrounds specific to each character class. This is the type of background that everyone usually gets. This trait is the default type of background and is normally omitted.

| | | | |
|-----------|------|--------|----------|
| DESTITUTE | POOR | MODEST | AFFLUENT |
|-----------|------|--------|----------|

Wealth: A subtype of profession backgrounds. See **B3**.

Other Background Traits

In addition to the type, a background may also be tagged with additional traits:

CLASS

The background is only available to a specific character class and is tagged with the trait for that class. If there are multiple class tags, the background is available to each of them. It loses any non-matching class traits when selected. See **B4**.

STORY

The background is part of your narrative and grants access to one or more story events. See **E1**.

- A **grant** of a skill package containing the trained proficiency rank in a skill, along with a skill feat that builds on that skill. If you gain the trained proficiency rank in a skill from your background and would then gain the trained proficiency rank in the same skill from your class at 1st level, you instead become trained in another skill of your choice. If the skill feat is uncommon, then the background as a whole is uncommon, with the same access as the skill feat.

A grant that includes training in Diplomacy and the Bargain Hunter skill feat

- Access** to uncommon background, skill, and class feats, and occasionally **flaws**.

Gives access to the Reactionary uncommon background feat

- Backgrounds may have one or more **stories**, a type of event that, if selected, your character has completed.

And access to the Evidence of Birth-right and Public Family Secret stories.

Background Pools

Using the core rules, you have one background, usually a Profession. Your ancestral lifepath may one you access to a pool of backgrounds to select from. Either select one background from this pool or discuss with your GM the options below for multiple backgrounds.

THEME

A theme that ties the background into the Civilization Codex. See **B02** for more details on concepts and themes.

MUNDANE

Mundane background grant access, but do not have a lore or a skill package grant. Select a mundane background to reduce the number of flaws you take or the number of trained skills you lose from your character class.

ORDINARY CHILDHOOD^{UCA}

BACKGROUND

ORIGIN **MUNDANE**
Boosts 2 free. **Lore** none. **Grants** none. **Access** *Ordinary*^{F121st}.

Your childhood was ordinary, with no major blessing or catastrophe—a stark contrast to an adventuring life. You lived your life in anticipation of growing up so you could affect the dull backdrop upon which your mundane life was painted. Now that you've grown, it's easy to miss those tranquil days where nothing ever seemed to happen.

UNEVENTFUL LIFESTYLE

BACKGROUND

ROLE **MUNDANE**
Boosts 2 free. **Lore** none. **Grants** none. **Access** *Ordinary*^{F121st}.

Your role is uneventful, without significant lifestyle, obsession, event or philosophy.

QUIET AND MUNDANE

BACKGROUND

RARE **MUNDANE**
Boosts 2 free. **Lore** none. **Grants** a 1st level ancestry feat for which you meet the prerequisites and have access.

Your social class and character class never factor into your everyday life.

Rarity and Access

UNCOMMON

Some of the feats in this chapter have an Uncommon rarity and are unlocked with a matching alignment.

B01 MULTIPLE BACKGROUNDS

Using the core rules, you have one background, usually a Profession background from the core rulebook, a Campaign background from a module or adventure path, or a regional background from a rules supplement. To allow you to have more than one background, your GM can grant access one or more of the universal ancestry feats below. You can only take these feats at 1st level and you cannot retain into or out of them.

BONUS BACKGROUNDS FEAT 1

RARE ANCESTRY

In addition to your Profession you also have an Origin and a Role. The **boosts** from your Origin and Role combined replace your four 1st level ability boosts, you cannot apply more than one boost to the same ability score. You gain the **lore** and **grant** from both your Origin and Role. This is in addition to the **lore** and **grant** from your Profession, which you gain as normal. You also gain the description and the **access** granted by all three backgrounds.

CAMPAIGN BACKGROUND FEAT 1

RARE ANCESTRY

In addition to your Profession you also have a Campaign Role. Choose the **boosts**, as a package, from one of your backgrounds – as normal, this is in addition to your four 1st level ability boosts. You gain the **lore**, description and the **access** granted by both backgrounds, and the **grant** from one of the backgrounds. You gain a 1st level ancestry or background feat for with you meet the prerequisites and have access.

FLAVOUR BACKGROUNDS (DEEP BACKGROUND) FEAT 1

RARE ANCESTRY

In addition to your Profession you also have an Origin and a Role. You gain the **boost**, **lore** and **grant** from either your Profession, Origin or Rule, although each of them can be selected from a different background. You also gain the description and the **access** granted by all three backgrounds. You gain a 1st level ancestry or background feat for with you meet the prerequisites and have access.

FREE BACKGROUNDS FEAT 1

RARE ANCESTRY

In addition to your Profession you also have an Origin and a Role. The **boosts** from your Origin and Role combined replace your four 1st level ability boosts, you cannot apply more than one boost to the same ability score. You gain the **lore** and **grant** from both your Origin and Role. This is in addition to the **lore** and **grant** from your Profession, which you gain as normal. You also gain the description and the **access** granted by all three backgrounds. You gain a 1st level ancestry or background feat for with you meet the prerequisites and have access.

LORE BACKGROUNDS FEAT 1

RARE ANCESTRY

In addition to your Profession you also have an Origin and a Role. You gain the **boost** and **grant** from either your Profession, Origin or Rule, although each of them can be selected from a different background. You gain the **lore** from all three of your background, but you are practiced, not trained, in those lore skills. This means that your proficiency bonus is equal to half of your level. You can later select a single instance of skill training to become trained in all three. You also gain the description and the **access** granted by all three backgrounds.

You gain a 1st level ancestry or background feat for with you meet the prerequisites and have access. You can instead use this feat to become trained in all three lore skills.

RICH BACKGROUNDS FEAT 1

RARE ANCESTRY

In addition to your Profession you also have an Origin and a Role. The **boosts** from your Origin and Role combined replace your four 1st level ability boosts, you cannot apply more than one boost to the same ability score. You gain the **lore** and **grant** from both your Origin and Role. This is in addition to the **lore** and **grant** from your Profession, which you gain as normal. You also gain the description and the **access** granted by all three backgrounds.

You gain two fewer trained skills from your character class. if you have the *Ordinary Childhood*^{B0} mundane origin or *Uneventful Lifestyle*^{B0} mundane role you instead gain one fewer trained skill, and if you have two of these backgrounds you receive your full allotment of trained skills.

STORIED BACKGROUNDS FEAT 1

RARE ANCESTRY

In addition to your Profession you also have an Origin and a Role. The **boosts** from your Origin and Role combined replace your four 1st level ability boosts, you cannot apply more than one boost to the same ability score. You gain the **lore** and **grant** from both your Origin and Role. This is in addition to the **lore** and **grant** from your Profession, which you gain as normal. You also gain the description and the **access** granted by all three backgrounds.

You are obliged to gain at a total of 10 levels of flaw from amongst those you have access to. The *Ordinary Childhood*^{B0} mundane origin and *Uneventful Lifestyle*^{B0} mundane role each reduce the level of flaws you incur by 5. You are also obliged to gain a story feat from amongst those you have access to.

With each feat is a brief discussion of its impact and power level. GM's should consider the impact and determine which are suitable for their game.

This is an early power boost compared to characters with a single background. Characters lose their 1st level ancestry feat, and gain training in two lore skills, training in two skills, and two skill feats.

This is slight power boost. Characters lose nothing and gain an additional lore skill which is applicable to the campaign.

This is balanced. Characters gain some flexibility from mixing backgrounds but do gain nothing for free and loose nothing.

This is a significant, and early, power boost compared to characters with a single background. Characters lose nothing, and gain training in two lore skills, training in two additional skills, and two skill feats.

This is balanced. Characters some flexibility from mixing backgrounds, and some advantage to having two additional lore skills but their bonus in the lore skills is 2 points lower than normal.

This option is balanced when compared to characters with a single background. Characters lose their 1st level ancestry feat and two trained skills from their character class, and gain training in two lore skills, training in two additional skills, and two skill feats.

This option is balanced when compared to characters with a single background. Characters lose their 1st level ancestry feat, incur 10 levels of flaw, and gain training in two lore skills, training in two additional skills, and two skill feats.

B02 CONCEPT & THEME

d20

A concept is a category or group. The Civilization Codex documents are designed around six concepts, logically arranged in a circle of three opposing pairs as shown on the diagram to the right.

Each concept is further split into five themes. A theme has a principle concept and a hint of a secondary concept, with the strength of the hint determined by the relationship between the two.

- **Ambient** The secondary concept is adjacent to the principle and has a significant influence on the theme.
- **Incidental:** The secondary concept is two steps from the principle and has a moderate influence.
- **Contrasting:** The secondary concept is opposite the principle and has a minor influence.

Working from **Material** as the principle vocation; **Spatial** and **Spiritual** are ambient, **Physical** and **Technical** are incidental, and **Social** is contrasting. **Artistic** is a material theme with a contrasting minor social influence.



SPATIAL Interact with the environment 1-6 d20

Spatial themes interact with the environment.

| AGRICULTURAL 1-6 | SECURITY 7-12 | ECOLOGICAL 13-15 | COVERT 16-18 | LOGISTICS 19-20 |
|---|---|--|--|--|
| Ambient Material The civilized environment | Ambient Physical Cause, investigate and prevent crime. | Incidental Spiritual, Survive in the environment. | Incidental Social Undermine and infiltrate enemies. | Contrasting Technical Transport and supply. |

MATERIAL Act on products, materials, or changes in the physical state of an object or creature 7-9 d20

Material themes act on products, materials, or changes in the physical state of an object or creature.

| HOSPITALITY 1-6 | INDUSTRY 7-9 | COMMERCIAL 10-15 | ARTISTIC 16-17 | CREATIVE 18-20 |
|---|--|---|---|---|
| Ambient Spatial Accommodation and sustenance | Incidental Physical Create and maintain machines and structures | Ambient Spiritual Acquire wealth through trade | Contrasting Social Objects of beauty and value | Incidental Technical Create and maintain objects |

PHYSICAL The physical body and its natural abilities 10-13 d20

Physical themes concentrate on the physical body and its natural abilities.

| ORDNANCE 1-6 | FITNESS 7-9 | HEALTH 10-11 | MARTIAL 12-17 | JUSTICE 18-20 |
|---------------------------------------|---|--|---------------------------------|--|
| Ambient Spatial Weapons and armour | Incidental Material The body and its abilities | Contrasting Spiritual The body and its health | Ambient Social Force of arms | Incidental Technical Laws, trial and punishment |

SPIRITUAL Beyond the physical 14-16 d20

Spiritual themes manipulate beyond the physical.

| MISSIONARY 1-3 | EVANGELICAL 4-10 | MYSTICAL 11-12 | PHILOSOPHICAL 13-15 | THEOLOGICAL 16-20 |
|---|---|---|--|--|
| Incidental Spatial Sympathetic spread of spiritual beliefs | Ambient Material Assertive imposition of spiritual beliefs | Contrasting Physical Applying spiritual beliefs to the body and mind | Incidental Social The search for true understanding | Ambient Technical Research and understanding of spiritual beliefs |

SOCIAL Interact with other individuals 18-19 d20

Social themes manipulate beyond the physical.

| MEDIA 1-3 | PROVOCATEUR 4-5 | OPERATIONS 6-11 | DIPLOMACY 12-14 | ADVISORY 15-20 |
|---|---|--|---|--|
| Incidental Spatial Emotional manipulation of an audience | Contrasting Material Take the cause to the streets and oppose the government | Ambient Physical Keep the society going | Incidental Spiritual The political manipulation of an audience | Ambient Technical Control the flow of information |

TECHNICAL Knowledge, industry and technology 20 d20

Technical themes concentrate on knowledge, industry and technology.

| FINANCE 1-2 | RESEARCH 3-5 | ENGINEERING 6-8 | INFORMATION 9-14 | EDUCATION 15-20 |
|---|--|--|---|---|
| Contrasting Spatial Fundraising, accessing markets and rare items and services | Incidental Material Extraordinary results from pseudo-magical sources | Incidental Physical Scientific principles in practical situations | Ambient Spiritual The search for knowledge and information | Ambient Social Administration, Education and Linguistics |

B1

ORIGIN

d100

An origin is a background that describes where you are from, the nature, place or circumstances of your childhood. You can only have one origin background, representing either your *Childhood* or the *Habitat* in which you were raised.

B11

CHILDHOOD

01-70d100

A childhood origin represents the way in which you were raised, the behaviours and values instilled in you by your parents or guardians.

| Name | | | | | | | |
|----------------------------------|--|------------------|---------------|-----------------------|--|--|--------|
| Destitute Birth | Roll for a destitute role on B31 for each parent and select one of them as an inherited origin | | | | | | 01-03 |
| Poor Birth | Roll for a poor role on B32 for each parent and select one of them as an inherited origin | | | | | | 04-10 |
| Modest Birth | Roll for a modest role on B33 for each parent and select one of them as an inherited origin | | | | | | 11-14 |
| Affluent Bird | Roll for an affluent role on B34 for each parent and select one of them as an inherited origin | | | | | | 15-17 |
| Rich Birth | Roll for a rich role on B35 for each parent and select one of them as an inherited origin | | | | | | 18-19 |
| Born to Adventurers | Roll for a profession on B4x for each parent and select one of them as an inherited origin | | | | | | 20 |
| Adopted | Roll d20 twice to on this table to determine two circumstances inherited from your birth and adopted parent(s) | | | | | | 21-25 |
| Class | Roll for an profession on B4x as an inherited origin | | | | | | 26-30 |
| Origin | Boost | Lore | Trained Skill | Grants | Access | Story | |
| ORDINARY CHILDHOOD ^{B0} | Free | None | None | None | Ordinary ^{F1214t} | - | 31-45 |
| ADOPTED BY DRAGONS | STR or WIS | Dragon | Athletics | Hefty Hauler | Blood of Dragons ^{F11} , Draconic Resilience ^{F11} , Draconic Senses ^{F11} , Magical Knack ^{F12} | Monster Survivor ^{E1} | 46 |
| ADOPTED BY FEY | DEX or CHA | Fey | Thievery | Subtle Theft | Charming ^{F121di} , Fey Ancestry ^{F11} , Magical Knack ^{F12} | Evidence of Birth-right ^{E1} | 47-48 |
| BASTARD BORN | WIS or CHA | (Faction) | Deception | Charming Liar | Slow to Trust ^{F12} | Humiliation ^{E1} | 49-50 |
| BLESSED BIRTH | INT or WIS | Prophecy | Society | Additional Lore | Blessed ^{F12} , Birthmark ^{F12} | Righteous Vision ^{E1} | 51-52 |
| BORN OF VIOLENCE | STR or WIS | (Faction) | Intimidate | Group Coercion | Axe to Grind ^{F12} , Slow to Trust ^{F12} | Dead Inside ^{E1} | 53-55 |
| BORN OUT OF TIME | CON or INT | (Archaeological) | Society | Multilingual | Arcane Revitalization ^{F12} , Self-Taught Scholar ^{F121} | Foundling ^{E12} , Scholar of Ruins ^{E11} | 56-57 |
| BORN INTO BONDAGE | CON or WIS | (Faction) | Nature | Natural Medicine | Know the Enemy ^{F121} , Life of Toi ^{F12} , Self-Medicating ^{F121n} | Enslaved ^{E1} | 58-60 |
| CURSED BIRTH | CON or CHA | (Monster) | Deception | Charming Liar | Fiend Blood ^{F12} | Accursed ^{E1} | 61-62 |
| DISHONOURED FAMILY | WIS or CHA | (Cultural) | Diplomacy | Bargain Hunter | Reactionary ^{F12} | Evidence of Birth-right ^{E1} , Public Family Secret ^{E1} | 63-65 |
| ENERGY INFUSED | CON or WIS | (Deity) | Religion | Trick Magic Item | Sacred Conduit ^{F12} , Sacred Touch ^{F121m} | Marked by the Gods ^{E1} | 66-67 |
| FACTION UPBRINGING | WIS or CHA | Underworld | Deception | Charming Liar | Natural-born Leader ^{F121di} , Shadow Whispers ^{F12} | Secret Society Inductee ^{E1} | 68-70 |
| GROOMED AGENT | INT or WIS | (Community) | Deception | Charming Liar | Deep Cover ^{F121de} , Wanderer's Shroud ^{F121} | Undercover ^{E1} | 71-72 |
| HEIR TO A LEGACY | WIS or CHA | Noble | Diplomacy | Group Impression | Influence ^{F121so} , Rich Parents ^{F12} | Penniless Heir ^{E1} | 73-75 |
| PROGENY OF POWER | INT or CHA | Engineering | Occultism | Recognise Spell | Charming ^{F121di} , Magical Talent ^{F12} , Sacred Touch ^{F121m} | Foundling ^{E12} | 76-77 |
| RAISED AMONG THE DEAD | STR or CON | Undead | Deception | Secret Speech | Deathless ^{F11} , Deathtouched ^{F11} , Magical Knack ^{F12} | Ghost Encounter ^{E1} , Horror Encounter ^{E1} | 78-80 |
| RAIDED BY BEASTS | STR or DEX | (Monster) | Athletics | Assurance (athletics) | Resilient ^{F12} | Blight ^{E1} , Feral Survival ^{E1} | 80-82 |
| RAISED BY BELIEF | By Deity | (Deity) | By Deity | Assurance | Beacon of Faith ^{F12} , Ease of Faith ^{F121di} | Blessed Encounter ^{E1} | 83-85 |
| RAISED BY HERITAGE | By Heritage | (Ancestry) | By Heritage | Assurance | Dedicated Defender ^{F12} , Kin Bond ^{F12} , Kin Guardian ^{F12} | Foundling ^{E12} | 86-87 |
| RAISED BY SAVAGES | CON or WIS | (Habitat) | Nature | Natural Medicine | No Escape ^{F12} , Self-Medicating ^{F121n} | Child Soldier ^{E1} | 88-90 |
| RAISED CROSS-SPECIES | By Heritage | (Ancestry) | By Heritage | Assurance | Adopted ^{F12} , Heritage Lore ^{F11} | Foundling ^{E12} | 91-92 |
| THE OMEN | WIS or CHA | Prophecy | Intimidate | Intimidating Glare | Bloody-Minded ^{F12} , Demoralizing Reaction ^{F121} | Horrific Vision ^{E1} , Horrific Vision ^{E1} | 93-95 |
| THE WAR | DEX or WIS | Warfare | Thievery | Subtle Theft | Vagabond Child ^{F1214t} | Deny the Reaper ^{E12} | 96-97 |
| UNSCRUPULOUS FAMILY | INT or CHA | Underworld | Deception | Charming Liar | Deft Dodger ^{F12} , Unpredictable ^{F121} | Child Soldier ^{E1} | 98-100 |

ADOPTED BY DRAGONS^{UCA}

BACKGROUND

ORIGIN | STORY | LOGISTICS

Boosts Strength or Wisdom and 1 free. **Lore** Dragon.

Grants trained in *Athletics* and gain the *Hefty Hauler* skill feat.

Access *Blood of Dragons^{F11}*, *Draconic Resilience^{F12}*, *Draconic Senses^{F12}*, *Magical Knack^{F12}*. **Story** *Monster Survivor^{E1}*.

For its own purposes, a dragon raised you as its own. You have learned the language and history, wisdom, power, and might of dragon-kind.

ADOPTED BY FEY^{UCA}

BACKGROUND

ORIGIN | STORY | COVERT

Boosts Dexterity or Charisma and 1 free. **Lore** Fey.

Grants trained in *Thievery* and gain the *Subtle Theft* skill feat.

Access *Charming^{F121di}*, *Fey Ancestry^{F11}*, *Magical Knack^{F12}*.

Story *Evidence of Birth-right^{E1}*.

Your adoptive parents were fey creatures such as pixies or a dryad.

BASTARD BORN^{UCA}

BACKGROUND

ORIGIN | STORY | PROVOCATEUR

Boosts Wisdom or Charisma and 1 free. **Lore** any one Faction.

Grants trained in *Deception* and gain the *Charming Liar* skill feat.

Access *Slow to Trust^{F12}*. **Story** *Humiliation^{E1}*.

You know one of your parents, but the other remains unknown or a distant presence at best.

BLESSED BIRTH^{UCA}

BACKGROUND

ORIGIN | STORY | PHILOSOPHICAL

Boosts Intelligence or Wisdom and 1 free. **Lore** Prophecy.

Grants trained in *Society* and gain the *Additional Lore* skill feat.

Access *Blessed^{F12}*, *Birthmark^{F12}*. **Story** *Righteous Vision^{E1}*.

When you were born, you were blessed by a being of great power who has protected you from certain peril or marked you as special.

BORN OF VIOLENCE^{UCA}

BACKGROUND

ORIGIN | STORY | MARTIAL

Boosts Strength or Wisdom and 1 free. **Lore** any one Faction.

Grants trained in *Intimidate* and gain the *Group Coercion* skill feat.

Access *Axe to Grind^{F12}*, *Slow to Trust^{F12}*. **Story** *Dead Inside^{E1}*.

Your birth was caused by violent, unwilling means. You have one parent, and the other likely remains unknown.

BORN OUT OF TIME^{UCA}

BACKGROUND

ORIGIN | STORY | INFORMATION

Boosts Constitution or Intelligence and 1 free. **Lore** any one

Archaeological. **Grants** trained in *Society* and gain the *Multilingual* skill feat. **Access** *Arcane Revitalization^{F12}*, *Self-Taught Scholar^{F121}*.

Story *Foundling^{E12}*, *Scholar of Ruins^{E11}*.

You were born in a different era, are displaced you from your time, and the ways and customs of the present seem strange and alien to you.

BORN INTO BONDAGE^{UCA}

BACKGROUND

ORIGIN | STORY | JUSTICE

Boosts Constitution or Wisdom and 1 free. **Lore** any one Faction.

Grants trained in *Nature* and gain the *Natural Medicine* skill feat.

Access *Know the Enemy^{F121}*, *Life of Toi^{F12}*, *Self-Medicating^{F121n}*.

Story *Enslaved^{E1}*.

You were born into slavery or servitude. Your parents are likely slaves or servants, or you were sold into slavery as an infant.

CURSED BIRTH^{UCA}

BACKGROUND









ORIGIN | STORY | MYSTICAL








Boosts Constitution or Charisma and 1 free. **Lore** any one Monster.

Grants trained in *Deception* and gain the *Charming Liar* skill feat.

Access *Fiend Blood^{F11}*. **Story** *Accursed^{E1}*.

When you were born, a powerful fiendish entity tainted your blood in some way and cursed you as an agent of dark prophecy.

| DISHONOURED FAMILY ^{UCA} | | BACKGROUND |
|--|-------|--|
| ORIGIN | STORY |  DIPLOMACY |
| Boosts Wisdom or Charisma and 1 free. Lore any one Cultural. Grants trained in <i>Diplomacy</i> and gain the <i>Bargain Hunter</i> skill feat. Access <i>Reactionary</i> ^{F12} . Story <i>Evidence of Birth-right</i> ^{E1} , <i>Public Family Secret</i> ^{E1} . | | |
| You were born into a family that once was honoured among your society but has since fallen into disgrace. Now your family name is loathed and maligned by those who know it, putting you on your guard. | | |
| ENERGY INFUSED ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  MYSTICAL |
| Boosts Constitution or Wisdom and 1 free. Lore any one Deity. Grants trained in <i>Religion</i> and gain the <i>Trick Magic Item</i> skill feat. Access <i>Sacred Conduit</i> ^{F12} , <i>Sacred Touch</i> ^{F121m} . Story <i>Marked by the Gods</i> ^{E1} . | | |
| During your birth you were exposed to potent source of divine energy. | | |
| FACTION UPBRINGING ^{AOE} | | BACKGROUND |
| ORIGIN | STORY |  ADVISORY |
| Boosts Wisdom or Charisma and 1 free. Lore Underworld. Grants trained in <i>Deception</i> and gain the <i>Charming Liar</i> skill feat. Access <i>Natural-born Leader</i> ^{F121di} , <i>Shadow Whispers</i> ^{F12} . Story <i>Secret Society Inductee</i> ^{E1} . | | |
| Your parents belonged to an influential faction. You were raised with the understanding that you would keep important secrets for your parents, things that could never be spoken of to outsiders. | | |
| GROOMED AGENT ^{SH} | | BACKGROUND |
| ORIGIN | STORY |  SECURITY |
| Boosts Intelligence or Wisdom and 1 free. Lore any one Community. Grants trained in <i>Deception</i> and gain the <i>Charming liar</i> skill feat. Access <i>Deep Cover</i> ^{F121de} , <i>Wanderer's Shroud</i> ^{F12} . Story <i>Undercover</i> ^{E1} . | | |
| You were groomed from a young age to live among a foreign people as one of them in order to help conquer or undermine them. | | |
| HEIR TO A LEGACY ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  MEDIA |
| Boosts Wisdom or Charisma and 1 free. Lore Noble. Grants trained in <i>Diplomacy</i> and gain the <i>Group Impression</i> skill feat. Access <i>Influence</i> ^{F121so} , <i>Rich Parents</i> ^{F12} . Story <i>Penniless Heir</i> ^{E1} . | | |
| You are the heir to a family with an old name and a distinguished past. Your family might be wealthy or middle class, but your name itself is worth twice your fortunes. | | |
| PROGENY OF POWER ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  MISSIONARY |
| Boosts Intelligence or Charisma and 1 free. Lore Engineering. Grants trained in <i>Occultism</i> and gain the <i>Recognise Spell</i> skill feat. Access <i>Charming</i> ^{F121di} , <i>Magical Talent</i> ^{F12} , <i>Sacred Touch</i> ^{F12m} . Story <i>Foundling</i> ^{E12} . | | |
| You were born during a particularly powerful conjunction or in some other time of power. | | |
| RAISED AMONG THE DEAD ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  HEALTH |
| Boosts Strength or Constitution and 1 free. Lore Undead. Grants trained in <i>Deception</i> and gain the <i>Secret Speech</i> skill feat. Access <i>Deathless</i> ^{F11} , <i>Deathtouched</i> ^{F11} , <i>Magical Knack</i> ^{F12} . Story <i>Ghostly Encounter</i> ^{E1} , <i>Horror Encounter</i> ^{E1} | | |
| Your adoptive parent is a nonliving creature, such as a spectre, ghost, lich, or vampire. You were likely raised in empty ruined halls, among tombs and crypts, by a creature that feeds on life. What its purpose was for raising you, none can say. | | |
| RAISED BY BEASTS ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  FITNESS |
| Boosts Strength or Dexterity and 1 free. Lore any one Monster. Grants trained in <i>Athletics</i> and gain the <i>Assurance (athletics)</i> skill feat. Access <i>Resilient</i> ^{F12} . Story <i>Blight</i> ^{E1} , <i>Feral Survival</i> ^{E1} . | | |
| You were separated from your biological parents, found and raised by wild beasts. You have adopted to your natural habits with advanced survival instincts. | | |

| RAISED BY BELIEF ^{WG3} | | BACKGROUND |
|---|-------|---|
| ORIGIN | STORY |  THEOLOGICAL |
| Boosts one must be to an ability specified in the Divine Ability entry for your deity, and 1 free. Lore your Deity. Grants trained in your deity's associated skill and gain <i>Assurance</i> with that skill. Access <i>Beacon of Faith</i> ^{F12} , <i>Ease of Faith</i> ^{F121di} . Story <i>Blessed Encounter</i> ^{E1} . | | |
| Weather in a monetary, a religious household, or just as part of your everyday life, your upbringing was steeped in the tradition of a faith or philosophy. You might remain committed or you may have turned from your childhood creed, but your skills are still founded in devotion. | | |
| RAISED BY HERITAGE | | BACKGROUND |
| ORIGIN | STORY |  EDUCATION |
| Boosts one must be to an ability specified in the Heritage Ability entry for your heritage, and 1 free. Lore your Heritage. Grants trained in your heritages associated skill and gain <i>Assurance</i> with that skill. Access <i>Dedicated Defender</i> ^{F12} , <i>Kin Bond</i> ^{F12} , <i>Kin Guardian</i> ^{F12} . Story <i>Foundling</i> ^{E12} . | | |
| You were raised in the traditional culture of your heritage. | | |
| RAISED BY SAVAGES ^{UCA*, AOE} | | BACKGROUND |
| ORIGIN | STORY |  ECOLOGICAL |
| Boosts Constitution or Wisdom and 1 free. Lore any one Habitat. Grants trained in <i>Nature</i> and gain the <i>Natural Medicine</i> skill feat. Access <i>No Escape</i> ^{F12} , <i>Self-Medicating</i> ^{F121n} . Story <i>Child Soldier</i> ^{E1} . | | |
| You were raised by savage humanoids such as orcs, kobolds, gnolls, troglodytes, or lizardfolk. As a result, your values, customs, and traditions are those of your adoptive parents, though characteristics of your true nature frequently emerge. | | |
| RAISED CROSS-SPECIES ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  HOSPITALITY |
| Boosts one must be to an ability specified in the Heritage Ability entry for your adopted heritage, and 1 free. Lore your adopted Heritage. Grants trained in your adopted heritages associated skill and gain <i>Assurance</i> with that skill. Access <i>Adopted</i> ^{F12} , <i>Heritage Lore</i> ^{F11} . Story <i>Foundling</i> ^{E12} . | | |
| You were raised by a community of civilized humanoids of an ancestry different from your own (chosen by your GM). Your attitudes, beliefs, and values reflect that ancestry, although characteristics of your true nature frequently emerge. | | |
| THE OMEN ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  EVANGELICAL |
| Boosts Wisdom or Charisma and 1 free. Lore Prophecy. Grants trained in <i>Intimidate</i> and gain the <i>Intimidating Glare</i> skill feat. Access <i>Bloody-Minded</i> ^{F12} , <i>Demoralizing Reaction</i> ^{F121} . Story <i>Horrific Vision</i> ^{E1} , <i>Righteous Vision</i> ^{E1} . | | |
| The sages, priests, or wizards of your society decreed your birth an omen of a coming age or event—perhaps you are an omen of promise, perhaps one of dark times ahead. | | |
| THE WAR ^{UCA} | | BACKGROUND |
| ORIGIN | STORY |  MARTIAL |
| Boosts Dexterity or Wisdom and 1 free. Lore Warfare. Grants trained in <i>Thievery</i> and gain the <i>Subtle Theft</i> skill feat. Access <i>Vagabond Child</i> ^{F121t} . Story <i>Deny the Reaper</i> ^{E1} . | | |
| You grew up against the backdrop of a major military conflict that affected much of your childhood world. You became accustomed to a short food supply, living in occupied territory, and moving from place to place. Several of the people you knew in your childhood were lost in the war, including members of your family. | | |
| UNSCRUPULOUS FAMILY ^{WG1*} | | BACKGROUND |
| ORIGIN | STORY |  OPERATIONS |
| Boosts Intelligence or Charisma and 1 free. Lore Underworld. Grants trained in <i>Deception</i> and gain the <i>Charming Liar</i> skill feat. Access <i>Deft Dodger</i> ^{F12} , <i>Unpredictable</i> ^{F121} . Story <i>Child Soilder</i> ^{E1} . | | |
| Steeped in the cultural legacy of pirates and smugglers, you rely on your cleverness and charm as you make your way throughout the world. | | |

B12

HABITAT

71-00

d100

The habitat in which you sent your childhood can often have a greater influence than the circumstances of your birth. Habitats are divided into twelve groups, and each habitat origin backgrounds have one or more of these groups as a trait:

| Habitat | Biomes or Population | Origin | Dwarf | Elf | Gnome | Goblin | Halfling | Human | Half-Elf | Half-Orc | Other |
|--------------|--|-------------------------|--------|--------|--------|--------|----------|--------|----------|----------|--------|
| ALIEN | Marginal, harsh and extreme planets and planes | BREATHER | 01 | 01 | 01 | 01 | 01 | 01-02 | 01 | 01-03 | 01-02 |
| | | RAISED BY ANGELS | 02-04 | 02-04 | 02-03 | 02-03 | 02-05 | 03-04 | 02-03 | 04-05 | 03-04 |
| | | RAISED BY FIENDS | 05-07 | 05-07 | 04-05 | 04-07 | 06-07 | 05-06 | 04-05 | 06-07 | 05-06 |
| | | WASTES REFUGEE | 08 | 08 | 06-08 | 08 | 08 | 07-08 | 06-08 | 08 | 07-08 |
| AQUATIC | Rivers, streams, lakes and wetland | HOME OF THE DEEP | 09 | 09-18 | 09-10 | 09 | 09-19 | 09 | 09-14 | 09-10 | 09-10 |
| | | UNDERSEA ENTHUSIAST | 10 | 19-28 | 11-12 | 10 | 18-22 | 10 | 15-19 | 11-12 | 09-10 |
| | | SODDEN SCAVENGER | 11-12 | 29-37 | 13-14 | 11 | 23-26 | 11 | 20-24 | 13-14 | 09-10 |
| ARBOREAL | Boreal, forests and jungles | WOODLANDER | 13-16 | 38-67 | 15-19 | 12-14 | 27 | 12-15 | 25-38 | 15-18 | 11-18 |
| COSMOPOLITAN | Densely populated cities | CHILD OF THE ROOFTOPS | 17-20 | 68-69 | 20-35 | 22-36 | 28-32 | 15-30 | 39-49 | 19-25 | 19-20 |
| DESERT | Hot Deserts, Salt Flats and Dust bowls | DESERT BORN | 21-24 | 70-72 | 36-45 | 37-46 | 33 | 31-35 | 50-53 | 26-32 | 31-38 |
| LOWLAND | Savannah, Planes, Scrub | MAMMOTH SPEAKER | 25-28 | 72-81 | 46-65 | 47-66 | 34-61 | 36-45 | 54-63 | 33-45 | 39-46 |
| FROZEN | Frozen Seas, Polar, Tundra, and Glaciers | WINTER'S CHILD | 29-32 | 82-90 | 66-70 | 67-86 | 62-66 | 46-50 | 64-70 | 46-50 | 47-54 |
| MARINE | Oceans, Seas, Reefs and Estuaries | RAISED ON THE SEA | 33-34 | 91 | 71-73 | 87 | 67 | 51-55 | 71-73 | 51-55 | 55-60 |
| | | WAVE-TOUCHED | 35-36 | 92 | 75-77 | 88 | 68 | 56-60 | 74-76 | 56-60 | 55-60 |
| RUGGED | Badlands, Hills, Highland and Mountains | BUSHMAN | 37-48 | 93 | 78-80 | 89 | 69-73 | 61-65 | 77-79 | 61-67 | 61-60 |
| | | TRIBAL SLAYER | 49-60 | 94 | 81-83 | 90 | 74-78 | 66-70 | 80-82 | 68-73 | 61-60 |
| RURAL | Hamlets, Villages and Farmsteads | CARAVAN WANDERER | 61-62 | 95 | 84-88 | 91-94 | 79-86 | 71-80 | 83-87 | 74-82 | 65-80 |
| | | ROOTLESS WANDERER | 63-64 | 96 | 89-93 | 95-98 | 87-98 | 81-86 | 88-91 | 83-86 | 65-80 |
| SUBTERRANEAN | Caves, Caverns, and Underground rivers | SUNLESS | 65-94 | 97-98 | 94-95 | 99 | 96 | 87-90 | 92-93 | 87-96 | 81-95 |
| URBAN | Towns and dispersed cities | CHILD OF THE RESISTANCE | 93-100 | 99-100 | 96-100 | 100 | 97-100 | 91-100 | 94-100 | 97-100 | 96-100 |

Each habitat includes one or more of the following origin backgrounds:

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story |
|-------------------------|--------------|------------|--------------|---------------|-------------------------|--|---|
| BREATHER | Alien | CON or Cha | Undead | Deception | Charming Liar | Anatomist ^{F12} , Unpredictable ^{F121de} | Ghost Encounter ^{E1} , Horror Encounter ^{E1} |
| BUSHMAN | Rugged | CON or WIS | (Biome) | Survival | Survey Wildlife | Highlander ^{F121st} , History of Materialism ^{F12} , Wilderness Survivor ^{F121su} | Explorer ^{E1} |
| CARAVAN WANDERER | Rural | DEX or CHA | Circus | Performance | Fascinating Performance | Log Roller ^{F121} , River Rat ^{F12} | Left to Die ^{E1} |
| CHILD OF THE RESISTANCE | Urban | INT or CHA | (Community) | Society | Streetwise | Dedicated Defender ^{F12} , Natural-Born Leader ^{F121di} | Slave Emancipation ^{E1} |
| CHILD OF THE ROOFTOPS | Cosmopolitan | DEX or INT | (Settlement) | Acrobatics | Steady Balance | Life of Toil ^{F12} , Low-Light Vision ^{F11} | Heist ^{E1} |
| DESERT BORN | Desert | CON or WIS | Desert | Survival | Experienced Tracker | Animal Friend ^{F11} , Flame-touched ^{F12} | Explorer ^{E1} |
| HOME IN THE DEEP | Aquatic | CON or DEX | Maritime | Athletics | Underwater Marauder | Simple Disciple ^{F121st} , Water-touched ^{F12} | Memory Loss ^{E1} |
| MAMMOTH SPEAKER | Lowland | CON or WIS | Animal | Nature | Train Animal | Animal Friend ^{F11} , Deft Dodger ^{F12} | Feral Survivor ^{E1} |
| RAISED BY ANGELS | Alien | INT or CHA | Angel | Diplomacy | Group Impression | Celestial Ancestry ^{F11} , Blessed ^{F12} , Patient Optimist ^{F121di} | Blessed Encounter ^{E1} |
| RAISED BY FIENDS | Alien | STR or CHA | (Monster) | Intimidation | Quick Coercion | Fiendish Ancestry ^{F11} , Fiend Blood ^{F11} , Damned ^{F14} | Fiendish Encounter ^{E1} , Fiendish Murder ^{E1} , Monster Survivor ^{E1} |
| RAISED ON THE SEA | Marine | STR or CHA | Sailing | Intimidation | Intimidating Glare | Inexorable Authority ^{F121i} , Storm-Touched ^{F12} | Explorer ^{E1} |
| ROOTLESS WANDERER | Rural | DEX or CON | (Ancestry) | Diplomacy | Group Impression | Friend in Every Town ^{F121su} , Reactionary ^{F12} , Secret Shame ^{F23} | Robbed ^{E1} |
| SODDEN SCAVENGER | Aquatic | CON or WIS | Swamp | Survival | Forager | Storm-touched ^{F12} , Wilderness Survivor ^{F121su} | Sole Survivor ^{E1} |
| SUNLESS | Subterranean | DEX or WIS | Underground | Stealth | Terrain Stalker | Earth-touched ^{F12} , Horror Slayer ^{F12} , Tunnel Fighter ^{F12} | Horror Slayer ^{E1} |
| TRIBAL SLAYER | Rugged | STR or CHA | (Ancestry) | Intimidation | Intimidating Glare | Axe to Grind ^{F12} , Unnatural Revenge ^{F121i} | Monster Survivor ^{E1} |
| UNDERSEA ENTHUSIAST | Marine | STR or CON | Ocean | Athletics | Underwater Marauder | Simple Disciple ^{F121st} , Water-touched ^{F12} | Due ^{F1} |
| WASTE REFUGEE | Alien | CON or INT | (Biome) | Arcana | Trick Magic | Decipher Scroll ^{F121*} , Failed Apprentice ^{F11} , Gifted Adept ^{F12} | Planer Encounter ^{E1} |
| WAVE-TOUCHED | Aquatic | STR or WIS | Ocean | Athletics | Combat Climber | Water-Touched ^{F12} , Wisdom in the Flesh ^{F12} | Enslaved ^{E1} |
| WINTER'S CHILD | Frozen | CON or CHA | Weather | Arcana | Arcane Sense | Frost-Touched ^{F12} , Outcast's Intuition ^{F121*} | Dead Inside ^{E1} |
| WOODLANDER | Arboreal | DEX or WIS | Forest | Nature | Natural Medicine | Devotee of the Green ^{F121a} , Log Roller ^{F12} | Self Exile ^{E1} |

BREATHERWG1*BACKGROUND

ALIENORIGINSTORYCOVERT

Boosts Constitution or Charisma and 1 free. Lore Undead. Grants trained in Deception and gain the Charming Liar skill feat. Access Anatomist^{F121}, Unpredictable^{F121de}. Story Ghost Encounter^{E1}, Horror Encounter^{E1}.

Staying alive among the undead required a deep knowledge of their motivations, capabilities, weaknesses, and the ability to weave alibis and life-preserving half-truths capable of swaying a stilled heart.

BUSHMANWG1*BACKGROUND

ORIGINRUGGEDSTORYECOLOGICAL

Boosts Constitution or Wisdom and 1 free. Lore any one Habitat. Grants trained in Survival and gain the Survey Wildlife skill feat. Access History of Materialism^{F12}, Wilderness Survivor^{F121su}. Story Explorer^{E1}.

You grew up in an untamed region and know how to survive in the wild.

CARAVAN WANDERERWG1BACKGROUND

ORIGINLOWLANDSTORYARTISTIC

Boosts Dexterity or Charisma and 1 free. Lore Circus. Grants trained in Performance and gain the Fascinating Performance skill feat. Access Log Roller^{F12}, River Rat^{F12}. Story Left to Die^{E1}.

You have spent your youth wandering the lands among the brightly painted wagons of a caravan. You have heard endless tales of your people's history and lore and have learned many songs and stories from the disparate people you have met.

CHILD OF THE RESISTANCESHBACKGROUND

ORIGINURBANSTORYADVISORY

Boosts Intelligence or Charisma and 1 free. Lore any one Settlement. Grants trained in Society and gain the Streetwise skill feat. Access Dedicated Defender^{F12}, Natural-Born Leader^{F121di}. Story Slave Emancipation^{E1}.

You were raised among dissenters in an oppressed nation, who found your youthful idealism inspiring in the face of tyranny.

CHILD OF THE ROOFTOPS ^{WG1*}

BACKGROUND

COSMOPOLITAN

ORIGIN

STORY

🌱❤️SECURITY

Boosts Dexterity or Intelligence and 1 free. **Lore** any one Community. **Grants** trained in *Athletics* and gain the *Steady Balance* skill feat. **Access** *Life of Toi*^{F12}, *Low-light Vision*^{F11}. **Story** *Heist*^{E1}.

You grew up in the soggy, squalid quarter of the city. You're at home in tightly packed urban environments.

DESERT BORN ^{WG1*}

BACKGROUND

DESERT

ORIGIN

STORY

🌱🐪ECOLOGICAL

Boosts Constitution or Wisdom and 1 free. **Lore** Desert. **Grants** trained in *Survival* and gain the *Experienced Tracker* skill feat. **Access** *Animal Friend*^{F11}, *Flame-Touched*^{F12}. **Story** *Explorer*^{E1}.

You're at home blazing trails in the burning sands, and you made a living guiding or following creatures in the desert.

HOME IN THE DEEP ^{WG1*}

BACKGROUND

ORIGIN

AQUATIC

STORY

🌱🐟AGRICULTURAL

Boosts Constitution or Dexterity and 1 free. **Lore** Ocean. **Grants** trained in *Athletics* and gain the *Underwater Marauder* skill feat. **Access** *Simple Disciple*^{F121at}, *Water-touched*^{F12}. **Story** *Memory Loss*^{E1}.

You spent a portion of your youth diving and gathering precious pearls under the attentive eyes of merchants.

MAMMOTH SPEAKER ^{WG1}

BACKGROUND

ORIGIN

LOWLAND

STORY

🌱🐘LOGISTICS

Boosts Constitution or Wisdom and 1 free. **Lore** Animal. **Grants** trained in *Nature* and gain the *Train Animal* skill feat. **Access** *Animal Friend*^{F11}, *Deft Dodger*^{F12}. **Story** *Feral Survivor*^{E1}.

You have learned the secrets of taming the mighty mammoths and other megafauna - perhaps as part of your people's traditional customs, or you sought out these massive animals of your own accord.

RAISED BY ANGELS ^{UCA}

BACKGROUND

ALIEN

ORIGIN

STORY

👼🤝DIPLOMACY

Boosts Intelligence or Charisma and 1 free. **Lore** Angel. **Grants** trained in *Diplomacy* and gain the *Group Impression* skill feat. **Access** *Blessed*^{F12}, *Celestial Ancestry*^{F11}, *Patient Optimist*^{F121di}. **Story** *Blessed Encounter*^{E1}.

Angels attended your birth and took you to live with them in the heavens. These cosmic beings expanded your view to encompass not just the world but the larger universe. You know that wherever you go, your angelic parents watch over you.

RAISED BY FIENDS ^{UCA}

BACKGROUND

ALIEN

ORIGIN

STORY

👿🔪PROVOCATEUR

Boosts Strength or Charisma and 1 free. **Lore** any one Monster. **Grants** trained in *Intimidation* and gain the *Quick Coercion* skill feat. **Access** *Field Blood*^{F11}, *Fiendish Ancestry*^{F11}, *Damned*^{F14}. **Story** *Fiendish Encounter*^{E1}, *Fiendish Murder*^{E1}, *Monster Survivor*^{E1}.

You were separated from your natural parents and raised by a fiend who taught you the cruelty and malice of the gods and worked to fashion you into its own mortal instrument to corrupt innocent souls.

RAISED ON THE SEA ^{WG1*}

BACKGROUND

ORIGIN

MARITIME

STORY

🌊❤️MARTIAL

Boosts Strength or Charisma and 1 free. **Lore** Maritime. **Grants** trained in *Intimidation* and gain the *Intimidating Glare* skill feat. **Access** *Inexorable Authority*^{F121i}, *Storm-Touched*^{F12}. **Story** *Explorer*^{E1}.

You were born into a tradition of devastating raids conducted along neighbouring shores. Though the days of these raids are largely past, you have been trained to strike terror into the hearts of those who face you.

ROOTLESS WANDERER ^{SH}

BACKGROUND

ORIGIN

RURAL

STORY

👦📺MEDIA

Boosts Dexterity or Constitution and 1 free. **Lore** any one Ancestry. **Grants** trained in *Diplomacy* and gain the *Group Impression* skill feat. **Access** *Friend in Every Town*^{F121so}, *Reactionary*^{F12}, *Secret Shame*^{F23}. **Story** *Robbed*^{E1}.

Whether you're a wanderer, a tribal warrior, or some other adventurer, you have learned to keep moving to avoid difficult questions while profiting from selling the information you stumble upon to interested parties.

SODDEN SCAVENGER ^{WG1}

BACKGROUND

AQUATIC

ORIGIN

STORY

🌱🐟ECOLOGICAL

Boosts Constitution or Wisdom and 1 free. **Lore** Wetland. **Grants** trained in *Survival* and gain the *Forager* skill feat. **Access** *Storm-Touched*^{F12}, *Wilderness Survivor*^{F121su}. **Story** *Sole Survivor*^{E1}.

You've managed to eke out an existence in the storm-wracked region and have become an expert at scavenging food and tools.

SUNLESS ^{AOE}

BACKGROUND

ORIGIN

STORY

UNDERGROUND

🌱👤COVERT

Boosts Dexterity or Wisdom and 1 free. **Lore** Underground. **Grants** trained in *Stealth* and gain the *Terrain Stalker (underground)* skill feat. **Access** *Earth-touched*^{F12}, *Tunnel Fighter*^{F11}, *Horror Slayer (aberrations)*^{F12}. **Story** *Sole Survivor*^{E1}.

Your formative years were spent under harsh and lightless rule. Your skin appears sickly and pale, and you find the sun to be a fascinating or frightening sight, despite suffering no adverse effects in sunlight.

TRIBAL SLAYER ^{WG1}

BACKGROUND

ORIGIN

RUGGED

STORY

❤️👤MARTIAL

Boosts Strength or Charisma and 1 free. **Lore** any one Tribal. **Grants** trained in *Intimidate* and gain the *Intimidating Glare* skill feat. **Access** *Axe to Grind*^{F12}, *Unnatural Revenge*^{F121i}. **Story** *Monster Survivor*^{E1}.

You are a fearsome warrior and your clan counts on you for support, counsel, and defence. With the rising threat of the Whispering Tyrant threatening the safety of your home, you must not let your people down.

UNDERSEA ENTHUSIAST ^{WG1}

BACKGROUND

MARINE

ORIGIN

STORY

❤️🏊FITNESS

Boosts Strength or Constitution and 1 free. **Lore** Ocean. **Grants** trained in *Athletics* and gain the *Undersea Marauder* skill feat. **Access** *Simple Disciple*^{F121at}, *Water-touched*^{F12}. **Story** *Duel*^{E1}.

You love diving and exploring the world beneath the waves, and long periods of swimming have trained you to move easily through the water. You're also fascinated by undersea creatures and cultures—and may even have a trace of one of them in your own lineage.

WASTES REFUGEE ^{WG1*}

BACKGROUND

ALIEN

ORIGIN

STORY

👽🔮MYSTICAL

Boosts Constitution or Intelligence and 1 free. **Lore** any on Habitat. **Grants** trained in *Arcana* and gain the *Trick Magic Item* skill feat. **Access** *Decipher Scroll*^{F121*}, *Failed Apprentice*^{F11}, *Gifted Adept*^{F12}. **Story** *Planar Encounter*^{E1}.

Exposure to the corrupting influence of the wastes' strange energies has warped your inner essence, resulting in unpredictable interactions with magic items and more than a little know-how about surviving under bizarre and adverse natural conditions.

WAVE-TOUCHED ^{WG1}

BACKGROUND

MARITIME

ORIGIN

STORY

🌊🌱AGRICULTURAL

Boosts Strength or Wisdom and 1 free. **Lore** Maritime. **Grants** trained in *Athletics* and gain the *Combat Climber* skill feat. **Access** *Water-touched*^{F12}, *Wisdom in the Flesh*^{F12}. **Story** *Enslaved*^{E1}.

Sea salt flows through your veins. You've taken to sailing and swimming gracefully and with ease, earning you the honorific "wave-touched."

WINTER'S CHILD ^{WG1*}

BACKGROUND

FROZEN

ORIGIN

STORY

❄️🌱MISSIONARY

Boosts Constitution or Charisma and 1 free. **Lore** Arctic. **Grants** trained in *Arcana* and gain the *Arcane Senses* skill feat. **Access** *Frost-touched*^{F12}, *Outcast's Intuition*^{F121*}. **Story** *Dead Inside*^{E1}.

Your or one of your ancestors' hails from a frozen region, and some spark of the icy region's magic has manifested itself within your bones.

WOODLANDER ^{WG1}

BACKGROUND

ARBOREAL

ORIGIN

STORY

❤️🌱HEALTH

Boosts Dexterity or Wisdom and 1 free. **Lore** Forest. **Grants** trained in *Nature* and gain the *Nature Medicine* skill feat. **Access** *Devotee of the Green*^{F121n}, *Log Roller*^{F12}. **Story** *Self Exile*^{E1}.

You might have been born and raised among druids, or you may have spent time among them as an adult and come to know their ways.

B2

ROLE

A role is a background that describes why you are here, the reason that you are in the location in which the adventure or campaign begins. To some degree your role also influences your approach to life, how you react, and how you are perceived by others.

B20

CLASS

Your role is driven by your character class. See **B4** to roll or select a role from your class.

B21

CAMPAIGN

Your role is directed by the themes and settings of the adventure or campaign. Campaign backgrounds are often included in published Modules and Adventure Paths. If no Campaign backgrounds are available, use a *lifestyle* role instead.

B22

LIFESTYLE

Your role is dictated by your lifestyle. Some lifestyles are chosen, others are imposed or are a symptom of the region in which you live.

| Name | Boost | Lore | Trained Skill | Grants | Access | Story | |
|----------------------|------------|---------------|---------------|--------------------------|--|--|--------|
| UNEVENTFUL LIFESTYLE | (Two Free) | None | None | None | Ordinary ^{F121st} | - | 01-04 |
| ADVENTURER | CON or INT | (Faction) | Society | Additional Lore | Courageous ^{F12} , Friend in Every Town ^{F121so} | Explorer ^{E1} | 35-08 |
| ALCHEMICAL PRODIGY | DEX or INT | Alchemical | Crafting | Specialty Crafting | Eldritch Crafter ^{F121c} , Past Life ^{F12} | Apotheosis ^{E1} | 09-12 |
| ANCIENT TRAVELLER | DEX or CHA | (Archaeology) | Arcana | Dubious Knowledge | History of Civilization ^{F12} , Planar Savant ^{F121o} | Artefact Activation ^{E1} | 13-16 |
| ASSASSIN'S SCION | DEX or WIS | Assassin | Stealth | Assurance (Stealth) | Vigilant Battler ^{F12} | Murderer ^{E1} | 17-20 |
| BOARDER | INT or WIS | (Academic) | Deception | Charming Liar | Rich Parents ^{F12} | Subdued ^{E1} | 21-24 |
| BONDED LABOURER | STR or DEX | (Biome) | Athletics | Assurance (Athletics) | Wrecking Wrath ^{F12} | Foundling ^{E12} | 25-28 |
| CLAN TRAINING | DEX or INT | (Community) | Stealth | Assurance (Stealth) | Amiable Blunder ^{F121di} , Deft Dodger ^{F12} , Imposing Scion ^{F121i} | Injustice ^{E1} | 29-32 |
| DEATH CULT SCION | INT or WIS | Undead | Religion | Student of the Canon | Anatomist ^{F12} | Explorer ^{E1} | 33-36 |
| DOUBLE AGENT | WIS OR CHA | (Faction) | Intimidation | Group Coercion | Ambitious ^{F121di} , Vigilant Battler ^{F12} , Paranoid ^{F23} | Undercover ^{E1} | 37-40 |
| GANG MEMBER | DEX or CHA | Underworld | Deception | Lengthy Diversion | Child of the Streets ^{F121i} | Heist ^{E1} , Faction War Survivor ^{E1} | 41-45 |
| IMPERIAL SCION | INT or WIS | (Archaeology) | Society | Courtly Graces | Hardly a Fool ^{F12} , Worldly ^{F121} | Evidence of Birth-Right ^{E1} | 46-50 |
| IMPRISONED | DEX or CHA | Underworld | Intimidation | Group Coercion | Desperate Resolve ^{F12} | Enslaved ^{E1} , Criminal ^{E11} | 51-54 |
| FREED SLAVE | CON or INT | (Settlement) | Society | Streetwise | Life of Toil ^{F12} | Slave Emancipation ^{E1} | 55-58 |
| GUERRILLA | DEX or WIS | (Biome) | Survival | Terrain Expertise | Wild Orphan ^{F121su} | Commander ^{E1} | 59-62 |
| MERCANE SCION | DEX or CHA | Mercantile | Society | Multilingual | Supernatural Reactions ^{F12} | Archaeological Discovery ^{E1} | 63-66 |
| MILITARY STRATEGIST | STR or INT | Warfare | Society | Streetwise | Militia Veteran ^{F121i} | Successful Commander ^{E11} | 67-70 |
| MODERNISER | WIS or CHA | (Monster) | Diplomacy | Group Impression | Patient Optimist ^{F121di} , Voice of Monsters ^{F12} | Injustice ^{E11} | 71-74 |
| POLITICAL OPPOSITION | STR or CHA | (Settlement) | Diplomacy | Group Impression | Mediator ^{F12} , Well Informed ^{F121di} | Due ^{E11} | 75-78 |
| PRESS GANGED | STR or WIS | Sailing | Nature | Experienced Professional | Fencer ^{F12} | Criminal ^{E11} | 79-82 |
| RITE OF PASSAGE | STR or WIS | (Culture) | Athletics | Combat Climber | Careful Combatant ^{F12} , Climber ^{F121} | Secret Society Inductee ^{E1} | 83-86 |
| SHADOW HUNTED | INT or WIS | Shadow Plane | Intimidation | Quick Coercion | Bloody-Minded ^{F12} , Bully ^{F121i} | Sole Survivor ^{E1} | 97-90 |
| TRIBE-WAR ORPHAN | DEX or CON | (Ancestry) | Survival | Assurance (Survival) | Battle Disciple ^{F12} | Left to Die ^{E1} | 91-95 |
| WITCH WARY | DEX or INT | Curse | Occultism | Oddity Identification | Dispelled Battler ^{F12} , Lucky Identification ^{F121*} | Propheisied ^{E1} | 96-100 |

ADVENTURER^{WG1*}

BACKGROUND

ROLE

STORY

ADVISORY

Boosts Constitution or Intelligence and 1 free. **Lore** any one Faction.

Grants trained in *Society* and gain the *Additional Lore* skill feat.

Access *Courageous^{F12}*, *Friend in Every Town^{F121so}*. **Story** *Explorer^{E1}*.

You've long wanted to join a society of adventures. You have taken up the dangerous life of an adventurer in hopes of earning a spot.

ALCHEMICAL PRODIGY^{WG1*}

BACKGROUND

ROLE

STORY

CREATIVE

Boosts Dexterity or Intelligence and 1 free. **Lore** Alchemical.

Grants trained in *Crafting* and gain the *Bargain Hunter* skill feat.

Access *Eldritch Crafter^{F121}*, *Past Life^{F12}*. **Story** *Apotheosis^{E1}*.

Even in a city renowned for its alchemy, you rise above the competition.

ANCIENT TRAVELLER^{WG1*}

BACKGROUND

ROLE

STORY

ECOLOGICAL

Boosts Constitution or Intelligence and 1 free.

Lore any one Archaeological.

Grants trained in *Arcana* and gain the *Dubious Knowledge* skill feat.

Access *History of Civilization^{F12}*, *Planar Savant^{F121o}*.

Story *Artefact Activation^{E1}*.

You come from ancient culture, one of the citizens that appeared for out of time. You know many things that have been long forgotten... along with many things that are no longer correct.

ASSASSIN'S SCION^{WG1}

BACKGROUND

ROLE

STORY

HEALTH

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Faction.

Grants trained in *Stealth* and gain the *Assurance (stealth)* skill feat.

Access *Vigilant Battler^{F121}*. **Story** *Murderer^{E1}*.

At least one of your parents is a member of a notorious group of assassins, merciless killers for hire who rarely fail to claim their marks. Whether on purpose or by simple exposure, you were trained from a young age in the art of stalking and killing people.

BOARDER^{AOE*}

BACKGROUND

ROLE

STORY

EDUCATION

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Academic.

Grants trained in *Deception* and gain the *Charming Liar* skill feat.

Access *Rich Parents^{F12}*. **Story** *Subdued^{E1}*.

You were given little reason when you were sent away to be schooled elsewhere. You were educated at a prestigious academy, but despite this seeming honour, you railed against being sent away and harbour a grudge against your parents for their apparent rejection. You saw your new home as a constant torment and your fellow students as enemies and pushed yourself to succeed so you could leave as quickly as possible.

BONDED LABOURER^{WG1*}

BACKGROUND

ROLE

STORY

FITNESS

Boosts Strength or Dexterity and 1 free. **Lore** any one Habitat.

Grants trained in *Athletics* and gain the *Assurance (athletics)* skill feat.

Access *Wrecking Wrath^{F12}*. **Story** *Foundling^{E12}*.

You have suffered as a worker for an unscrupulous guild, labouring under harsh conditions in dangerous wooded regions.

CLAN TRAINING^{SH}

BACKGROUND

ROLE

STORY

COVERT

Boosts Dexterity or Charisma and 1 free. **Lore** any one Community.

Grants trained in *Stealth* and gain the *Assurance (stealth)* skill feat.

Access *Amiable Blunder^{F121di}*, *Deft Dodger^{F12}*, *Imposing Scion^{F121i}*.

Story *Injustice^{E1}*.

You are trained to use stealth as both a tool and a weapon to gain glory and honour for yourself or your clan.

DEATH CULT SCION^{WG1*}

BACKGROUND

ROLE

STORY

HEALTH

Boosts Intelligence or Wisdom and 1 free. **Lore** Undead.

Grants trained in *Religion* and gain the *Student of the Canon* skill feat.

Access *Anatomist^{F12}*. **Story** *Explorer^{E1}*.

You are associated with an enigmatic death cult and you know many of the philosophy's secrets.

B23 OBSESSION

51-75 d100

Your role is driven by your obsession, your passion, your reason for life. Most people chose their obsession, although past circumstances can heavily influence that choice.

| Name | Boost | Lore | Trained Skill | Grants | Access | Story | |
|-------------------|------------|---------------|---------------|-----------------------|--|--|--------|
| ACTOR OF INTRIGUE | DEX or CHA | Theatre | Diplomacy | Hobnobber | Empty Mask ^{F23} , Mentored ^{F121i} , Tactician ^{F12} | Archaeological Discovery ^{E1} | 01-04 |
| ADHERENT | CON or INT | Prophet | Diplomacy | Bargain Hunter | Disdainful Defender ^{F12} , Ease of Faith ^{F121di} | Marked by the Gods ^{E1} | 05-09 |
| ASPIRING CAPTAIN | WIS or CHA | Sailing | Intimidation | Group Coercion | Detect Disobedience ^{F12} , Imposing Scion ^{F121i} | Drafted ^{E1} | 10-13 |
| ASPIRING MONARCH | WIS or CHA | Politics | Society | Courtly Graces | Mentored ^{F121i} , Punish Insurrection ^{F12} | Commander ^{E1} | 14-18 |
| AVENGER | CON or CHA | Warfare | Society | Streetwise | Grief Filled ^{F12} , Tactician ^{F12} , Attached ^{F23} | Monster Survivor ^{E1} | 19-22 |
| COLLABORATOR | STR or CHA | Warfare | Deception | Charming Liar | Bully ^{F121i} , Guilty Fraud ^{F12} | Negotiated Encounter ^{E1} | 23-27 |
| COMPETING | INT or CHA | Gaming | Deception | Charming Liar | Influence ^{F121so} , Unpredictable ^{F121de} | Minute of Fame ^{E1} | 28-31 |
| CRIMINAL ENFORCER | STR or DEX | Underworld | Thievery | Subtle Theft | Dirty Fighter ^{F12} , Infamous ^{F23} | Slaughter ^{E1} | 32-36 |
| EXILED | INT or CHA | (Community) | Society | Skill Training | Poverty-Stricken ^{F121so} , Unabashed Gall ^{F12} | Self-Exile ^{E1} | 37-40 |
| FAMILY CURSE | INT or CHA | Curse | Occultism | Oddity Identification | Kin Bond ^{F12} , Kin Guardian ^{F12} | Betrayed ^{E1} | 41-45 |
| IMPURE THINKER | INT or WIS | (Deity) | Religion | Student of the Canon | Disdainful Defender ^{F12} , History of Heresy ^{F12} | Dead Inside ^{E1} | 46-50 |
| LOVESICK WARDEN | WIS or CHA | (Habitat) | Survival | Experienced Tracker | Lovesick ^{F23} , Tactician ^{F12} , Wilderness Survivor ^{F121su} | Missing ^{E1} | 51-54 |
| LOYALIST | INT or CHA | Hell | Religion | Student of the Canon | Dedicated Defender ^{F12} , Mentored ^{F121i} | Child Soldier ^{E1} | 55-59 |
| OOZE-TENDER | CON or INT | Ooze | Crafting | Dubious Knowledge | Corpse Cannibal ^{F12} , Harvester ^{F121c} | Long-Term Hostage ^{E12} | 60-63 |
| PEOPLE SMUGGLER | DEX or CHA | Underworld | Stealth | Experienced Smuggler | Unpredictable Reactions ^{F12} | Missing ^{E1} | 64-68 |
| PERFECTION SEEKER | DEX or WIS | Warfare | Acrobatics | Cat Fall | Log Roller ^{F12} | Humiliation ^{E1} | 69-72 |
| RESTORE THE LAND | CON or WIS | Abyssal | Medicine | Battle Medicine | Weapon of Peace ^{F12} , Reactive Medic ^{F121im} | Faction War Survivor ^{E1} | 73-77 |
| REVOLUTIONARY | CHA or WIS | Revolution | Deception | Charming Liar | Passionate Inertia ^{F12} , Trustworthy ^{F121de} | Heist ^{E1} | 78-81 |
| SURVIVOR | CON or STR | (Community) | Survival | Forager | Slow to Trust ^{F12} | Arisen ^{E1} | 82-86 |
| TOMB SEEKER | CON or INT | (Archaeology) | Occultism | Oddity Identification | Classically Schooled ^{F121*} , Malleable Magic ^{F12} | Archaeological Discovery ^{E1} | 87-90 |
| UNDEAD CRUSADER | CON or WIS | Undeath | Religion | Student of the Canon | Possessed ^{F12} | Blight ^{E1} | 91-95 |
| UNIFIER | STR or CHA | Politics | Intimidation | Quick Coercion | Entitled ^{F121i} , Veteran of Battle ^{F12} | Lawbringer ^{E1} | 96-100 |

ACTOR OF INTRIGUE^{SH}

BACKGROUND

OBSESSION | STORY | 🎭 MEDIA

Boosts Dexterity or Charisma and 1 free. **Lore** Theatre.
Grants trained in *Diplomacy* and gain the *Hobnobber* skill feat.
Access *Mentored*^{F121}, *Tactician*^{F12}, *Empty Mask*^{F23}.
Story *Archaeological Discovery*^{E1}.

You see real intrigue as performance you can master with enough practice and sacrifice.

ADHERENT^{WG1*}

BACKGROUND

OBSESSION | STORY | 🧠 PHILOSOPHICAL

Boosts Constitution or Intelligence and 1 free. **Lore** Prophecy.
Grants trained in *Diplomacy* and gain the *Bargain Hunter* skill feat.
Access *Disdainful Defender*^{F12}, *Ease of Faith*^{F121di}.
Story *Marked by the Gods*^{E1}.

You follow a prophetic philosophy, seeking to build up your wealth in this life so that you might meet the next world on your own terms.

ASPIRING CAPTAIN^{WG1}

BACKGROUND

OBSESSION | STORY | 🚢 LOGISTICS

Boosts Wisdom or Charisma and 1 free. **Lore** Ocean.
Grants trained in *Intimidation* and gain the *Group Coercion* skill feat.
Access *Detect Disobedience*^{F12}. **Story** *Drafted*^{E1}.

You seek to join the lords of the sea and have learned everything you need to know about sailing and bossing people around. Now you just need a crew and a ship.

ASPIRING MONARCH^{WG1}

BACKGROUND

OBSESSION | STORY | 🏰 OPERATIONS

Boosts Wisdom or Charisma and 1 free. **Lore** Politics.
Grants trained in *Society* and gain the *Courtly Graces* skill feat.
Access *Mentored*^{F121}, *Punish Insurrection*^{F12}. **Story** *Commander*^{E1}.

New realms rise constantly, and you intend to lead one of them. Making your reign last, however, will require both strength and grace.

AVENGER^{SH}

BACKGROUND

OBSESSION | STORY | 🗡️ PROVOCATEUR

Boosts Constitution or Charisma and 1 free. **Lore** Warfare.
Grants trained in *Society* and gain the *Streetwise* skill feat.
Access *Grief Filled*^{F12}, *Tactician*^{F12}, *Attached*^{F23}.
Story *Monster Survivor*^{E1}.

You trained to seek vengeance with a a secretive organization.

COLLABORATOR^{SH}

BACKGROUND

OBSESSION | STORY | ❤️ JUSTICE

Boosts Strength or Charisma and 1 free. **Lore** Warfare.
Grants trained in *Deception* and gain the *Charming Liar* skill feat.
Access *Bully*^{F121i}, *Guilty Fraud*^{F23}. **Story** *Negotiated Encounter*^{E1}.

In order to stay alive in a chaotic nation at war, you quickly learned you had to condemn someone to execution at least occasionally to keep attention off of you.

COMPETING^{UCA}

BACKGROUND

OBSESSION | STORY | 🎮 EDUCATION

Boosts Intelligence or Charisma and 1 free. **Lore** Gaming.
Grants trained in *Deception* and gain the *Charming Liar* skill feat.
Access *Influence*^{F121so}, *Unpredictable*^{F121de}. **Story** *Minute of Fame*^{E1}.

You distinguished yourself at an early age when you won a competition. This might have been a martial contest of arms, a showing of apprentice magicians, high stakes gambling, or a mundane eating championship.

EXILED^{WG1*}

BACKGROUND

OBSESSION | STORY | 🏠 PROVOCATEUR

Boosts Intelligence or Charisma and 1 free. **Lore** any one Community.
Grants trained in *Society* and gain the *Skill Training* skill feat.
Access *Poverty-Stricken*^{F121so}, *Unabashed Gall*^{F12}. **Story** *Self-Exile*^{E1}.

You have been exiled from your former home, perhaps of your own accord or perhaps because you didn't measure up. However, you take with you some of the benefits of the excellent education afforded to its citizenry.

FAMILY CURSE^{WG1}

BACKGROUND

OBSESSION | STORY | 🌀 EVANGELICAL

Boosts Intelligence or Charisma and 1 free. **Lore** Curse.
Grants trained in *Occultism* and gain the *Oddity Identification* skill feat.
Access *Kin Bond*^{F12}, *Kin Guardian*^{F12}. **Story** *Betrayed*^{E1}.

Rumours abound that your family is cursed. While that would explain several unfortunate events in your family history, you may or may not believe it. Regardless, odd coincidences plague your lineage, and perhaps even appear in your own life, and you have become obsessed with the strangeness around you.

CRIMINAL ENFORCER^{SH}

BACKGROUND

OBSESSION | STORY | 🕵️ SECURITY

Boosts Strength or Dexterity and 1 free. **Lore** Underworld.
Grants trained in *Thievery* and gain the *Subtle Theft* skill feat.
Access *Dirty Fighter*^{F12}, *Infamous*^{F23}. **Story** *Slaughter*^{E1}.

As a young tough in the territory of a criminal organization, you demonstrated a talent for exploiting enemies' vulnerabilities.

IMPURE THINKER^{SH}

BACKGROUND

OBSESSION

STORY

THEOLOGICAL

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Deity.
Grants trained in *Religion* and gain the *Student of the Canon* skill feat.
Access *Disdainful Defender*^{F12}, *History of Heresy*^{F12}.
Story *Dead Inside*^{E1}.

Living in a nation that suppressed your religion, you seek out any way you can to undermine the authorities without drawing their attention.

LOVESICK WARDEN^{SH}

BACKGROUND

OBSESSION

STORY

OPERATIONS

Boosts Wisdom or Charisma and 1 free. **Lore** any one Habitat.
Grants trained in *Survival* and gain the *Experienced Tracker* skill feat.
Access *Wilderness Survivor*^{F121su}, *Tactician*^{F12}, *Lovesick*^{F23}.
Story *Missing*^{E1}.

Before you even reached adulthood, you joined the border patrol to watch enemy armies posturing nearby and fell in love with someone from the other side.

LOYALIST^{WG1*}

BACKGROUND

OBSESSION

STORY

ADVISORY

Boosts Intelligence or Charisma and 1 free. **Lore** Infernal.
Grants trained in *Religion* and gain the *Student of the Canon* skill feat.
Access *Dedicated Defender*^{F12}, *Mentored*^{F121l}. **Story** *Child Soldier*^{E1}.

Despite the setbacks your region has suffered recently, your loyalties lie with the legitimate government. You consider the current nobility to be the your homelands rightful rulers, and are willing to act on their behalf.

Ooze-Tender^{WG1*}

BACKGROUND

OBSESSION

STORY

RESEARCH

Boosts Constitution or Intelligence and 1 free. **Lore** Ooze.
Grants trained in *Crafting* and gain the *Dubious Knowledge* skill feat.
Access *Corpse Cannibal*^{F12}, *Harvester*^{F121c}. **Story** *Long-Term Hostage*^{E12}.

Your apprenticeship in an unorthodox arcane and alchemical academy instilled in you a deep reservoir of mostly reliable esoteric knowledge, not to mention a deep resentment born of countless hours spent mucking ooze pens and feeding helpless creatures to ravenous, belching jellies and gelatinous puddings.

PEOPLE SMUGGLER^{WG1}

BACKGROUND

OBSESSION

STORY

ECOLOGICAL

Boosts Dexterity or Charisma and 1 free. **Lore** Underworld.
Grants trained in *Stealth* and gain the *Experienced Smuggler* skill feat.
Access *Unpredictable Reactions*^{F12}. **Story** *Missing*^{E1}.

You joined an underground movement dedicated to freeing slaves, most likely from the cruelty of the reign. You know how to smuggle people in and out of countries.

PERFECTION SEEKER^{WG1*}

BACKGROUND

OBSESSION

STORY

FITNESS

Boosts Dexterity or Wisdom and 1 free. **Lore** Warfare.
Grants trained in *Acrobatics* and gain the *Cat Fall* skill feat.
Access *Log Roller*^{F12}. **Story** *Humiliation*^{E1}.

You aspire to perfect your body and mind, honing your acrobatic skills and mental faculties in preparation for a lifetime pushing the edge of what most consider possible.

RESTORE THE LAND^{WG1*}

BACKGROUND

OBSESSION

STORY

HEALTH

Boosts Constitution or Wisdom and 1 free. **Lore** any on Monster.
Grants trained in *Medicine* and gain the *Battle Medicine* skill feat.
Access *Weapon of Peace*^{F12}, *Reactive Medic*^{F121m}.
Story *Faction War Survivor*^{E1}.

You managed to escape the devastation that a powerful monster brought to your nation, but you lost everything to it any its minions, including your home and many friends and family. You seek to heal your homeland from the monsters who have defiled it.

REVOLUTIONARY^{WG1*}

BACKGROUND

OBSESSION

STORY

MARTIAL

Boosts Wisdom or Charisma and 1 free. **Lore** Revolution.
Grants trained in *Deception* and gain the *Charming Liar* skill feat.
Access *Passionate Inertia*^{F12}, *Trustworthy*^{F121de}. **Story** *Heist*^{E1}.

You fell prey to the whims of a mob and were scheduled for execution, but you managed to talk your way out of it.

SURVIVOR^{WG1}

BACKGROUND

OBSESSION

STORY

ECOLOGICAL

Boosts Strength or Wisdom and 1 free. **Lore** any one History.
Grants trained in *Survival* and gain the *Forager* skill feat.
Access *Slow to Trust*^{F12}. **Story** *Arisen*^{E1}.

The devastation and carnage of your homeland were nearly complete, but you somehow managed to survive it.

TOMB SEEKER^{WG1*}

BACKGROUND

OBSESSION

STORY

INFORMATION

Boosts Constitution or Intelligence and 1 free. **Lore** any one Archaeological. **Grants** trained in *Occultism* and gain the *Oddity Identification* skill feat.
Access *Classically Schooled*^{F121*}, *Malleable Magic*^{F12}.
Story *Archaeological Discovery*^{E1}.

Whether you're a fascinated outsider or a local proud of your nation's storied past, you're a devoted student of history. You might be a traveling professor, or even a simple tomb robber cashing in on the glories of the past.

UNDEAD CRUSADER^{WG1}

BACKGROUND

OBSESSION

STORY

HEALTH

Boosts Constitution or Wisdom and 1 free. **Lore** Undead.
Grants trained in *Religion* and gain the *Student of the Canon* skill feat.
Access *Possessed*^{F12}. **Story** *Blight*^{E1}.

You grew up considering the existence of an undead nation an atrocity and trained to one day take part in destroying it and putting its vile inhabitants to their final rest. Key to your preparations is a thorough study of undead-related deities and their philosophies.

UNIFIER^{WG1}

BACKGROUND

OBSESSION

STORY

JUSTICE

Boosts Strength or Charisma and 1 free. **Lore** Politics.
Grants trained in *Intimidation* and gain the *Quick Coercion* skill feat.
Access *Veteran of Battle*^{F12}. **Story** *Lawbringer*^{E1}.

You are from a divided region and you believe it should be united into one nation under the rule of your home city, and you're willing to do whatever it takes to make it happen.

B24 PHILOSOPHY

76-00 d100

Philosophical roles are all uncommon, with access requiring a matching alignment. If your deity or class imposes asamar or edict the philosophical role you choose must not contradict roles ethos.

| Name | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|------------------|--------|------------|------------------|---------------|--|---|------------------------------------|--------|
| CREATOR | LG | STR OR CHA | (Community) | Diplomacy | Charming ^{F121di} | Blessed Touch ^{F12} | Ear for Music ^{E11} | 01-03 |
| CRUSADER | LG | WIS or CHA | (Cultural) | Society | Influence ^{F121so} | Divine Warrior ^{F12} , Mountain Stoutness ^{PF2e} | Injustice ^{E1} | 04-07 |
| GUARDIAN | LG | CON or INT | (Monster) | Society | Know the Enemy ^{F121} | Weapon of Peace ^{F12} , Patient Optimist ^{F121di} | Forge Guardian ^{E11} | 08-10 |
| HEALER | NG | DEX or WIS | (Biological) | Medicine | Bedside Manner ^{F121m} | Helpful Halfling ^{L02} | Combat Healer ^{E1} | 11-13 |
| MEDIATOR | NG | WIS or CHA | (History) | Diplomacy | Well Informed ^{F121di} | Mediator ^{F12} | Negotiated Encounter ^{E1} | 14-17 |
| REDEEMER | NG | CON or CHA | (Monster) | Diplomacy | Natural Born Leader ^{F121} | Redeemer ^{F12} , Flame of the Redeemer ^{F12} | Enemy Cult ^{E1} | 18-20 |
| ACTIVIST | CG | INT or WIS | (Political) | Crafting | Lore Specialist ^{F121i} | Eldritch Crafter ^{F121c} , Spark of Creation ^{F121} | Blessed Encounter ^{E1} | 21-23 |
| FREEDOM FIGHTER | CG | DEX or CON | (Martial) | Stealth | Worldly ^{F121} | Hardly a Fool ^{F12} , Fortified Drinker ^{F12} , Unfettered halfling ^{PF2e} | Faction War Survivor ^{E1} | 24-27 |
| VIGILANTE | CG | DEX or WIS | (Community) | Acrobatics | Seeker ^{F121} | Careful Combatant ^{F12} , Starchild ^{F121su} | Injustice ^{E1} | 28-30 |
| EXECUTOR | LN | INT or WIS | (Service) | Survival | Urban Jungle ^{F121su} | No Escape ^{F12} , Wisdom in the Flesh ^{F12} | Humiliation ^{E1} | 31-33 |
| FACILITATOR | LN | STR or INT | (Cultural) | Crafting | Tireless Logic ^{F121} | Eyes and Ears of the City ^{F12} | Invent Spell ^{E1} | 34-37 |
| JUDGE | LN | INT or CHA | (Political) | Lore | Mentored ^{F121i} | Inexorable Authority ^{F121i} | Lawbringer ^{E1} | 38-40 |
| AGENT OF BALANCE | N | WIS OR CHA | (Contest) | Diplomacy | Ambitious ^{F121di} | Amiable Blunder ^{F121di} , Magic is Life ^{F12} | Preventable Death ^{E1} | 41-46 |
| FATALIST | N | STR or WIS | (Archaeological) | Religion | Outcast's Intuition ^{F121*} | Balancer's Banishing ^{F12} | Duel ^{E1} | 47-53 |
| NATURALIST | N | DEX or WIS | (Habitat) | Nature | Devotee of the Green ^{F121n} | Child of Nature ^{F121r} , Horror Slayer ^{F12} | Monster Survivor ^{E1} | 54-60 |
| IMPULSIVE | CN | DEX or CHA | (Entertainment) | Performance | Inspired ^{F121} | Divine Courtesan ^{F12} | Heist ^{E1} | 61-63 |
| REBEL | CN | CON or CHA | (Community) | Society | Friend in Every Town ^{F121so} | Unabashed Gall ^{F12} , Veteran of Battle ^{F12} | Subdued ^{E1} | 64-67 |
| SABOTEUR | CN | DEX or WIS | (Criminal) | Thievery | Vagabond Child ^{F121t} | Unpredictable Reactions ^{F12} | Undercover ^{E1} | 68-70 |
| DESPOTE | LE | INT or CHA | (Criminal) | Intimidation | Inexorable Authority ^{F121} | Punish Insurrection ^{F12} | Slaughter ^{E1} | 71-73 |
| MINION | LE | STR or CON | (Faction) | Athletics | Simple Disciple ^{F121at} | Detect Disobedience ^{F12} , Horror Slayer ^{F12} | Drafted ^{E1} | 74-77 |
| SWINDLER | LE | DEX or CHA | (Logistics) | Deception | Fast Talker ^{F121de} | Pain is Pleasure ^{F12} | Inheritance ^{E1} | 78-80 |
| ANNIHILIST | NE | DEX or CHA | (Industrial) | Intimidation | Bruising Intellect ^{F121i} | Horrifying Mind ^{F12} | Planar Offering ^{E1} | 81-83 |
| NARCISIST | NE | CON or INT | (Planar) | Occultism | Planar Savant ^{F121o} | Shadow Whispers ^{F12} | Planar Encounter ^{E1} | 84-87 |
| PSYCHOPATH | NE | STR or CHA | (Criminal) | Athletics | Child of the Streets ^{F121i} | Subjective Truth ^{F121de} , Corpse Cannibal ^{F12} | Dead Inside ^{E1} | 88-90 |
| DEVOTEE | CE | CON or WIS | (Philosophical) | Religion | Classically Schooled ^{F121*} | Bloody-Minded ^{F12} , Horror Slayer ^{F12} | Apotheosis ^{E1} | 91-93 |
| FURY | CE | STR or WIS | (Habitat) | Survival | Starchild ^{F121su} | Voice of Monsters ^{F12} , Wrecking Wrath ^{F12} | Feral Survivor ^{E1} | 94-97 |
| HEDONIST | CE | INT or CHA | (Substance) | Arcana | Lucky Identification ^{F121*} | Passionate Inertia ^{F12} | Famous Artist ^{E1} | 98-100 |

ACTIVIST CoP

BACKGROUND

UNCOMMON CG PHILOSOPHY STORY PHILOSOPHICAL

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Political.

Grants trained in *Crafting* and gain the *Lore Specialist*^{F121i} skill feat.

Access *Eldritch Crafter*^{F121c} and *Spark of Creation*^{F121}. **Story** *Blessed encounter*^{E1}.

You ensure others question and reflect upon the origin of beliefs and knowledge, both their own and that of others. You do not do so out of malice or a desire to disrupt others' thoughts, but rather out of a duty to help others realize their true selves-a person cannot truly be a free person until her thoughts and beliefs are, in fact, her own, not the rote drivel instilled by those wanting a society of faithful sheep.

AGENT OF BALANCE CoB

BACKGROUND

UNCOMMON N PHILOSOPHY STORY HOSPITALITY

Boosts Wisdom or Charisma and 1 free. **Lore** any one Contest.

Grants trained in *Diplomacy* and gain the *Ambitious*^{F121di} skill feat.

Access *Amiable Blunder*^{F121di}, *Magic Is Life*^{F12}. **Story** *Preventable Death*^{E1}.

The extremes of alignment need to be kept in their proper place if peace and prosperity are to be maintained.

ANNIHILIST CoC

BACKGROUND

UNCOMMON NE PHILOSOPHY STORY INDUSTRIAL

Boosts Dexterity or Charisma and 1 free. **Lore** any one Industrial.

Grants trained in *Intimidation* and gain the *Bruising Intellect*^{F121i} skill feat.

Access *Horrifying Mind*^{F12}. **Story** *Planar Offering*^{E1}.

Nothing matters. Entropy and chaos have created a world where nothing lasts, nothing means anything, and even the greatest works or truths will fall to dust and obscurity in the blink of an eye. You know that those who claim otherwise do themselves and everyone else a disservice, and you cannot abide anyone who perpetuates society's great lies of love and meaning. Instead, you choose to reveal their wilful ignorance by furthering the cause of destruction. The world offends you, and thus you will bring it down.

CREATOR CoP

BACKGROUND

UNCOMMON LG PHILOSOPHY STORY ADVISORY

Boosts Strength or Charisma and 1 free. **Lore** any one Community.

Grants trained in *Society* and gain the *Charming*^{F121di} skill feat.

Access *Blessed Touch*^{F12}. **Story** *Ear for Music*^{F12}.

You believe in the importance of close-knit families and strong communities and teach others to be self-sufficient. You revere order and law, regarding these concepts as the answer to all of civilization's problems; a strong, benevolent government is what allows civilizations to thrive. You often assist in creating actual structures and items as a part of community's attempt to improve members' quality of life.

You want others to question what they know, ensuring each individual is truly living honestly and thinking for himself

- Value questioning the establishment.
- Are motivated to "awaken" other free thinkers.
- Are a seeker of knowledge and truth.
- Live life without restricting others.

If the immortals want to meddle, they can put up with you meddling back.

- Seek out immortals and strongly aligned forces and neutralize them.
- Resist any infringement on your soul and see your fate as your own and not another's to manipulate or control.
- Probably have several enemies both mortal and immortal.

Everything crumbles. Who are you to argue with that?

- Have no feelings or scruples or aspire to have none.
- See entropy and death everywhere and accept (and inflict) them as the true pillars of reality.
- Despise anything that aspires to permanence, growth, or meaning.

You bring order to society through your creations, whether material or philosophical.

- Strive for order and organization.
- View strong government as necessary for civilization's cultivation, and strong communities as the building blocks of successful settlements.
- Use creativity and skills to teach others to improve their lives and communities.
- Offer your assistance when others are moved to create order and structure.

CRUSADER CoP

BACKGROUND

UNCOMMON LG PHILOSOPHY STORY EVALGELICAL

Boosts Intelligence or Charisma and 1 free. **Lore** any one Cultural.**Grants** trained in *Society* and gain the *Influence*^{F121so} skill feat.**Access** *Divine Warrior*^{F12}, *Mountain's Stoutness*^{PF2E}. **Story** *Injustice*^{E1}.

You endeavour to stamp out the presence of evil wherever it arises. You spend your life in pursuit of such heroic endeavours, tenaciously taking the fight to the root of evil in an attempt to eradicate it. You seek honour, valour, and glory in their pursuit of evil, and willingly sacrifice yourself in your efforts to destroy your targets.

DESPOT CoC

BACKGROUND

UNCOMMON LE PHILOSOPHY STORY PROVOCATEUR

Boosts Intelligence or Charisma and 1 free. **Lore** any one Criminal.**Grants** trained in *Intimidation* and gain the *Inexorable Authority*^{F121i} skill feat.**Access** *Punish Insurrection*^{F12}. **Story** *Slaughter*^{E1}.

You are destined to rule—at least in your own mind—you seek to impose their will on those around you. Obedience is often not enough; you require total submission. You are capable of collaboration and even subordination within a larger structure, but you usually get resentful if you don't climb the ranks quickly enough, and they seek out opportunities to give orders instead of taking them. You may enjoy sharing power with like-minded souls; more often, their alliances are of convenience, and a pact's stability depends on whether your goals are being met. While you believe yourself to a great leader, not all are; dark tragicomedy abounds when incompetent despots achieve even a small measure of power.

DEVOTEE CoC

BACKGROUND

UNCOMMON CE PHILOSOPHY STORY MISSIONARY

Boosts Constitution or Wisdom and 1 free. **Lore** any one Philosophical.**Grants** trained in *Religion* and gain the *Classically Schooled*^{F121} skill feat.**Access** *Bloody-Minded*^{F12}, *Horror Slayer*^{F12}. **Story** *Apotheosis*^{E1}.

Just as some people find solace in upholding order and justice, some swear allegiance to their opposites—the chaos and entropy that eventually grind everything to dust. Whether you are an antipaladin, cultist of demon lords, or simply feel that the world deserves to be burned down, you seek to foster chaos and evil not just for personal gain, but for chaos and evil's own sake. You may believe that the world must be destroyed in order to be rebuilt into something better or see yourself as a necessary part of an eternal struggle—for light requires darkness to give it contrast. More often, you devote yourself out of a desire to gain power from an evil and chaotic entity, or to impose revenge on a world they feel has wronged you.

EXECUTOR CoB

BACKGROUND

UNCOMMON LN PHILOSOPHY STORY OPERATIONS

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Service.**Grants** trained in *Survival* and gain the *Urban Jungle*^{F121su} skill feat.**Access** *No Escape*^{F12}, *Wisdom in the Flesh*^{F12}. **Story** *Humiliation*^{E1}.

You define yourself through the discharge of the duties assigned to you. You are comfortable with a degree of discretion or prefer a tightly prescribed set of orders with little room for interpretation. Either way, you choose to operate on the assumption that those supplying orders know what they're doing, and that the world is a better place when everyone does his job efficiently and without fuss.

FACILITATOR CoB

BACKGROUND

UNCOMMON LN PHILOSOPHY STORY CREATIVE

Boosts Strength or Intelligence and 1 free. **Lore** any one Cultural.**Grants** trained in *Crafting* and gain the *Tireless Logic*^{F121} skill feat.**Access** *Eyes and Ears of the City*^{F12}. **Story** *Invent Spell*^{E1}.

Like executors, you perceive reality as a well-oiled machine. Like judges, you relish ensuring the world conforms to this system. Unlike either, you step outside your role in the machine to observe its operation as a whole and are willing to step into a variety of roles as to facilitate this machine function better or change how it operates.

FATALIST CoB

BACKGROUND

UNCOMMON N PHILOSOPHY STORY AGRICULTURAL

Boosts Strength or Wisdom and 1 free. **Lore** any one Agricultural.**Grants** trained in *Religion* and gain the *Outcast's Intuition*^{F121*} skill feat.**Access** *Balancer's Banishing*^{F12}. **Story** *Duel*^{E1}.

Mortals' believe that anything they do makes a real difference in the machinations of gods and the crushing vastness and complexity of the multiverse isn't just absurd—it's deluded. Everything is so far outside their scope or comprehension that there's no point in fighting it: what will be will be, and no amount of mortal intervention can change this undeniable truth. The best you can do is scramble to stay afloat for the duration of your stay on the Material Plane, and only because that illusion seems better than the only knowable alternative.

You are honourable and risk your life to eradicate the evil threatening your lands or the lives of those you've vowed to protect.

- Abhor evil in all its aspects.
- Be motivated to right wrongs.
- Stamp out evil and injustice.
- Seek honour and glory through your actions.
- Suffer death over accepting dishonour.

Your commands are law—and woe betide those who disobey.

- Demand blind obedience and servility.
- Welcome neither questions nor failures from your underlings.
- Constantly seek to expand your personal power base.

Chaos is the true nature of existence, and it will eventually reclaim its own, so you help it along.

- Deliberately sow chaos and pain for their own sakes, rather than to obtain personal reward.
- May worship a demon lord or another personification of chaos and evil.
- Find spiritual satisfaction in destruction.

You seek to do your duty, and you expect others to do their duties in turn.

- Respect and seek to serve those who give clear, unambiguous orders.
- View society in terms of machinelike or insectile efficiency, where everyone plays predefined roles.
- Resist questioning those in authority, unless given evidence that they've betrayed your trust.

You look for inefficiencies and contaminants in the world, fix them, and get things working smoothly.

- Look at the big picture, while also seeking to understand the precise details.
- Recognize that small changes in the right places can transform outcomes.
- Have flexible tactics and fixed goals.
- Think of others in terms of their functions and interactions.

There's no point trying to change the world, but you can make the most of living in it.

- Be resigned to eventually dying, but plan to enjoy life while it lasts.
- Keep going forward because it's what you know and it's the only real option you have.
- Be grimly stoic, wearily carefree, or some bitter combination of the two.

FREEDOM FIGHTER CoP

BACKGROUND

UNCOMMON CG PHILOSOPHY STORY COVERT

Boosts Dexterity or Constitution and 1 free. **Lore** any one martial.

Grants trained in *Stealth* and gain the *Worldly*^{F121} skill feat.

Access *Hardly a Fool*^{F12}, *Fortified Drinker*^{F12}, *Unfettered Halfling*^{PF2E}. **Story** *Faction War Survivor*^{E1}.

You believe no one should suffer the indignity of slavery or be forced to serve a government that rejects or ignores the rights of its people. Everyone is born free and should remain so. Liberty is the right of all, and tyrants and slavers must be thwarted or eradicated by any means necessary. You spread their ideals in hopes of inspiring others to wage war against slavers and oppressors.

FURY CoC

BACKGROUND

UNCOMMON CE PHILOSOPHY STORY MARTIAL

Boosts Strength or Wisdom and 1 free. **Lore** any one Habitat.

Grants trained in *Survival* and gain the *Starchild*^{F121} skill feat.

Access *Voice of Monsters*^{F12}, *Wrecking Wrath*^{F12}. **Story** *Feral Survivor*^{E1}.

You are driven by a rage so consuming that it can never be satisfied. Your rage may be birthed from a truly horrific pas, caused by disgust or despair ignited after witnessing too much depravity, a sense of stymied entitlement, or even a natural disposition without reason. You might not immediately identifiable as a fury, banking your anger, burning slow but hot, and concealing your temperaments and actions, corrupting and undermining rather than rampaging. You may find justifications for your rage in the failings (real or imagined) of others, or you may not feel a need to justify yourself at all. Regardless of their motives, a festering, white-hot fever of rage is at the heart of all you do.

GUARDIAN CoP

BACKGROUND

UNCOMMON LG PHILOSOPHY STORY JUSTICE

Boosts Constitution or Intelligence and 1 free. **Lore** any one Monster.

Grants trained in *Society* and gain the *Know the Enemy*^{F121} skill feat.

Access *Patient Optimist*^{F121di}, *Weapon of Peace*^{F12}. **Story** *Forge Guardian*^{E11}.

You respect life and believe there is no greater duty or higher calling than protecting the lives of innocents and those who are too venerable to protect themselves. You gladly risk life and limb in defending whoever or whatever you have vowed to protect, whether it's a city, village, fortress wall, or even a strategic pass. You willingly sacrifice yourself to the last soul to carry out your duty, and you're your honour, valour, and glory in defence rather than in taking the battle to others. When not actively involved in protecting your charge, you spend time teaching defensive tactics and skills.

HEALER CoP

BACKGROUND

UNCOMMON NG PHILOSOPHY STORY HEALTH

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Biological.

Grants trained in *Medicine* and gain the *bedside Manner*^{F121m} skill feat.

Access *Helpful Halfling*^{LO2}. **Story** *Combat Healer*^{E1}.

You value life, seeing beauty and good in all living creatures. You offer your curative powers to those in need, regardless of your patients' alignment, believing it's your duty to use their skills and magic to maintain the purity of life itself. You take oaths never to do harm to others or to take lives; when forced to fight, you protect themselves, but tend to employ abilities that hamper or entrap your enemies rather than killing them outright. After all, every being's life is important to the universe, and the loss of any soul is a true tragedy to you.

HEDONIST CoC

BACKGROUND

UNCOMMON CE PHILOSOPHY STORY COMMERCIAL

Boosts Intelligence or Charisma and 1 free. **Lore** any one Substance.

Grants trained in *Arcana* and gain the *Lucky Identification*^{F121*} skill feat.

Access *Passionate Inertia*^{F12}. **Story** *Famous Artist*^{E1}.

To you, nothing matters except personal pleasure, and it's only natural and right to grab as much of it as they can. Any consequences are secondary, if they are considered at all. You usually live in the moment and take what you want by force. You are the type of person who burns down a city because their hands are cold or kill a family just to steal their horse. While other personality types may have a greater sense of entitlement, you are characterized by their unwillingness to restrict yourself unnecessarily—and to you, all restrictions seem unnecessary.

IMPULSIVE CoB

BACKGROUND

UNCOMMON CN PHILOSOPHY STORY MEDIA

Boosts Dexterity or Charisma and 1 free. **Lore** any one Entertainment.

Grants trained in *Performance* and gain the *Inspired*^{F121} skill feat.

Access *Divine Courtesan*^{F12}. **Story** *Heist*^{E1}.

Rather than opposing law you tend to ignore it and are instead driven by the fun or heat of the moment. Despite your name, you do recognize the value of plans and preparations: you equip the group to improvise, and usually require it of them, because when did a plan ever go exactly right?

You find tyranny and slavery the most intolerable crimes in existence, and you long to free every man, woman, and child from their grip.

- Value freedom and liberty for all.
- Are motivated to eradicate slavery.
- Ensure laws do not restrict individuals' rights.

If you hurt them, they must have deserved it.

- Are prone to outbursts of violence—whether physical, verbal, or psychological.
- Often redirect anger toward convenient targets, punishing innocents for minor offenses.
- Feel empowered and invigorated when unleashing your anger and may see patience and calm as weaknesses.

You risk your life to protect the lives and wellbeing of others.

- Protect the lives of others at your own risk.
- Be motivated to protect the weak and the innocent.
- Improve the tactics and defensive skills of those you aid.

You seek to maintain the life and health of others, and do not take others' lives.

- Value life above all else.
- Use your curative knowledge and abilities to heal the sick and wounded.
- Fight defensively, and only to capture or weaken opponents.

Because you felt like it, that's why.

- Follow your whims and passions, regardless of the potential consequences.
- May get bored easily and seek out ever-greater taboos to break.
- Have disproportionate responses to irritation.

Each moment tells you what you need to do.

- Act quickly and decisively when you discover a feasible plan of action.
- Look for enjoyable ways to achieve your goals with whatever resources you have on hand.
- Struggle to pass up the surprising act for the successful-but-predictable one.

JUDGE CoB

BACKGROUND

UNCOMMON NG PHILOSOPHY STORY INFORMATION

Boosts Wisdom or Charisma and 1 free. **Lore** any one Community.

Grants trained in *Lore* and gain the *mentored*^{F121i} skill feat.

Access *Inexorable Authority*^{F121i}. **Story** *Lawbringer*^{E1}.

You render decisions on others. These decisions can be—and often are—quite complicated. You deal with this by rigorously applying predefined standards and criteria, ensuring that the decision at which you arrive at isn't yours alone, but reflects the wisdom of a body of thought greater than any single individual.

MEDIATOR CoP

BACKGROUND

UNCOMMON NG PHILOSOPHY STORY DIPLOMACY

Boosts Wisdom or Charisma and 1 free. **Lore** any one History.

Grants trained in *Diplomacy* and gain the *Well Informed*^{F121di} skill feat.

Access *Mediator*^{F12}. **Story** *Negotiated Encounter*^{E1}.

It is not possible for all members of a community to have their way; life is all about compromise, and you specialize in steering rational individuals to agreeable terms and favourable outcomes. When things go badly or you must deal with hostile people, you do not rashly pull your weapons on others, but instead offer alternative options for resolution through diplomacy or intimidation. Of course, many creatures lack enlightenment, and thus don't accept compromise. When words fall on deaf ears, mediators resort to weapons to win the day.

MINION CoC

BACKGROUND

UNCOMMON LE PHILOSOPHY STORY FITNESS

Boosts Strength or Constitution and 1 free. **Lore** any one Faction.

Grants trained in *Athletics* and gain the *Simple Disciple*^{F121at} skill feat.

Access *Detect Disobediente*^{F12}, *Horror Slayer*^{F12}. **Story** *Drafted*^{E1}.

The world is a dangerous and confusing place, filled with overwhelmingly powerful entities. Thankfully, sometimes those beings take lucky souls under their wings, offering protection, purpose, and perhaps permission to indulge aspects of oneself that society otherwise prohibits. Whether your patron is a god, monster, nation, or mortal, you know that loyalty and perfect service—no matter how distasteful or depraved the command—are the best ways to rise in the ranks and achieve comfort and security. You may take pride in your service or comfort in the fact that any responsibility for your actions ultimately lies with your masters. Total devotion is a small price to pay for the gifts these dark masters offer.

NARCISSIST CoC

BACKGROUND

UNCOMMON NE PHILOSOPHY STORY ARTISTIC

Boosts Constitution or Intelligence and 1 free. **Lore** any one Planar.

Grants trained in *Occultism* and gain the *Planar Savant*^{F121o} skill feat.

Access *Shadow Whispers*^{F12}. **Story** *Planar Encounter*^{E1}.

You see meaning and beauty in the world—but only when you look in a mirror. The world truly does revolve around you: whatever makes you unhappy is a tragic injustice, and whatever pleases you is your by divine right. You can be genuinely bewildered—or homicidally enraged—by suggestions that anyone else's concerns take precedence over yours. You differ from the lawful evil tyrant in that you have no particular need for power or authority, so long as all your whims are catered to without question. It's only when those whims are denied that your true, uncaring evil rears its bloody head.

NATURALIST CoB

BACKGROUND

UNCOMMON N PHILOSOPHY STORY ECOLOGICAL

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Habitat.

Grants trained in *nature* and gain the *Devotee of the Green*^{F121n} skill feat.

Access *Child of Nature*^{F121r} and *Horror Slayer*^{F12}. **Story** *Monster Survivor*^{E1}.

You find inspiration in the natural world's ability to just be itself without self-questioning or doubt, and seek to don't mindlessly live in the moment like animals, but you don't see the rest of the world as something to remake, either, and you resist those who do.

PSYCHOPATH CoC

BACKGROUND

UNCOMMON NE PHILOSOPHY STORY MARTIAL

Boosts Strength or Charisma and 1 free. **Lore** any one Criminal.

Grants trained in *Athletics* and gain the *Child of the Streets*^{F121i} skill feat.

Access *Corpse Cannibal*^{F12} and *Subjective Truth*^{F121de}. **Story** *Dead Inside*^{E1}.

You, for whatever reason, are unable to feel empathy and remorse, leading you to indulge in uninhibitedly antisocial behaviour. You may or may not understand that others have feelings, but either way are unable to relate to other creatures. Other people are objects to you—sometimes amusing and sometimes useful, but always disposable.

You weigh your decisions carefully. Once made, these decisions are binding for others and for you.

- Weigh all the data before you, sifting out key details.
- Consider your personal authority to be representative of a greater one.
- Resist revisiting past decisions.

When conflict arises between reasonable creatures of either axis of your alignment, you offer your diplomatic skills to accomplish compromise or agreement.

- Value balance and peaceful, beneficial resolutions.
- Be motivated by the desire to keep the peace and diffuse conflict.
- Attempt to use your wisdom and charisma when dealing with nonevil creatures.

Be an obedient and useful servant, and your master will take care of you.

- Seek powerful figures to serve and obey.
- Avoid anything that might raise questions about your loyalty.
- Live to please your master, regardless of the harm to yourself or anyone else.

The universe knows what you want, so what does it expect when it doesn't it give it to you?

- See everything in terms of its effect on you.
- Be surprised, shocked, or disgusted when the world or other people don't cater to your expectations.
- Be incapable of empathizing with others and can justify just about any horrific actions that serve your greater purpose.

Your laws are those of the natural world, which you adhere to with passion.

- Place a high premium on personal strength and self-preservation.
- Know that finding like-minded companions is the surest way to survive.
- Resist actions that don't affect the immediate survival of your or your allies.
- Seek to protect the natural world that inspires you so.

Do anything you want. Anything.

- Never feel remorse or empathy.
- Indulge your whims in bold, often horrific ways.
- Know that all living things—even other people—are just objects.

REBEL WGI , CoB

BACKGROUND

UNCOMMON CN PHILOSOPHY STORY SECURITY

Boosts Constitution or Charisma and 1 free. **Lore** any one Community.
Grants trained in *Society* and gain the *Friend in Every Town*^{F12iso} skill feat.
Access *Unabashed Gall*^{F12} and *Veteran of Battle*^{F12}. **Story** *Subdued*^{E1}.

Some rebels are opposed to specific laws or rulers. Others just want to smash the cage of obedience that binds the mortal spirit. But whether you are attempting to free a nation or just herself, you are never afraid to go against the grain to achieve what you believe is right.

REDEEMER CoP

BACKGROUND

UNCOMMON NG PHILOSOPHY STORY EDUCATION

Boosts Constitution or Charisma and 1 free. **Lore** any one Monster.
Grants trained in *Diplomacy* and gain the *Natural Born Leader*^{F121} skill feat.
Access *Flame of the Redeemer*^{F12} and *Redeemer*^{F12}. **Story** *Enemy Cult*^{E1}.

You believe that with a few exceptions, most beings are capable of goodness. Beings not following the path of light need only be given a chance to renounce their wayward behaviour and be enlightened to the true path of goodness, thus allowing them to redeem their souls and atone for their vile deeds. You believe in patience, knowing old habits are hard to break. Of course, those who refuse proffered redemption opportunities must not be allowed to continue along their destructive paths, so you must permanently prevent them from doing further harm.

SABOTEUR CoB

BACKGROUND

UNCOMMON CN PHILOSOPHY STORY ENGINEERING

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Criminal.
Grants trained in *Thievery* and gain the *Vagabond Child*^{F121t} skill feat.
Access *Unpredictable Reactions*^{F12}. **Story** *Undercover*^{E1}.

While some chaotic neutral saboteurs do booby-trap siege machinery and such devices, most do not adhere to this theme so literally. Instead, you may focus on bringing down social orders and other strictures imposed on you by others. In some respects, you are like the rebel, but rather than concentrating the struggle against the oppressor, you take the fight to the instruments of oppression.

SWINDLER CoC

BACKGROUND

UNCOMMON LE PHILOSOPHY STORY FINANCE

Boosts Dexterity or Charisma and 1 free. **Lore** any one Logistics.
Grants trained in *Deception* and gain the *Fast Talker*^{F121de} skill feat.
Access *Pain is Pleasure*^{F12}. **Story** *Inheritance*^{E12}.

You accumulate power through indirect means. By using deception and manipulation, and by exploiting the systems they inhabit, you gain personal advantage. Your most common method is brokering deals and contracts that seek to extract the maximum commitment from others while giving as little away as possible yourself. While driving a hard bargain is not itself evil, you specifically prey on those at their most vulnerable, abusing the legal system and doing you best to exploit (or create) weakness. Loopholes and plausible deniability are your bread and butter, and you exploit legitimate business concerns to augment your extortion and entrapment. Often charming, always cunning, you are expert at using people's own desires against them.

VIGILANTE CoP

BACKGROUND

UNCOMMON CG PHILOSOPHY STORY SECURITY

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Community.
Grants trained in *Acrobatics* and gain the *Seeker*^{F121} skill feat.
Access *Careful Combatant*^{F12}, *Starchild*^{F121su}. **Story** *Injustice*^{E1}.

You believe those individuals enforcing the laws of the land are too lazy or uncaring to effectively punish evildoers, or that their hands are tied by the law. Therefore, you step forward to deliver justice to wrongdoers, serving as both judge and punisher for thieves, thugs, and murderers. When your prey happens to be slavers or violent oppressors, you sometimes cross paths with freedom fighters. For you, justice must be delivered at all costs, and you risk your live to keep the lives of innocents safe and secure.

It's better to die on your feet than to live on your knees.

- *Might not know what should replace what you're destroying.*
- *Resent those who dare try to hold authority over you.*
- *Can't stop fighting, even when you probably should.*

The lost can be returned to the light if given the chance; you must offer it and show them the way.

- *Value life and are patient.*
- *Are motivated to bring others into the light, believing they deserve a second chance.*
- *Are willing to kill those who refuse redemption.*

By breaking the tools of power, you free everyone living under the shadow of such tools.

- *Look for ways to cripple or break the system.*
- *Care less about the show than the result.*
- *Take pride in your foes' inability to catch you.*

Anyone who shows weakness deserves to have it exploited.

- *Look for exploits, loopholes, and advantages in every interaction and institution.*
- *Rarely break the law—working around it is so much more elegant.*
- *Be exceptionally proud of your wits and cunning.*

You risk limb and life to bring wrongdoers to justice for their crimes, and in doing so, make life better for others.

- *Value the justice delivered by your own hand.*
- *Are motivated to punish evildoers.*
- *Disregard laws to bring about your own justice, and are, therefore, often a wanted individual.*

B3

PROFESSION

d100

Profession backgrounds describe what do you in your day-to-day life, are primarily occupation or vocation based, and are further divided into bands based upon the wealth and lifestyle: Destitute, Poor, Modest, Affluent, and Rich. You can only ever have one profession background.

B30

CLASS

01-40 d100

Your profession is driven by your character class. See **B4** to roll or select a profession from your class.

B31

DESTITUTE

41-50 d100

You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement.

| Name | Ability Scores | Lore | Trained Skill | Grants | Access | Story | |
|---------------|----------------|-------------|---------------|----------------------|--|-------------------------------------|--------|
| (All) | | | | | <i>Poverty-Stricken</i> ^{F121so} | | |
| ALIEN | DEX or WIS | (Community) | Stealth | Experienced Smuggler | <i>Ordinary</i> ^{F121st} | <i>Explorer</i> ^{E1} | 01-10 |
| BANDIT | STR or DEX | (Habitat) | Deception | Lengthy Diversion | <i>Deep Cover</i> ^{F121de} | <i>Sole Survivor</i> ^{E1} | 11-20 |
| CRIMINAL | DEX or INT | Underworld | Stealth | Experienced Smuggler | <i>Child of the Streets</i> ^{F121l} | <i>Undercover</i> ^{E1} | 21-30 |
| DUNG SWEEPER | CON or WIS | Animal | Nature | Train Animal | <i>Beast Bond</i> ^{F121n} | <i>Penniless Heir</i> ^{E1} | 31-40 |
| HERMIT | CON or INT | (Habitat) | Nature | Dubious Knowledge | <i>Grief Filled</i> ^{F12} | <i>Self Exile</i> ^{E1} | 41-50 |
| OUTCAST | CON or WIS | (Habitat) | Survival | Terrain Expertise | <i>Wild Orphan</i> ^{F121su} | <i>Subdued</i> ^{E1} | 51-60 |
| PRISONER | STR or CON | Underworld | Stealth | Experienced Smuggler | <i>Life of Toil</i> ^{F12} | <i>Enslaved</i> ^{E1} | 61-70 |
| RECLUSE | CON or INT | (Plane) | Occultism | Dubious Knowledge | <i>Grief Filled</i> ^{F12} | <i>Dead Inside</i> ^{E1} | 71-80 |
| SERF | STR or CON | Farming | Nature | Natural Medicine | <i>Self-Medicating</i> ^{F121n} | <i>Injustice</i> ^{E1} | 81-90 |
| STREET URCHIN | DEX or CON | (Community) | Thievery | Pick Pocket | <i>Child of the Streets</i> ^{F121l} | <i>Missing</i> ^{E1} | 91-100 |

ALIEN BACKGROUND

DESTITUTE **STORY** **HOSPITALITY**

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Community.

Grants trained in *stealth* and gain the *Experienced Smuggler* skill feat.

Access *Ordinary*^{F121st}, *Poverty-Stricken*^{F121so}. **Story** *Explorer*^{E1}.

You illegally reside in a settlement or community without permission. Each day your time is spend struggling to find food and shelter, and you are constantly trying to avoid the authorities.

BANDIT BACKGROUND

DESTITUTE **STORY** **COVERT**

Boosts Strength or Dexterity and 1 free. **Lore** any one Habitat.

Grants trained in *Deception* and gain the *Lengthy Diversion* skill feat.

Access *Deep Cover*^{F121de}, *Poverty-Stricken*^{F121so}. **Story** *Sole Survivor*^{E1}.

You survive by praying on travellers, picking suitable targets that pass though one of your prepared ambush points.

CRIMINAL PF2E BACKGROUND

DESTITUTE **STORY** **SECURITY**

Boosts Dexterity or Intelligence and 1 free. **Lore** Underworld.

Grants trained in *Stealth* and gain the *Experienced Smuggler* skill feat.

Access *Child of the Street*^{F121}, *Poverty-Stricken*^{F121so}. **Story** *Undercover*^{E1}.

As an unscrupulous independent or as a member of an underworld organization, you lived a life of crime. You might have become an adventurer to seek redemption, to escape the law, or simply to get access to bigger and better loot.

DUNG SWEEPER WG1* BACKGROUND

DESTITUTE **STORY** **MISSIONARY**

Boosts Constitution or Wisdom and 1 free. **Lore** Animal.

Grants trained in *Nature* and gain the *Train Animal* skill feat.

Access *Beast Bond*^{F121n}, *Poverty-Stricken*^{F121so}. **Story** *Penniless Heir*^{E1}.

Whether you washed warrior beasts below the arena floor or tended to the mutated animals of a shanty sideshow, you are experienced with all manner of weird wildlife.

HERMIT PF2E BACKGROUND

DESTITUTE **STORY** **ECOLOGICAL**

Boosts Constitution or Intelligence and 1 free. **Lore** any one Habitat.

Grants trained in *Nature* and gain the *Dubious Knowledge* skill feat.

Access *Grief Filled*^{F12}, *Poverty-Stricken*^{F121so}. **Story** *Self Exile*^{E1}.

In an isolated place—like a cave or a remote oasis—you lived a life of solitude. Adventuring might represent your first foray out among other people in some time. This might be a welcome reprieve from solitude or an unwanted change, but in either case, you’re likely still rough around the edges.

OUTCAST BACKGROUND

DESTITUTE **STORY** **OPERATIONS**

Boosts Constitution or Wisdom and 1 free. **Lore** any one Habitat.

Grants trained in *Survival* and gain the *Terrain Expertise* skill feat.

Access *Wild Orphan*^{F121su}, *Poverty-Stricken*^{F121so}. **Story** *Subdued*^{E1}.

You have been rejected by society, cast out of your former community for crimes either real or imagined.

PRISONER PF2E BACKGROUND

DESTITUTE **STORY** **JUSTICE**

Boosts Strength or Constitution and 1 free. **Lore** Underworld.

Grants trained in *Stealth* and gain the *Experienced Smuggler* skill feat.

Access *Life of Toil*^{F12}, *Poverty-Stricken*^{F121so}. **Story** *Enslaved*^{E1}.

You might have been imprisoned for crimes (whether you were guilty or not) or enslaved for some part of your upbringing. In your adventuring life, you take full advantage of your newfound freedom.

RECLUSE PF2E BACKGROUND

DESTITUTE **STORY** **RESEARCH**

Boosts Constitution or Intelligence and 1 free. **Lore** any one Planar.

Grants trained in *Occultism* and gain the *Dubious Knowledge* skill feat.

Access *Grief Filled*^{F12}, *Poverty-Stricken*^{F121so}. **Story** *Dead Inside*^{E1}.

In an isolated urban place—like a secluded mansion—you lived a life of solitude. Adventuring might represent your first foray out among other people in some time. This might be a welcome reprieve from solitude or an unwanted change, but in either case, you’re likely still rough around the edges.

SERF BACKGROUND

DESTITUTE **STORY** **AGRICULTURAL**

Boosts Strength or Constitution and 1 free. **Lore** Farming.

Grants trained in *Nature* and gain the *Natural Medicine* skill feat.

Access *Poverty-Stricken*^{F121so}, *Self-Medicating*^{F121n}. **Story** *Injustice*^{E1}.

You are an agricultural labourer bound by the feudal system tied to working on your lord's estate.

STREET URCHIN PF2E BACKGROUND

DESTITUTE **STORY** **PROVOCATEUR**

Boosts Dexterity or Constitution and 1 free. **Lore** Underworld.

Grants trained in *Thievery* and gain the *Pick Pocket* skill feat.

Access *Child of the Streets*^{F121l}, *Poverty-Stricken*^{F121so}. **Story** *Missing*^{E1}.

You eked out a living by picking pockets on the streets of a major city, never knowing where you’d find your next meal. While some folk adventure for the glory, you do so to survive.

B32

POOR

51-70

d100

You were born among peasants or slum denizens. You grew up working the land around a village or manor, practicing a rudimentary trade, or begging in a settlement.

| Name | Ability Scores | Lore | Trained Skill | Grants | Access | Story | |
|-------------------|----------------|-------------|---------------|---------------------------------|---|--|--------|
| (All) | | | | | <i>Life of Toil</i> ^{F12} | | |
| ACROBAT | STR or DEX | Circus | Acrobatics | Steady Balance | <i>Acrobat</i> ^{F121ac} | <i>Heist</i> ^{E1} | 01-04 |
| ANIMAL WHISPERER | WIS or CHA | (Habitat) | Nature | Train Animal | <i>Beast Bond</i> ^{F121n} | <i>Foundling</i> ^{E12} | 05-08 |
| ARTIST | DEX or CHA | Art | Crafting | Specialty Crafting | <i>Artisan Crafting</i> ^{F121c} | <i>Famous Artist</i> ^{E1} | 09-12 |
| BOHEMIAN | WIS OR CHA | Art | Society | Streetwise | <i>Urban Jungle</i> ^{F121su} | <i>Horror Encounter</i> ^{E1} | 13-16 |
| BOUNTY HUNTER | STR or WIS | Legal | Survival | Experienced Tracker | <i>Influence</i> ^{F121so} | <i>Enemy Cult</i> ^{E1} | 17-20 |
| CHARLATAN | INT or CHA | Underworld | Deception | Charming Liar | <i>Subjective Truth</i> ^{F121de} | <i>Undercover</i> ^{E1} | 21-24 |
| ENTERTAINER | DEX or CHA | Theatre | Performance | Virtuosic Performance | <i>Majestic Performance</i> ^{F121p} | <i>Negotiated Encounter</i> ^{E1} | -2528 |
| FARMHAND | CON or WIS | Farming | Athletics | Assurance (Athletics) | <i>History of Physicality</i> ^{F12} | <i>Evidence of Birth-right</i> ^{E1} | 29-32 |
| GUARD | STR or CHA | Legal | Intimidation | Quick Coercion | <i>Tactician</i> ^{F12} | <i>Lawbringer</i> ^{E1} | 31-36 |
| HERBALIST | CON or WIS | Herbalism | Nature | Natural Medicine | <i>Blessed Touch</i> ^{F12} | <i>Combat Healer</i> ^{E1} | 37-40 |
| HUNTER | DEX or WIS | Tanning | Survival | Survey Wildlife | <i>Armour Export</i> ^{F12} | <i>Monster Survivor</i> ^{E1} | 41-44 |
| INITIATE | WIS or CHA | Temple | Diplomacy | Hobnobber | <i>Divine Courtesan</i> ^{F12} , <i>Charming</i> ^{F121di} , <i>Lonely</i> ^{F23} | <i>Murderer</i> ^{E1} | 45-47 |
| ITINERANT SCHOLAR | CON or INT | (Habitat) | Occultism | Quick Identify | <i>Decipher Scroll</i> ^{F121*} | <i>Planar Encounter</i> ^{E1} | 48-50 |
| JESTER | INT OR CHA | Nobility | Performance | Fascinating Performance | <i>Hardly a Fool</i> ^{F12} | <i>Humiliation</i> ^{E1} | 51-53 |
| LABOURER | STR or CON | Labour | Athletics | Hefty Hauler (Athletics) | <i>Poverty-Stricken</i> ^{F121so} | <i>Robbed</i> ^{E1} | 54-56 |
| MINER | STR or WIS | Mining | Survival | Terrain Expertise (Underground) | <i>Goldniffer</i> ^{F11} | <i>Major Disaster</i> ^{E12} | 57-60 |
| NOMAD | CON or WIS | (Biome) | Survival | Assurance (Survival) | <i>Guarded</i> ^{F12} | <i>Explorer</i> ^{E1} | 61-64 |
| RANCHER | STR or DEX | Animal | Nature | Train Animal | <i>Born to the Saddle</i> ^{F121n} | <i>Raiders</i> ^{E12} | 65-68 |
| SOLDIER | STR or CHA | Warfare | Intimidation | Quick Coercion | <i>Tactician</i> ^{F12} | <i>Commander</i> ^{E1} | 69-72 |
| SAILOR | STR or DEX | Maritime | Athletics | Underwater Marauder | <i>Worldly</i> ^{F121} | <i>Missing</i> ^{E1} | 73-76 |
| SCOUT | STR or WIS | (Habitat) | Survival | Forager | <i>Wilderness Survivor</i> ^{F121su} | <i>Fiendish Encounter</i> ^{E1} | 77-80 |
| SMUGGLER | WIS or CHA | Underworld | Stealth | Experienced Smuggler | <i>Militia Veteran</i> ^{F121i} | <i>Corrupted Contact</i> ^{E1} | 81-84 |
| STUDENT | INT OR WIS | Institution | Society | Multilingual | <i>Influence</i> ^{F121so} | <i>Duel</i> ^{E1} | 85-88 |
| SPIRITUAL GUIDE | WIS or CHA | (Diety) | Diplomacy | Group Impression | <i>Persuasive Insight</i> ^{F121di} | <i>Ghostly Encounter</i> ^{E1} | 89-92 |
| TINKER | DEX or INT | Engineering | Crafting | Speciality Crafting | <i>Artisan Crafting</i> ^{F121c} | <i>Artefact Activation</i> ^{E1} | 91-96 |
| WARRIOR | STR or CON | Warfare | Intimidation | Intimidating Glare | <i>Tactician</i> ^{F12} | <i>Drafted</i> ^{E1} | 97-100 |

ACROBAT PF2E

BACKGROUND

POOR

STORY

FITNESS

Boosts Strength or Dexterity and 1 free. **Lore** Circus.
Grants trained in *Acrobatics* and gain the *Steady Balance* skill feat.
Access *Acrobat*^{F121ac}, *Life of Toil*^{F12}. **Story** *Heist*^{E1}.

In a circus or on the streets, you earned your pay by performing as an acrobat. You might have turned to adventuring when the money dried up, or simply decided to put your skills to better use.

ANIMAL WHISPERER PF2E

BACKGROUND

POOR

STORY

ECOLOGICAL

Boosts Wisdom or Charisma and 1 free. **Lore** any one Habitat.
Grants trained in *Nature* and gain the *Train Animal* skill feat.
Access *Beast Bond*^{F121n}, *Life of Toil*^{F12}. **Story** *Foundling*^{E12}.

You have always felt a connection to animals, and it was only a small leap to learn to train them. As you travel, you continuously encounter different creatures, befriending them along the way.

ARTIST PF2E

BACKGROUND

POOR

STORY

ARTISTIC

Boosts Dexterity or Charisma and 1 free. **Lore** Art.
Grants trained in *Crafting* and gain the *Speciality Crafting* skill feat.
Access *Artisan Crafting*^{F121c}, *Life of Toil*^{F12}. **Story** *Famous Armour*^{E1}.

Your art is your greatest passion, whatever form it takes. Adventuring might help you find inspiration, or simply be a way to survive until you become a world-famous artist.

BOUNTY HUNTER PF2E

BACKGROUND

POOR

STORY

JUSTICE

Boosts Strength or Wisdom and 1 free. **Lore** Legal.
Grants trained in *Survival* and gain the *Experienced Tracker* skill feat.
Access *Influence*^{F121so}, *Life of Toil*^{F12}. **Story** *Enemy Cult*^{E1}.

Bringing in lawbreakers lined your pockets. Maybe you had an altruistic motive and sought to bring in criminals to make the streets safer, or maybe the coin was motivation enough. Your techniques for hunting down criminals transfer easily to the life of an adventurer.

BOHEMIAN PF2E

BACKGROUND

POOR

STORY

MEDIA

Boosts Wisdom or Charisma and 1 free. **Lore** Art.
Grants trained in *Society* and gain the ?? skill feat.
Access *Urban Jungle*^{F121su}, *Life of Toil*^{F12}. **Story** *Horror Encounter*^{E1}.

You are an unconventional socialite and supporter of alternative art and performance.

CHARLATAN PF2E

BACKGROUND

POOR

STORY

DIPLOMACY

Boosts Intelligence or Charisma and 1 free. **Lore** Underworld.
Grants trained in *Deception* and gain the *Charming Liar* skill feat.
Access *Subjective Truth*^{F121de}, *Life of Toil*^{F12}. **Story** *Undercover*^{E1}.

You travelled from place to place, peddling false fortunes and snake oil in one town, pretending to be royalty in exile to seduce a wealthy heir in the next. Becoming an adventurer might be your next big scam or an attempt to put your talents to use for a greater cause.

ENTERTAINER PF2E

BACKGROUND

POOR

STORY

MEDIA

Boosts Dexterity or Charisma and 1 free. **Lore** Theatre.
Grants trained in *Performance* and gain the *Fascinating Performance* skill feat.
Access *Majestic Performance*^{F121o}, *Life of Toil*^{F12}.
Story *Negotiated Encounter*^{E1}.

Through an education in the arts or sheer dogged practice, you learned to entertain crowds. You might have been an actor, a dancer, a musician, a street magician, or any other sort of performer.

FARMHAND PF2E

BACKGROUND

POOR

STORY

AGRICULTURAL

Boosts Constitution or Wisdom and 1 free. **Lore** Farming.
Grants trained in *Athletics* and gain the *Assurance (athletics)* skill feat.
Access *History of Physicality*^{F121}, *Life of Toil*^{F12}.
Story *Evidence of Birth-right*^{E1}.

With a strong back and an understanding of seasonal cycles, you tilled the land and tended crops. Your farm could have been razed by invaders, lost the family tying you to the land, or simply tired of the drudgery, but at some point, you became an adventurer.

GUARD PF2E

BACKGROUND

POOR

STORY

SECURITY

Boosts Strength or Charisma and 1 free. **Lore** Legal or Warfare.
Grants trained in *Intimidation* and gain the *Quick Coercion* skill feat.
Access *Tactician*^{F12}, *Life of Toil*^{F12}. **Story** *Lawbringer*^{E1}.

You served in the guard and know how to get a difficult suspect to talk. However, you left the guard, you might think of adventuring as a way to use your skills on a wider stage.

HERBALIST PF2E

BACKGROUND

POOR

STORY

HEALTH

Boosts Constitution or Wisdom and 1 free. **Lore** Herbalism.
Grants trained in *Nature* and gain the *Natural Medicine* skill feat.
Access *Blessed Touch*^{F121}, *Life of Toil*^{F12}. **Story** *Combat Healer*^{E1}.

You have learned the healing properties of various herbs. You're adept at collecting the right natural cures in all sorts of environments and preparing them properly.

HUNTER PF2E

BACKGROUND

POOR

STORY

ORDNANCE

Boosts Dexterity or Wisdom and 1 free. **Lore** Animal.
Grants trained in *Survival* and gain the *Survey Wildlife* skill feat.
Access *Armour Expert*^{F12}, *Life of Toil*^{F12}. **Story** *Monster Survivor*^{E1}.

You stalked and took down animals and other creatures of the wild. Skinning animals, harvesting their flesh, and cooking them were also part of your training, all of which can give you useful adventuring resources.

INITIATE SH

BACKGROUND

POOR

STORY

PHILOSOPHICAL

Boosts Wisdom or Charisma and 1 free. **Lore** Temple.
Grants trained in *Diplomacy* and gain the *Hobnobber* skill feat.
Access *Divine Courtesan*^{F121}, *Charming*^{F121di}, *Life of Toil*^{F12}, *Lonley*^{F23}.
Story *Murderer*^{E1}.

You work in a temple, where you listen with great care when others are at their most relaxed.

ITINERANT SCHOLAR SH

BACKGROUND

POOR

STORY

EDUCATION

Boosts Construction or Intelligence and 1 free. **Lore** any one Habitat.
Grants trained in *Occultism* and gain the *Quick Identification* skill feat.
Access *Decipher Scroll*^{F121}, *Life of Toil*^{F12}. **Story** *Planar Encounter*^{E1}.

You found travel to be the best way to get exposure to a wide array of magical techniques, including closely guarded ones that might be dangerous to share.

JESTER

BACKGROUND

POOR

STORY

ADVISORY

Boosts Intelligence or Charisma and 1 free. **Lore** Nobility.
Grants trained in *Performance* and gain the *Fascinating Performance* skill feat. **Access** *Hardly a Fool*^{F12}, *Life of Toil*^{F12}. **Story** *Humiliation*^{E1}.

You provide entertainment and social information services for a royal or noble household.

LABOURER PF2E

BACKGROUND

POOR

STORY

LOGISTICS

Boosts Strength or Constitution and 1 free. **Lore** Labour.
Grants trained in *Athletics* and gain the *Hefty Hauler* skill feat.
Access *Life of Toil*^{F12}, *Poverty Stricken*^{F121}. **Story** *Robbed*^{E1}.

You've spent years performing arduous physical labour. It was a difficult life, but you somehow survived. You may have embraced adventuring as an easier method to make your way in the world, or you might adventure under someone else's command.

MINER PF2E

BACKGROUND

POOR

STORY

INDUSTRIAL

Boosts Strength or Wisdom and 1 free. **Lore** Mining.
Grants trained in *Survival* and gain the *Terrain Expertise (underground)* skill feat.
Access *Life of Toil*^{F12}, *Wild Orphen*^{F121}. **Story** *Major Disaster*^{E1}.

You earned a living wrenching precious minerals from the lightless depths of the earth. Adventuring might have seemed lucrative or glamorous compared to this backbreaking labor— and if you have to head back underground, this time you plan to do so armed with a real weapon instead of a miner's pick.

NOMAD PF2E

BACKGROUND

POOR

STORY

ECOLOGICAL

Boosts Constitution or Wisdom and 1 free. **Lore** any one Habitat.
Grants trained in *Survival* and gain the *Assurance (survival)* skill feat.
Access *Guarded*^{F12}, *Life of Toil*^{F12}. **Story** *Explorer*^{E1}.

Traveling far and wide, you picked up basic tactics for surviving on the road and in unknown lands, getting by with few supplies and even fewer

comforts. As an adventurer, you travel still, often into even more dangerous places.

RANCHER WG1*

BACKGROUND

POOR

STORY

AGRICULTURAL

Boosts Strength or Dexterity and 1 free. **Lore** Animal.
Grants trained in *Nature* and gain the *Train Animal* skill feat.
Access *Born to the Saddle*^{F121n}, *Life of Toil*^{F12}. **Story** *Radlers*^{E1}.

You grew up breeding and training famous horses.

SAILOR PF2E

BACKGROUND

POOR

STORY

LOGISTICS

Boosts Strength or Dexterity and 1 free. **Lore** Maritime.
Grants trained in *Athletics* and gain the *Underwater Marauder* skill feat. **Access** *Life of Toil*^{F12}, *Worldly*^{F121}. **Story** *Missing*^{E1}.

You heard the call of the sea from a young age. Perhaps you signed onto a merchant's vessel, joined the navy, or even fell in with a crew of pirates and scallawags.

SCOUT PF2E

BACKGROUND

POOR

STORY

COVERT

Boosts Dexterity or Wisdom and 1 free. **Lore** any one Habitat.
Grants trained in *Survival* and gain the *Forager* skill feat.
Access *Life of Toil*^{F12}, *Wilderness Survivor*^{F121su}.
Story *Fiendish Encounter*^{E1}.

You called the wilderness home as you found trails and guided travellers. Your wanderlust could have called you to the adventuring life, or perhaps you served as a scout for soldiers and found you liked battle.

SMUGGLER WG1*

BACKGROUND

POOR

STORY

COMMERCIAL

Boosts Wisdom or Charisma and 1 free. **Lore** Underworld.
Grants trained in *Stealth* and gain the *Experienced Smuggler* skill feat.
Access *Life of Toil*^{F12}, *Militia Veteran*^{F1211}. **Story** *Corrupt Contact*^{E1}.

You know how to work the less-than-legal side of the region's markets and know how to slip contraband past the authorities.

SPIRITUAL GUIDE SH

BACKGROUND

POOR

STORY

THEOLOGICAL

Boosts Wisdom or Charisma and 1 free. **Lore** any one Deity.
Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.
Access *Life of Toil*^{F12}, *Persuasive Insight*^{F121di}.
Story *Ghostly Encounter*^{E1}.

Your faith encourages you to counsel anyone who prays to your deity (whether or not he has chosen her as his patron), making you the perfect choice to coordinate agents serving your faith or an allied organization.

STUDENT

BACKGROUND

POOR

STORY

EDUCATIONEDUCATION

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Institution.
Grants trained in *Society* and gain the ?? skill feat.
Access *Influence*^{F121}, *Life of Toil*^{F12}. **Story** *Duel*^{E1}.

You are a student in a prominent or eminent educational institution.

TINKER PF2E

BACKGROUND

POOR

STORY

ENGINEERING

Boosts Dexterity or Intelligence and 1 free. **Lore** Engineering.
Grants trained in *Crafting* and gain the *Specialty Crafting* skill feat.
Access *Artisan Crafting*^{F121c}, *Life of Toil*^{F12}. **Story** *Artefact Activation*^{E1}.

Creating all sorts of minor inventions scratches your itch for problem-solving. Your engineering skills take a particularly creative bent, and no one know what you'll come up with next. It might be a genius device with tremendous potential... or it might explode.

WARRIOR PF2E

BACKGROUND

POOR

STORY

MARTIAL

Boosts Strength or Constitution and 1 free. **Lore** Warfare.
Grants trained in *Intimidation* and gain the *Intimidating Glare* skill feat.
Access *Life of Toil*^{F12}, *Tactician*^{F12}. **Story** *Drafted*^{E1}.

In your younger days, you waded into battle as a mercenary, a warrior defending a nomadic people, or a member of a militia or army. You might have wanted to break out from the regimented structure of these forces, or you could have always been as independent a warrior as you are now.

B33

MODEST

71-90

d100

You were born to the middle class, which includes merchants, artisans, and tradespeople. You likely grew up in a good-sized settlement, and one of your parents is likely associated with a guild or other trade organization. As a free person, you don't experience the bondage of serfdom or peasantry, but you also lack the privilege of the nobility.

| Name | Ability Scores | Lore | Trained Skill | Grants | Access | Story | |
|------------------------|----------------|-----------------|------------------|--------------------------|---|------------------------------------|--------|
| (All) | | | | | Artisan Crafting ^{F121c} | | |
| ACOLYTE | INT or WIS | Scribing | Religion | Student of the Canon | Divine Grade ^{F11} , Beacon of Faith ^{F12} | Ordained ^{E1} | 01-04 |
| ARTISAN | STR or INT | Guild | Crafting | Specialty Crafting | Harvester ^{F121c} | Famous Architect ^{E1} | 05-08 |
| BARKEEP | CON or CHA | Alcohol | Diplomacy | Hobnobber | Well Informed ^{F121di} | Robbed ^{E1} | 09-12 |
| BOATWRIGHT | INT or WIS | Sailing | Crafting | Quick Repair | River Rat ^{F12} | Slave Emancipation ^{E1} | 13-16 |
| BUREAUCRAT | INT or CHA | Government | Society | Group Impression | Tireless Logic ^{F121} | Negotiated Encounter ^{E1} | 17-20 |
| CLERK | INT or WIS | Business | Society | Experienced Professional | Self-Taught Scholar ^{F121} | Public Family Secret ^{E1} | 21-25 |
| DETECTIVE | INT or WIS | Underworld | Society | Streetwise | Friend in Every Town ^{F121so} | Missing ^{E1} | 26-20 |
| DISCIPLE OF ACROBATICS | STR or DEX | Warfare | Acrobatics | Cat Fall | Acrobat ^{F121ac} | Undercover ^{E1} | 30-35 |
| DISCIPLE OF ATHLETICS | STR or DEX | Warfare | Athletics | Quick Jump | Simple Disciple ^{F121at} | Faction War Survivor ^{E1} | 36-39 |
| ESOTERIST | INT or WIS | (Plane) | Arcana | Arcane Sense | Reluctant Apprentice ^{F121*} | Invent Spell ^{E1} | 41-45 |
| EVANGELIST | STR or CHA | (Deific) | Intimidation | Group Coercion | Battle Disciple ^{F12} | Apotheosis ^{E1} | 46-50 |
| FIELD MEDIC | CON or WIS | Anatomy | Medicine | Battle Medicine | Bedside Manner ^{F121lm} Reactive Medic ^{F121m} | Combat Healer ^{E1} | 51-55 |
| FORTUNE TELLER | INT or CHA | Fortune-Telling | Occultism | Oddity Identification | Malleable Magic ^{F12} | Prophesised ^{E1} | 56-60 |
| GAMBLER | DEX or CHA | Games | Deception | Lie to Me | Focused Mind ^{F12} | Due ^{E1} | 61-63 |
| GLADIATOR | STR or CHA | Gladiatorial | Performance | Impressive Performance | History of Physicality ^{F12} | Minute of Fame ^{E1} | 65-68 |
| MAGE | INT or CHA | Academia | Arcane or Nature | Recognise Spell | Decipher Scroll ^{F121*} | Planar Offering ^{E1} | 69-72 |
| MERCENARY | STR or CON | Mercenary | Athletics | Experienced Professional | Magic is Life ^{F12} | Successful Commander ^{E1} | 73-76 |
| MERCHANT | INT or WIS | Mercantile | Arcana | Trick Magic Item | Dangerously Curious ^{F121*} , Partial Protege ^{F121*} | Planar Encounter ^{E1} | 77-80 |
| MERCHANT | INT or CHA | Mercantile | Diplomacy | Bargain Hunter | Amiable Blunder ^{F121di} | Market-savvy ^{E1} | 81-84 |
| OPERATIVE | STR or CHA | (Organisation) | Deception | Lie to Me | Fast Talker ^{F121de} | Child Soldier ^{E1} | 85-88 |
| SCHOLAR | INT or WIS | Academia | (A, N, O or R) | Assurance | Classically Schooled ^{F121*} | Minute of Fame ^{E1} | 89-92 |
| SPIRITUALIST | CON or WIS | Spirit | Occultism | Recognise Spell | Lucky Identification ^{F121*} | Ghostly Encounter ^{E1} | 91-96 |
| TECHNOLOGIST | DEX or INT | Engineering | Crafting | Alchemical Crafting | Alchemical Intuition ^{F121c} | Blight ^{E1} | 97-100 |

ACOLYTE PF2E

BACKGROUND

STORY THEOLOGICAL

Boosts Intelligence or Wisdom and 1 free. **Lore** Scribing.

Grants trained in *Religion* and gain the *Student of the Canon* skill feat.

Access *Artisan Crafting*^{F121c}, *Beacon of Faith*^{F12}. **Story** *Ordained*^{E1}.

You spent your early days in a religious monastery or cloister. You may have travelled out into the world to spread the message of your religion or because you cast away the teachings of your faith, but deep down you'll always carry within you the lessons you learned.

ARTISAN PF2E

BACKGROUND

STORY CREATIVE

Boosts Strength or Intelligence and 1 free. **Lore** Guild.

Grants trained in *Crafting* and gain the *Specialty Crafting* skill feat.

Access *Artisan Crafting*^{F121c}, *Harvester*^{F121c}. **Story** *Famous Architect*^{E1}.

As an apprentice, you practiced a particular form of building or crafting, developing specialized skill. You might have been a blacksmith's apprentice toiling over the forge for countless hours, a young tailor sewing garments of all kinds, or a shipwright shaping the hulls of ships.

BARKEEP PF2E

BACKGROUND

STORY HOSPITALITY

Boosts Constitution or Charisma and 1 free. **Lore** Alcohol.

Grants trained in *Diplomacy* and gain the *Hobnobber* skill feat.

Access *Artisan Crafting*^{F121c}, *Well Informed*^{F121di}. **Story** *Robbed*^{E1}.

You have five specialties: hefting barrels, drinking, polishing steins, drinking, and drinking. You worked in a bar, where you learned how to hold your liquor and rowdily socialize.

BOATWRIGHT WG1*

BACKGROUND

STORY INDUSTRY

Boosts Intelligence or Wisdom and 1 free. **Lore** Maritime.

Grants trained in *Crafting* and gain the *Quick Repair* skill feat.

Access *Artisan Crafting*^{F121c}, *River Rat*^{F121}. **Story** *Slave Emancipation*^{E1}.

You know that the only thing saving you from disaster on the high seas is a properly maintained ship. You know boatbuilding inside and out and you can quickly cobble together a solution when something breaks.

BUREAUCRAT WG1*

BACKGROUND

STORY INFORMATION

Boosts Intelligence or Charisma and 1 free. **Lore** Government.

Grants trained in *Society* and gain the *Group Impression* skill feat.

Access *Artisan Crafting*^{F121c}, *Tireless Logic*^{F121}.

Story *Negotiated Encounter*^{E1}.

You spent years working as a clerk to a functionary in the city government. Your service taught you a thing or two about rousing speeches and manipulating the city's bureaucracy.

CLERK WG1*

BACKGROUND

STORY FINANCE

Boosts Intelligence or Wisdom and 1 free. **Lore** Business.

Grants trained in *Society* and gain the *Experienced Professional* skill feat.

Access *Artisan Crafting*^{F121c}, *Self-Taught Scholar*^{F121}.

Story *Public Family Secret*^{E1}.

Your experience as a ledger-keeper for one of the cities trade guilds has made you a canny investor and shrewd entrepreneur.

DETECTIVE PF2E

BACKGROUND

STORY RESEARCH

Boosts Intelligence or Wisdom and 1 free. **Lore** Underworld.

Grants trained in *Society* and gain the *Streetwise* skill feat.

Access *Artisan Crafting*^{F121c}, *Friend in Every Town*^{F121so}. **Story** *Missing*^{E1}.

You solved crimes as a police inspector or took jobs for wealthy clients as a private investigator. You might have become an adventurer as part of your next big mystery, but likely it was due to the consequences or aftermath of a prior case.

DISCIPLE OF ACROBATICS PF2E*

BACKGROUND

STORY FITNESS

Boosts Strength or Dexterity and 1 free. **Lore** Warfare.

Grants trained in *Acrobatics* and gain the *Cat Fall* skill feat.

Access *Acrobat*^{F121ac}, *Artisan Crafting*^{F121c}. **Story** *Undercover*^{E1}.

You dedicated yourself to intense training and rigorous study to become a great warrior. The school you attended might have been a traditionalist monastery, an elite military academy, or the local branch of a prestigious mercenary organization.

DISCIPLE OF ATHLETICS PF2E*

BACKGROUND

STORY FITNESS

Boosts Strength or Dexterity and 1 free. **Lore** Warfare.

Grants trained in *Athletics* and gain the *Quick Jump* skill feat.

Access *Artisan Crafting*^{F121c}, *Simple Disciple*^{F121at}.

Story *Faction War Survivor*^{E1}.

You dedicated yourself to intense training and rigorous study to become a great warrior. The school you attended might have been a traditionalist monastery, an elite military academy, or the local branch of a prestigious mercenary organization.

ESOTERIST WG1* BACKGROUND

STORY MYSTICAL

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Planer.
Grants trained in *Arcana* and gain the *Arcane Sense* skill feat.
Access *Artisan Crafting*^{F121c}, *Reluctant Apprentice*^{F121*}.
Story *Invent Spell*^{E1}.

Your initiations into mysteries and philosophies grant you a preternatural comprehension of the arcane underpinnings of existence.

EVANGELIST WG1* BACKGROUND

STORY EVANGELICAL

Boosts Strength or Charisma and 1 free. **Lore** any one Deity.
Grants trained in *Intimidation* and gain the *Group Coercion* skill feat.
Access *Artisan Crafting*^{F121c}, *Battle Disciple*^{F12}. **Story** *Apotheosis*^{E1}.

You serve a living god or interventionist divine power, and this gives your actions a divine mandate not to be trifled with.

FIELD MEDIC PF2E, WG1* BACKGROUND

STORY HEALTH

Boosts Constitution or Wisdom and 1 free. **Lore** Anatomy.
Grants trained in *Medicine* and gain the *Battle Medicine* skill feat.
Access *Artisan Crafting*^{F121c}, *Bedside Manner*^{F121m}, *Reactive Medic*^{F121m}.
Story *Combat Healer*^{E1}.

In the chaotic rush of battle, you learned to adapt to rapidly changing conditions as you administered to battle casualties. You patched up soldiers, guards, or other combatants, and learned a fair amount about the logistics of war.

FORTUNE TELLER PF2E BACKGROUND

STORY PHILOSOPHICAL

Boosts Intelligence or Charisma and 1 free. **Lore** Fortune-Telling.
Grants trained in *Occultism* and gain the *Oddity Identification* skill feat.
Access *Artisan Crafting*^{F121c}, *Malleable Magic*^{F12}. **Story** *Prophesised*^{E1}.

The strands of fate are clear to you, as you have learned many traditional forms by which laypeople can divine the future. You might have used these skills to guide your community, or simply to make money. But even the slightest peek into these practices connects you to the occult mysteries of the universe.

GAMBLER PF2E BACKGROUND

STORY COMMERCIAL

Boosts Dexterity or Charisma and 1 free. **Lore** Games.
Grants trained in *Deception* and gain the *Lie to Me* skill feat.
Access *Artisan Crafting*^{F121c}, *Focused Mind*^{F12}. **Story** *Duel*^{E1}.

The thrill of the win drew you into games of chance. This might have been a lucrative sideline that paled in comparison to the real risks of adventuring, or you might have fallen on hard times due to your gambling and pursued adventuring as a way out of a spiral.

GLADIATOR PF2E BACKGROUND

STORY MARTIAL

Boosts Strength or Charisma and 1 free. **Lore** Gladiatorial.
Grants trained in *Performance* and gain the *Impressive Performance* skill feat. **Access** *Artisan Crafting*^{F121c}, *History of Physicality*^{F12}.
Story *Minute of Fame*^{E1}.

The bloody games of the arena taught you the art of combat. Before you attained true fame, you departed—or escaped—the arena to explore the world. Your skill at drawing both blood and a crowd's attention pay off in a new adventuring life.

MAGE WG1* BACKGROUND

STORY RESEARCH

Boosts Intelligence or Charisma and 1 free. **Lore** Academia.
Grants trained in *Arcana* or *Nature* and gain the *Recognise Spell* skill feat. **Access** *Artisan Crafting*^{F121c}, *Decipher Scroll*^{F121*}.
Story *Planar Offering*^{E1}.

You studied magic at a prestigious academy, learning magical traditions dating back to ancient times and earning a pedigree respected by magical scholars almost everywhere.

MERCENARY WG1* BACKGROUND

STORY MARTIAL

Boosts Strength or Constitution and 1 free. **Lore** Mercenary.
Grants trained in *Athletics* and gain the *Experienced Professional* skill feat. **Access** *Artisan Crafting*^{F121c}, *Magic is Life*^{F121}.
Story *Successful Commander*^{E1}.

Whether you sought citizenship or simply needed a steady pay check, you spent some of your time as a paid mercenary in the armed forces. Alternatively, you might have worked at sea, protecting military and trading ships against pirates.

MERCHANT PF2E BACKGROUND

STORY COMMERCIAL

Boosts Intelligence or Charisma and 1 free. **Lore** Mercantile.
Grants trained in *Diplomacy* and gain the *Bargain Hunter* skill feat.
Access *Artisan Crafting*^{F121c}, *Amiable Blunder*^{F121di}.
Story *Market-savvy*^{E11}.

In a dusty shop, market stall, or merchant caravan, you bartered wares for coin and trade goods. The skills you picked up still apply in the adventuring life, in which a good deal on a suit of armour could prevent your death.

MERCHANDISER WG1* BACKGROUND

STORY CREATIVE

Boosts Intelligence or Wisdom and 1 free. **Lore** Mercantile.
Grants trained in *Arcana* and gain the *Quick Identification* skill feat.
Access *Artisan Crafting*^{F121c}, *Dangerously Curious*^{F121*}, *Partial Protege*^{F121*}. **Story** *Planar Encounter*^{E1}.

You've spent enough time buying and selling ancient or unusual items to give you an instinctive ability to quickly sort valuable trinkets from worthless baubles.

OPERATIVE WG1* BACKGROUND

STORY COVERT

Boosts Strength or Charisma and 1 free. **Lore** any one Community.
Grants trained in *Deception* and gain the *Lie to Me* skill feat.
Access *Artisan Crafting*^{F121c}, *Fast Talker*^{F121de}. **Story** *Child Soldier*^{E1}.

You're experienced operating undercover and have had to be cautious of what you say and who you trust, lest you fall afoul of terrible punishments.

SCHOLAR PF2E BACKGROUND

STORY EDUCATION

Boosts Intelligence or Wisdom and 1 free. **Lore** Academia.
Grants trained in *Arcana*, *Nature*, *Occultism* or *Region* and gain the *Assurance* skill feat. **Access** *Artisan Crafting*^{F121c}, *Classically Schooled*^{F121*}. **Story** *Minute of Fame*^{E1}.

You have a knack for learning and sequestered yourself from the outside world to learn all you could. You read about so many wondrous places and things in your books, and always dreamed about one day seeing the real things. Eventually, that curiosity led you to leave your studies and become an adventurer.

SPIRITUALIST WG1* BACKGROUND

STORY MYSTICAL

Boosts Constitution or Wisdom and 1 free. **Lore** Spirit.
Grants trained in *Occultism* and gain the *Recognise Spell* skill feat.
Access *Artisan Crafting*^{F121c}, *Lucky Identification*^{F121*}.
Story *Ghostly Encounter*^{E1}.

You have spent time learning the practices and traditions of the ancient shamans and can recognize all sorts of magic. You may have chosen your own road since then, or you may remain an adherent of the philosophy.

TECHNOLOGIST WG1* BACKGROUND

STORY ENGINEERING

Boosts Dexterity or Intelligence and 1 free. **Lore** Engineering.
Grants trained in *Crafting* and gain the *Alchemical Crafting* skill feat.
Access *Artisan Crafting*^{F121c}, *Alchemical Intuition*^{F121c}. **Story** *Blight*^{E1}.

Your dedication to the scientific inquiry of your native region provides great insight into mechanical and chemical innovation.

B34

AFFLUENT

91-00

d100

You were born into wealth. You likely grew up in a large settlement, and one of your parents is likely associated with a high profile profession.

| Name | Ability Scores | Lore | Trained Skill | Grants | Access | Story | |
|-------------------|----------------|---------------|---------------|----------------------|---|---|--------|
| (All) | | | | | <i>Influence</i> ^{F121so} , <i>Rich Parents</i> ^{F12} | <i>Minute of Fame</i> ^{E1} | |
| ACADEMIC | INT or WIS | Academia | Crafting | Skill Training | <i>Focused Mind</i> ^{F12} | <i>Mathematical Prodigy</i> ^{E11} | 01-09 |
| AGITATOR | CON or CHA | Politics | Diplomacy | Group Impression | <i>Pain is Pleasure</i> ^{F12} | <i>Bullied</i> ^{E12} | 26-18 |
| AMBASSADOR | CHA or INT | Politics | Society | Multilingual | <i>Redeemer</i> ^{F12} | <i>Negotiated Encounter</i> ^{E1} | 26-27 |
| ANTIQUARIAN | INT or CHA | (Archaeology) | Arcana | Quick Identification | <i>Lucky Identification</i> ^{F121*} | <i>Archaeological Discovery</i> ^{E1} | 28-36 |
| BARRISTER | INT or CHA | Legal | Diplomacy | Group Impression | <i>Tireless Logic</i> ^{F121} | <i>Scholar of Ruins</i> ^{E11} | 37-45 |
| ELIXIR RESEARCHER | CON or INT | Alchemical | Crafting | Alchemical Crafting | <i>Perfectionist's Brew</i> ^{F121c} | <i>Market-Savvy</i> ^{E11} | 46-54 |
| EMISSARY | INT or CHA | (Settlement) | Society | Multilingual | <i>Dedicated Defender</i> ^{F12} | <i>Conciliator</i> ^{E1} | 55-63 |
| HISTORIAN | DEX or INT | (Archaeology) | Crafting | Speciality Crafting | <i>Artisan Crafting</i> ^{F121c} | <i>World Traveller</i> ^{E11} | 64-71 |
| NOBLE | INT or CHA | Genealogy | Society | Courtly Graces | <i>Courageous</i> ^{F12} | <i>Ennobled</i> ^{E1} | 72-81 |
| POLITICIAN | DEX or CHA | Politics | Diplomacy | Hobnobber | <i>Worldly</i> ^{F121} | <i>Lawbringer</i> ^{E1} | 82-90 |
| SCHEMER | CHA or CON | Politics | Deception | Charming Liar | <i>Bravado</i> ^{F121de} | <i>Secret Society Inductee</i> ^{E1} | 91-100 |

ACADEMIC WG1*, UCA

BACKGROUND

AFFLUENT STORY INFORMATION

Boosts Intelligence or Wisdom and 1 free. **Lore** Academia.

Grants trained in *Crafting* and gain the *Skill Training* skill feat.

Access *Focused Mind*^{F12}, *Influence*^{F121so}, *Rich Parents*^{F21}.

Story *Mathematical Prodigy*^{E11}, *Minute of Fame*^{E1}.

You were educated at a famed academy received quality instruction in advanced concepts of mathematics, science, and engineering. Whether you were a brilliant student or a dropout, the university environment was your home for a good portion of your formative years.

AGITATOR WG1*

BACKGROUND

AFFLUENT STORY PROVOCATEUR

Boosts Constitution or Charisma and 1 free. **Lore** Politics.

Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.

Access *Influence*^{F121so}, *Pain is Pleasure*^{F12}, *Rich Parents*^{F21}.

Story *Bullied*^{E12}, *Minute of Fame*^{E1}.

You're accustomed to arguing from a position of underappreciated worth.

AMBASSADOR WG1*

BACKGROUND

AFFLUENT STORY DIPLOMACY

Boosts Intelligence or Charisma and 1 free. **Lore** Politics.

Grants trained in *Society* and gain the *Multilingual* skill feat.

Access *Influence*^{F121so}, *Redeemer*^{F12}, *Rich Parents*^{F21}.

Story *Minute of Fame*^{E1}, *Negotiated Encounter*^{E1}.

You were trained to be an ambassador to other lands, and you have now been sent out into the wider world to build alliances between them and the neighbouring kingdoms.

ANTIQUARIAN WG1*

BACKGROUND

AFFLUENT STORY RESEARCH

Boosts Intelligence or Charisma and 1 free. **Lore** any one Archaeology.

Grants trained in *Arcana* and gain the *Quick Identification* skill feat.

Access *Influence*^{F121so}, *Lucky Identification*^{F121*}, *Rich Parents*^{F21}.

Story *Archaeological Discovery*^{E1}, *Minute of Fame*^{E1}.

You're fascinated by lost empires and are dedicated to seeking out and studying every broken artefact or scrap of knowledge that remains, whether as an academic pursuit or simply for the joy of treasure hunting.

BARRISTER PF2E

BACKGROUND

AFFLUENT STORY INFORMATION

Boosts Intelligence or Charisma and 1 free. **Lore** Legal.

Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.

Access *Influence*^{F121so}, *Rich Parents*^{F21}, *Tireless Logic*^{F121}.

Story *Minute of Fame*^{E1}, *Scholar of Ruins*^{E11}.

Legal manuals, stern teachers, and courtroom experience have instructed you in legal matters. You're capable of mounting a prosecution or defence in court, and you tend to keep abreast of local laws, which you might need to know on short notice.

ELIXIR RESEARCHER WG1*

BACKGROUND

AFFLUENT STORY RESEARCH

Boosts Constitution or Intelligence and 1 free. **Lore** Alchemical.

Grants trained in *Crafting* and gain the *Alchemical Crafting* skill feat.

Access *Influence*^{F121so}, *Perfectionist's Brew*^{F121c}, *Rich Parents*^{F21}.

Story *Market-Savvy*^{E11}, *Minute of Fame*^{E1}.

Having once sampled unidentified alchemical elixir, you've tasted knowledge beyond comprehension. You are driven to recapture that astounding experience.

EMISSARY PF2E

BACKGROUND

AFFLUENT STORY ADVISORY

Boosts Intelligence or Charisma and 1 free. **Lore** any one Community.

Grants trained in *Society* and gain the *Multilingual* skill feat.

Access *Dedicated Defender*^{F12}, *Influence*^{F121so}, *Rich Parents*^{F21}.

Story *Conciliator*^{E1}, *Minute of Fame*^{E1}.

As a diplomat or messenger, you travelled to lands far and wide. Communicating with new people and forming alliances were your stock and trade.

HISTORIAN WG1*

BACKGROUND

AFFLUENT STORY RESEARCH

Boosts Dexterity or Intelligence and 1 free. **Lore** any one Archaeology.

Grants trained in *Crafting* and gain the *Speciality Crafting* skill feat.

Access *Artisan Crafting*^{F121}, *Influence*^{F121so}, *Rich Parents*^{F21}.

Story *Minute of Fame*^{E1}, *World Traveller*^{E11}.

You've dedicated your life to unravelling the secrets of an ancient empire, either through meticulous research or by traveling into dangerous and distant ruins to track down long- lost artefacts.

NOBLE PF2E

BACKGROUND

AFFLUENT STORY OPERATIONS

Boosts Intelligence or Charisma and 1 free.

Lore Genealogy or Heraldry.

Grants trained in *Society* and gain the *Courtly Graces* skill feat.

Access *Courageous*^{F12}, *Influence*^{F121so}, *Rich Parents*^{F21}.

Story *Ennobled*^{E1}, *Minute of Fame*^{E1}.

To the common folk, the life of a noble seems one of idyllic luxury, but growing up as a noble or member of the aspiring gentry, you know the reality: a noble's lot is obligation and intrigue. Whether you seek to escape your duties by adventuring or to better your station, you have traded silks and pageantry for an adventurer's life.

POLITICIAN WG1*

BACKGROUND

AFFLUENT STORY DIPLOMACY

Boosts Dexterity or Charisma and 1 free. **Lore** Politics.

Grants trained in *Diplomacy* and gain the *Hobnobber* skill feat.

Access *Influence*^{F121so}, *Rich Parents*^{F21}, *Worldly*^{F121}.

Story *Lawbringer*^{E1}, *Minute of Fame*^{E1}.

You know that the only way your homeland can remain free from outside conquerors is by forging a strong and unified government. As such, you seek to bind your fellow citizens together through careful diplomacy and force of personality—or, if necessary, subterfuge and intrigue.

SCHEMER WG1*

BACKGROUND

AFFLUENT STORY PROVOCATEUR

Boosts Constitution or Charisma and 1 free. **Lore** Politics.

Grants trained in *Diplomacy* and gain the *Hobnobber* skill feat.

Access *Bravado*^{F121de}, *Influence*^{F121so}, *Rich Parents*^{F21}.

Story *Minute of Fame*^{E1}, *Secret Society Inductee*^{E1}.

Whether willing or unwilling, you have been involved in many cutthroat political intrigues. You might have been born into it as a member of the aristocracy, or you might have taken an active role in the recent events.

B4

CLASS

Each character class has a collection of exclusive origins, roles and professions. Some class backgrounds grant access to restricted class feats.

B41

CORE CLASSES

| B411 ALCHEMIST | | | | | | | | d100 |
|-------------------------|-----------|------------|-----------------|---------------|----------------------|--|---|--------|
| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
| WASN'T STRONG ENOUGH | - | STR or INT | (Martial) | Athletics | Hefty Hauler | <i>Enduring Mutagen</i> ^{F13} | <i>Dead Inside</i> ^{E1} | 01-100 |
| Role | | | | | | | | |
| ACCIDENTAL DISCOVERY | Obsession | INT or WIS | Alchemical | Survival | Dubious Knowledge | <i>Alchemical Intuition</i> ^{F121c} | <i>Blight</i> ^{E1} | 01-16 |
| FIREBUG | Obsession | DEX or INT | (Industrial) | Acrobatics | Assurance | <i>Focused Burn</i> ^{F13} | <i>Planar Offering</i> ^{E1} | 17-33 |
| MAGIC OF THE UNINCLINED | Obsession | INT or CHA | Alchemical | Occultism | Trick Magic Item | <i>Cross-Knowledge</i> ^{F13} | <i>Negotiated Encounter</i> ^{E1} | 34-50 |
| FORMULAE STICKLER | Obsession | CON or INT | (Substance) | Arcana | Recognise Spell | <i>Meticulous Concoction</i> ^{F13} | <i>Artefact Activation</i> ^{E1} | 51-66 |
| NATURE'S FOE | | STR or CHA | Animal | Intimidation | Intimidating Glare | <i>Unnatural Revenge</i> ^{F121i} | <i>Monster Survivor</i> ^{E1} | 67-83 |
| TO RECREATE A MIRACLE | Obsession | INT or WIS | (Philosophical) | Religion | Student of the Canon | <i>Perfectionist's Brew</i> ^{F121c} | <i>Preventable Death</i> ^{E1} | 84-100 |
| Profession | | | | | | | | |
| MASTER CRAFTSMAN | Modest | DEX or INT | (Industrial) | Crafting | Speciality Crafting | <i>Alchemical Adept</i> ^{F121c} | <i>Famous Architect</i> ^{E1} | 01-33 |
| MAD ALCHEMIST | Poor | CON or INT | (Community) | Society | Multilingual | <i>Unstable Mutagen</i> ^{F13} | <i>Betrayed</i> ^{E1} | 35-66 |
| PHYSICIAN | Affluent | INT or WIS | Anatomy | Medicine | Battle Medic | <i>Precise Treatment</i> ^{F121m} | <i>Combat Healing</i> ^{E1} | 67-00 |

ACCIDENTAL DISCOVERY ^{UCA}

BACKGROUND

ALCHEMIST

OBSESSION

Boosts Intelligence or Wisdom and 1 free. **Lore** Alchemical.

Grants trained in *Survival* and gain the *Dubious Knowledge* skill feat.

Access *Alchemical Intuition*^{F121c}.

Your keen intellect has always been an asset in your studies of the alchemical arts, but along with your logic and rationale, you have a "sense" for alchemy. This intuition sometimes leads to discoveries through methods most of your peers would never have thought possible, but that you somehow know will work.

FIREBUG ^{UCA}

BACKGROUND

ALCHEMIST

OBSESSION

Boosts Constitution or Intelligence and 1 free. **Lore** any one Industrial.

Grants trained in *Acrobatics* and gain the *Assurance (Acrobatics)* skill feat. **Access** *Focused Burn*^{F13}.

Although you've studied all aspects of the alchemist's craft, you have a talent for fire. Fire has always been a seductive and powerful force that you have either embraced with glee or focused care. You are adept at exploiting a weakness to fire when you recognize it.

FORMULAE STICKLER ^{UCA}

BACKGROUND

ALCHEMIST

OBSESSION

Boosts Intelligence or Charisma and 1 free. **Lore** any one Substance.

Grants trained in *Arcana* and gain the *Recognise Spell* skill feat.

Access *Meticulous Concoction*^{F13}.

To you, alchemy is a delicate and complex symphony requiring multiple different elements to work together. To you, there is always a perfect ingredient and its addition makes your alchemy more potent.

MAD ALCHEMIST ^{UCA}

BACKGROUND

ALCHEMIST

POOR

Boosts Intelligence or Charisma and 1 free. **Lore** any one Community.

Grants trained in *Intimidation* and gain the *Quick Coercion* skill feat.

Access *Unstable Mutagen*^{F13}.

Rampant curiosity and a near fearlessness of the unknown drove you to experiment with the rudiments of alchemy. That curiosity has uncovered interesting alchemical secrets, at the cost of alchemical instability. Some consider your experiments mad.

MAGIC OF THE UNINCLINED ^{UCA}

BACKGROUND

ALCHEMIST

OBSESSION

Boosts Intelligence or Wisdom and 1 free. **Lore** Alchemical.

Grants trained in *Occultism* and gain the *Trick Magic Item* skill feat.

Access *Cross-Knowledge*^{F13}.

You were always interested in the arcane but lacked the innate magic of sorcerers or the single-minded dedication possessed by wizards. As a disciple of science, the magic of faith was also closed to you. You dedicated yourself to alchemy, focusing on extracts that mimic the magic you once hoped to wield. That original interest in magic still grants you occasional rare insight into the workings of your formulae.

MASTER CRAFTSMAN ^{UCA}

BACKGROUND

ALCHEMIST

MODEST

Boosts Strength or Intelligence and 1 free. **Lore** any one Industrial.

Grants trained in *Crafting* and gain the *Speciality Crafting* skill feat.

Access *Alchemical Adept*^{F121c}.

The first time you saw reagents combined you became ensnared by the wonders of alchemy. You've since laboured to learn the secrets to crafting such items.

NATURE'S FOE ^{UCA}

BACKGROUND

ALCHEMIST

ROLE

Boosts Dexterity or Charisma and 1 free. **Lore** Animal.

Grants trained in *Intimidation* and gain the *Intimidating Glare* skill feat.

Access *Unnatural Revenge*^{F121i}.

You lost something or someone important to you through the cruel indifference of nature. Perhaps you watched someone get swallowed by a storm-tossed sea or witnessed a summer forest fire destroy your home and all of your possessions. No matter the impetus, the unpredictability of nature made you feel small and helpless. Your subsequent devotion to alchemy has been in no small part due to a desire to exert control over nature itself, a domineering intent palpable to all creatures of nature.

PHYSICIAN ^{UCA}

BACKGROUND

ALCHEMIST

AFFLUENT

Boosts Constitution or Intelligence and 1 free. **Lore** Anatomy.

Grants trained in *Medicine* and gain the *Battle Medic* skill feat.

Access *Precise Treatment*^{F121m}.

Alchemy was the outgrowth of your time spent learning the healer's craft. Your first extracts were the accidental by-product of making poultices and elixirs. Continuing your studies, you found the natural compassion you had as a healer mixing with an alchemist's cold logic, forging you into a clinician unlike most others.

TO RECREATE A MIRACLE ^{UCA}

BACKGROUND

ALCHEMIST

OBSESSION

Boosts Intelligence or Wisdom and 1 free. **Lore** any one Philosophical.

Grants trained in *Religion* and gain the *Student of the Cannon* skill feat.

Access *Perfectionist's Brew*^{F121c}.

Your life or the life of someone you loved was saved by a magical elixir. Although your research has not yet been able to recreate the sheer potency of that draught long ago, your years questing to duplicate it have made you adept at brewing potions.

WASN'T STRONG ENOUGH ^{UCA}

BACKGROUND

ALCHEMIST

ORIGIN

Boosts Strength or Intelligence and 1 free. **Lore** any one Martial.

Grants trained in *Athletics* and gain the *Hefty Hauler* skill feat.

Access *Enduring Mutagen*^{F13}.

You suffered a trauma at an early age that made you feel powerless. You turned to alchemy to transcend the limitations of your physical form.

B412

BARBARIAN

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|------------------------|-----------|------------|--------------|---------------|----------------------|----------------------------------|--|--------|
| HATED FOE | - | STR or DEX | Scouting | Acrobatics | Steady Balance | Indelible Ire ^{F13} | Robbed ^{E1} | 01-33 |
| VENGEANCE | - | STR or INT | (Community) | Society | Streetwise | Axe to Grind ^{F12} | Robbed ^{E1} , Vengeance ^{E1} | 34-66 |
| PERSECUTION | - | STR or DEX | Underworld | Thievery | Subtle Theft | Guarded ^{F12} | Enslaved ^{E1} | 67-100 |
| Role | | | | | | | | |
| BLOODTHIRSTY | Obsession | STR or DEX | Gladiatorial | Athletics | Titan Wrestler | Bloodthirsty ^{F13} | Slaughter ^{E1} | 01-20 |
| CHAOS EMBRACED | Obsession | STR or CHA | Mercenary | Deception | Lengthy Diversion | Unpredictable ^{F121de} | Preventable Death ^{E1} | 21-40 |
| HATRED OF CIVILIZATION | Obsession | STR or WIS | (Habitat) | Nature | Natural Medicine | Self-Medicating ^{F121n} | Feral Survival ^{E1} | 41-60 |
| ONE OF A DYING BREED | Obsession | STR or CHA | (History) | Intimidation | Intimidating Glare | Reactionary ^{F12} | Sole Survivor ^{E1} | 61-80 |
| PERSONAL FLAW | Obsession | STR or INT | Mercantile | Crafting | Quick Repair | Axe to Grind ^{F12} | Fiendish Murder ^{E1} | 81-100 |
| Profession | | | | | | | | |
| CHAMPION OF A GOD | Poor | STR or WIS | (Deity) | Religion | Student of the Canon | Inspired ^{F121} | Champion ^{E1} | 01-100 |
| CONQUEST | Affluent | STR or CON | Warfare | Intimidation | Group Coercion | Killer ^{F12} | Slaughter ^{E1} | 01-100 |

BLOODTHIRSTY ^{UCA}

BACKGROUND

BARBARIAN

OBSSESSION

Boosts *Strength* or *Dexterity* and 1 free. **Lore** Gladiatorial.
Grants trained in *Athletics* and gain the *Titan Wrestler* skill feat.
Access *Bloodthirsty*^{F13}. **Story** *Innocent*^{E1}.

The first time you spilled a deserving foe's blood and watched the thing's life ebb out onto the hard ground, you found yourself filled with a mad, euphoric ecstasy like none other. The memory of this visceral experience returns to you in every battle, like an insatiable addiction that can only be abated with further bloodshed.

CHAMPION OF A GOD ^{UCA}

BACKGROUND

BARBARIAN

POOR

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Diety.
Grants trained in *Religion* and gain the *Student of the Canon* skill feat.
Access *Inspired*^{F121}. **Story** *Champion*^{E1}.

At your coming-of-age ritual, your deity, totem, or patron spirit sparked your soul with a religious zeal. This entity might be a beast spirit, a warmongering god, a demon lord, or some other supernatural entity. In the name of this otherworldly force you become an unstoppable warrior—the bane of all your tribe's foes.

CHAOS EMBRACED ^{UCA}

BACKGROUND

BARBARIAN

OBSSESSION

Boosts *Strength* or *Charisma* and 1 free. **Lore** Mercenary.
Grants trained in *Deception* and gain the *Lengthy Diversion* skill feat.
Access *Unpredictable*^{F121de}.

You grew up in wild lands where there were no laws except for those of nature—the laws of the predator and the prey. You searched for meaning in the world, in the gods, in the prayers of priests, in the patterns of the stars, but you found nothing. There is no true order to the natural universe except for that of raw and unbridled power. Chaos is the natural state of all things, and that's how you like it.

CONQUEST ^{UCA}

BACKGROUND

BARBARIAN

AFFLUENT

Boosts *Strength* or *Constitution* and 1 free. **Lore** Warfare.
Grants trained in *Intimidation* and gain the *Group Coercion* skill feat.
Access *Killer*^{F12}.

Upon coming of age, you went on your first raid, where you learned the thrill of violence and chaos and the satisfaction that came with the spoils of your victory. When your enemies dare to stand against you, your rage rekindles until you have conquered and subdued them.

HATED FOE ^{UCA}

BACKGROUND

BARBARIAN

ORIGIN

Boosts *Strength* or *Dexterity* and 1 free. **Lore** Acouting.
Grants trained in *Acrobatics* and gain the *Steady Balance* skill feat.
Access *Indelible Ire*^{F13}. **Story** *Robbed*^{E1}.

In your formative years, you learned to despise a certain individual, tribe, kingdom, empire, race, or monster due to some slight it inflicted upon you or your people. This foe lurks ever close to your thoughts. So intense is your hatred that the mere thought of this foe can incite your rage.

HATRED OF CIVILIZATION ^{UCA}

BACKGROUND

BARBARIAN

OBSSESSION

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Habitat.
Grants trained in *Nature* and gain the *Natural Medicine* skill feat.
Access *Self-Medicating*^{F121n}.

When you first encountered civilization in your youth, its weak and decadent people revolted you. Once, such people were free and strong, but rules and laws made them feeble. Your rage is the wild part—the pure part—of yourself that separates you from the craven ways of "civilized" people.

ONE OF A DYING BREED ^{UCA}

BACKGROUND

BARBARIAN

OBSSESSION

Boosts *Strength* or *Charisma* and 1 free. **Lore** any one History.
Grants trained in *Intimidation* and gain the *Intimidating Glare* skill feat.
Access *Reactionary*^{F12}.

You grew up knowing that your people were slowly dying out—that your extinction was inevitable in the face of the changing world. In youthful vigor, you declared that your fire would not be snuffed without a fight. Your rage stems from the desperate desire to be remembered, to make a mark upon the world before the sun sets on your dwindling kind. When you rage, a single thought permeates your burning mind: If you're going down, you're taking everyone with you.

PERSONAL FLAW ^{UCA}

BACKGROUND

BARBARIAN

OBSSESSION

Boosts *Strength* or *Intelligence* and 1 free. **Lore** Mercantile.
Grants trained in *Crafting* and gain the *Quick Repair* skill feat.
Access *Axe to Grind*^{F12}.

There is a part of yourself that you hate more than anything else. In your adolescence, you first realized this imperfection—to your lasting shame. This might be a gentle part of yourself you wish to eliminate or a brutal, prideful, greedy, or monstrous side you can't control. Your rage is fuelled by self-loathing, or by projecting this part of yourself onto a foe you wish to destroy.

PERSECUTION ^{UCA}

BACKGROUND

BARBARIAN

ORIGIN

Boosts *Strength* or *Dexterity* and 1 free. **Lore** Underworld.
Grants trained in *Thievery* and gain the *Subtle Theft* skill feat.
Access *Guarded*^{F12}.

You grew up under the persecution of another power—perhaps a rival tribe, an expansionistic empire, or a tribe of violent monsters. Beaten and bloodied, your people barely survived the onslaught. But the beatings made you strong and taught you how to channel the pain into something useful. Since that time, the flame of rage has burned inside you, waiting to be released against your oppressors.

VENGEANCE ^{UCA}

BACKGROUND

BARBARIAN

ORIGIN

Boosts *Strength* or *Intelligence* and 1 free. **Lore** any one Community.
Grants trained in *Society* and gain the *Streetwise* skill feat.
Access *Axe to Grind*^{F12}. **Story** *Robbed*^{E1} *Vengeance*^{E1}.

When you were young, a great wrong was done to you, a loved one, your family, or your people. This experience tore you apart and reduced you to a being of primal emotions. Dreams of vengeance became your only promise of comfort.

Role

BACKGROUND

| BARD | ORIGIN |
|------|--------|
|------|--------|

Access *Charming*^{F121di}, *Influence*^{F121so}, **Story** *Lawbringer*^{E1}.

wanted to be up on that stage performing for the adulation of the crowd.

BACKGROUND

| BARD | ORIGIN |
|------|--------|
|------|--------|

Access Fast Talker^{F121de}. Story Evidence of Birth-right^{E1}.

since you were young, your community has groomed you to fulfill this role.

BACKGROUND

| | |
|------|------|
| BARD | POOR |
|------|------|

Access *Hedge Magician*^{F121c}, *Worldly*^{F121}, **Story Explorer**^{E1}.

learned a little bit of all there was to know. You may not be the master of any one career, but the breadth of your experience is wide, textured, and diverse.

BACKGROUND

| | | |
|------|-----------|-------|
| WARD | OBSESSION | STORY |
|------|-----------|-------|

Story True Love^{E1}.

to articulate raw emotion in story and song.

BACKGROUND

| BARD | OBSESSION |
|------|-----------|
|------|-----------|

Access Seeker^{F121}. Story Minute of Fame^{E1}.

a path to new songs and stories.

BACKGROUND

| BARD | AFFLUENT |
|------|----------|
|------|----------|

Access Oathbound^{F12}. Story Famous Artist^{E1}.

When you were young, a person with money or power took an interest in your art and sponsored you. Most of what you created was dictated by the patron's tastes, and you probably still work for this patron, who maintains a strong influence over your life.

BACKGROUND

| BARD | MODEST |
|------|--------|
|------|--------|

Story Criminal^{E11}.

Infiltrating various houses and estates in the guise of an actor, minstrel, or storyteller, you honed your art while being paid better than most other performers.

BACKGROUND

| BARD | MODEST |
|------|--------|
|------|--------|

Story Ear for Music^{E11}.

another—from tavern to tavern, town to town, or even between countries. Long hours traveling gave you plenty of time to practice and hone your skill.

BACKGROUND

| BARD | AFFLUENT |
|------|----------|
|------|----------|

Access Majestic Performance¹²¹⁰. Story Masterpiece^{E1}.

have always come to you effortlessly, as naturally as breathing.

BACKGROUND

| BARD | ROLE |
|------|------|
|------|------|

Access Natural-Born Leader^{F121di}. Story Injustice^{E1}.

resonated with the audience, revealing new perspectives as well as simple truths. You're used to people quoting your words and looking up to you, though some authority figures deem you a rabble-rouser and troublemaker.

B414 CHAMPION

d100

| Origin | Traits | Boosts | Lore | Trained Skill | Grants | Access | Story | |
|------------------|-----------|------------|---------------|---------------|-----------------------|---------------------------------------|--|--------|
| MARK OF FAITH | - | DEX or CON | (Deity) | Acrobatics | Steady Balance | Birthmark ^{F12} | Marked by the Gods ^{E1} | 01-50 |
| RIGHTEOUS MENTOR | - | DEX or CHA | (Community) | Diplomacy | Group Impression | Natural-Born Leader ^{F121di} | Lawbringer ^{E1} | 51-100 |
| Role | - | | | | | | | |
| DIVINE CALLING | - | STR or WIS | (Deity) | Religion | Assurance | Blessed ^{F12} | Blessed Encounter ^{E1} | 01-14 |
| DREAD PENANCE | Obsession | STR or CON | Underworld | Intimidation | Intimidating Glare | Oathbound ^{F12} | Public Family Secret ^{E1} | 15-28 |
| HOLY EPIPHANY | Obsession | DEX or INT | (Monster) | Occultism | Oddity Identification | Inspired ^{F121} | Apotheosis ^{E1} | 29-43 |
| ZEALOUS DEVOTION | Obsession | STR or CHA | (Political) | Deception | Lie to Me | Indomitable Faith ^{F13} | Blessed Encounter ^{E1} | 44-57 |
| MORTAL DEBT | Obsession | STR or INT | Mercantile | Society | Multilingual | Principled ^{F13} | Ordained ^{E1} | 58-73 |
| WARRIOR OF TRUTH | Role | STR or INT | (Philosophy) | Religion | Additional Lore | Sceptic ^{F13} | Preventable Death ^{E1} | 74-88 |
| TERRIBLE SECRET | Obsession | DEX or INT | (Archaeology) | Society | Dubious Knowledge | Wanderer's Shroud ^{F12} | Scholar of the Great Beyond ^{E11} | 89-100 |
| Profession | | | | | | | | |
| KNIGHT-ERRANT | Modest | STR or DEX | (Faction) | Athletics | Titan Wrestler | Seeker ^{F121} | Successful Commander ^{E1} | 01-100 |

DIVINE CALLING ^{UCA}

BACKGROUND

| CHAMPION | ROLE |
|----------|------|
|----------|------|

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Deity.
Grants trained in *Religion* and gain the *Assurance* skill feat.
Access *Blessed*^{F12}. **Story** *Blessed Encounter*^{E1}.

An otherworldly agent of law and good tasked you to be a divine champion. You accepted the calling (maybe grudgingly) because ultimately you realize that the laws of destiny and one's divine calling cannot be denied. In return, that celestial agent watches over you and makes sure you can fully realize your destiny and meet the course that has been set for you by a higher power.

DREAD PENANCE ^{UCA}

BACKGROUND

| CHAMPION | OBSESSION |
|----------|-----------|
|----------|-----------|

Boosts *Strength* or *Constitution* and 1 free. **Lore** Underworld.
Grants trained in *Intimidation* and gain the *Intimidating Glare* skill feat.
Access *Oathbound*^{F12}. **Story** *Public Family Secret*^{E1}.

You or your family owe a debt for some past wrongdoing or vice. Whatever the offense, your past action hangs over your head and fills you with guilt. You've taken a solemn oath to make good on this past misdeed. Only then will you feel like your life is truly worthwhile.

HOLY EPIPHANY ^{UCA}

BACKGROUND

| CHAMPION | OBSESSION |
|----------|-----------|
|----------|-----------|

Boosts *Dexterity* or *Intelligence* and 1 free. **Lore** any one Monster.
Grants trained in *Occultism* and gain the *Oddity Identification* skill feat.
Access *Inspired*^{F121}. **Story** *Apotheosis*^{E1}.

Your faith and purpose came in a brilliant flash of insight. Maybe you suddenly realized that evil can be stopped only with vigilance and deliberate action, or maybe an epiphany showed you that the innocent need protection from corrupt forces for good to flourish in the world. Whatever the nature of your epiphany, it guides your actions and gives you insights others lack.

KNIGHT-ERRANT ^{UCA}

BACKGROUND

| CHAMPION | MODEST |
|----------|--------|
|----------|--------|

Boosts *Strength* or *Dexterity* and 1 free. **Lore** any one Faction.
Grants trained in *Athletics* and gain the *Titan Wrestler* skill feat.
Access *Seeker*^{F121}. **Story** *Successful Commander*^{E1}.

You know that evil stalks the world, and only one who is dedicated to the spread of good can stop these vile forces. To make sure fiends and wrongdoers do not go unpunished, you adopted the code of the paladin in order to travel the land and eradicate the wicked. Your goal is the relentless pursuit to seek out evil and put it down.

MARK OF FAITH ^{UCA}

BACKGROUND

| CHAMPION | ORIGIN |
|----------|--------|
|----------|--------|

Boosts *Dexterity* or *Constitution* and 1 free. **Lore** any one Deity.
Grants trained in *Acrobatics* and gain the *Steady Balance* skill feat.
Access *Birthmark*^{F12}. **Story** *Marked by the Gods*^{E1}.

You were born with the mark of your faith. Maybe at some point you rebelled against such branding, or it could be you've always accepted the mark as an indicator of your destiny. In either case, it was a harbinger of the paladin path.

MORAL DEBT ^{UCA}

BACKGROUND

| CHAMPION | OBSESSION |
|----------|-----------|
|----------|-----------|

Boosts *Strength* or *Intelligence* and 1 free. **Lore** Mercantile.
Grants trained in *Society* and gain the *Multilingual* skill feat.
Access *Principled*^{F13}. **Story** *Ordained*^{E1}.

The world and all things material are intrinsically corrupt. All creatures are born with a moral debt, and only by fighting evil, upholding law, and championing the common good can one be truly free of that corruption. You work every day to pay off this debt and move those around you to do the same.

RIGHTEOUS MENTOR ^{UCA}

BACKGROUND

| CHAMPION | ORIGIN |
|----------|--------|
|----------|--------|

Boosts *Dexterity* or *Charisma* and 1 free. **Lore** any one Community.
Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.
Access *Natural-Born Leader*^{F121di}. **Story** *Lawbringer*^{E1}.

A champion of note and great respect took you under her wing and taught you many things. She taught you how to adhere to your oath with grace and dignity, and how the simple act of doing so was enough to earn the respect and devotions of others.

WARRIOR OF TRUTH ^{UCA}

BACKGROUND

| CHAMPION | ROLE |
|----------|------|
|----------|------|

Boosts *Strength* or *Intelligence* and 1 free. **Lore** any one Philosophy.
Grants trained in *Religion* and gain the *Additional Lore* skill feat.
Access *Skeptical*^{F15}. **Story** *Preventable Death*^{E1}.

Early in your life, you learned that the philosophies of law and good not only create the best society but also reveal truths that would otherwise remain obscured. You are rarely clouded by pure dogma; instead you're unafraid to question and create your own path toward truth, justice, and righteousness.

TERRIBLE SECRET ^{UCA}

BACKGROUND

| CHAMPION | OBSESSION |
|----------|-----------|
|----------|-----------|

Boosts *Dexterity* or *Intelligence* and 1 free. **Lore** any one Archaeology.
Grants trained in *Society* and gain the *Dubious Knowledge* skill feat.
Access *Wanderer's Shroud*^{F12}. **Story** *Scholar of the Great Beyond*^{E11}.

You know a terrible secret about an ancient evil that threatens your homeland or perhaps even the entire world. You have sworn to keep this secret quiet lest it gain power in the retelling, but you also must work to thwart the evil whenever possible. This at times contradictory path has led you many places in your travels, and the knowledge you have gleaned from your adventures continues to serve you well in your fight against the wicked.

ZEALOUS DEVOTION ^{UCA}

BACKGROUND

| CHAMPION | OBSESSION |
|----------|-----------|
|----------|-----------|

Boosts *Strength* or *Charisma* and 1 free. **Lore** any one Political.
Grants trained in *Deception* and gain the *Lie to Me* skill feat.
Access *Indomitable Faith*^{F13}. **Story** *Blessed Encounter*^{E1}.

Maybe your faith was not popular among those around you during your youth. Maybe you have strange or controversial views regarding your religion, and the other members of your congregation find your practices bizarre or insulting. Whatever the case, your faith is constantly being questioned regardless of your obviously pious nature, and such persecution only serves to embolden your zeal.

B415 CLERIC

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|------------------------|-----------|------------|-----------------|---------------|----------------------|--|--|--------|
| DEVOTED | | WIS or CHA | (Deity) | Intimidation | Group Coercion | <i>Blessed</i> ^{F12} | <i>Ordained</i> ^{E1} | 01-25 |
| HEALED | | CON or WIS | (Biological) | Medicine | Battle Medicine | <i>Mobile Medic</i> ^{F121m} , <i>Sacred Touch</i> ^{F121m} | <i>Combat Healing</i> ^{E1} | 26-50 |
| RELIGIOUS COLONY | | WIS or CHA | (Community) | Society | Streetwise | <i>Natural-Born Leader</i> ^{F121di} | <i>Successful Commander</i> ^{E1} | 51-75 |
| SANCTUARY | | WIS or CHA | Underworld | Deception | Lie to Me | | <i>Criminal</i> ^{F11} | 76-100 |
| Role | | | | | | | | |
| ANGELIC ENCOUNTER | | STR or WIS | (Monster) | Athletics | Titan Wrestler | <i>Entitled</i> ^{F121i} , <i>Fearful Reputation</i> ^{F121di} | <i>Blessed Encounter</i> ^{E1} | 01-20 |
| ATONEMENT | Obsession | CON or WIS | (Philosophical) | Religion | Quick Identification | <i>Oathbound</i> ^{F12} | <i>Preventable Death</i> ^{E1} | 21-40 |
| CONVERTED | | DEX or WIS | (Faction) | Diplomacy | Group Impression | <i>Inspired</i> ^{F121} | <i>Negotiated Encounter</i> ^{E1} | 41-60 |
| REBORN | Obsession | DEX or WIS | Undead | Nature | Train Animal | <i>Deathtouched</i> ^{F11} | <i>Arisen</i> ^{E1} | 61-80 |
| REVELATION | Obsession | INT or WIS | (Fortune) | Crafting | Dubious Knowledge | <i>Worldly</i> ^{F121} | <i>Disturbing Vision</i> ^{E1} | 81-100 |
| Profession | | | | | | | | |
| TAKEN IN BY THE CHURCH | Poor | WIS or CHA | Temple | Society | Additional Lore | <i>Beacon of Faith</i> ^{F12} | <i>Secret Society Inductee</i> ^{E1} | 01-100 |

ANGELIC ENCOUNTER UCA

BACKGROUND

| CLERIC | ROLE |
|--------|------|
|--------|------|

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Monster.
Grants trained in *Athletics* and gain the *Titan Wrestler* skill feat.
Access *Entitled*^{F121i}. *Fearful Reputation*^{F121di}. **Story** *Blessed Encounter*^{E1}.

A supernatural being, such as an angel or demon, appeared to you and proclaimed that you were destined to perform a great task in service to your god. You might have tried to deny it—and you even might still have doubts—but eventually you took up the mantle of a holy warrior and chose to meet this destiny head on, either to prove to yourself that you're worthy of such a destiny or to show your supernatural messenger that you cannot be pigeon-holed so easily.

ATONEMENT UCA

BACKGROUND

| CLERIC | OBSSESSION |
|--------|------------|
|--------|------------|

Boosts *Constitution* or *Charisma* and 1 free. **Lore** any one Philosophical.
Grants trained in *Religion* and gain the *Group Identification* skill feat.
Access *Oathbound*^{F12}. **Story** *Preventable Death*^{E1}.

You committed actions you are not proud of. Your deeds left dark stains upon your soul, ones so deep they might take a lifetime to wash away. When you hit rock-bottom you turned to faith, vowing to atone for all of the horrible acts you've committed.

CONVERTED UCA

BACKGROUND

| CLERIC | ROLE |
|--------|------|
|--------|------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** any one Faction.
Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.
Access *Inspired*^{F121}. **Story** *Negotiated Encounter*^{E1}.

In your early life, you followed a different faith, a different god or powerful entity, or perhaps no faith at all. A representative of your current faith showed you the error of your ways and converted you, and you couldn't be happier. You can only hope to do for others what this individual did for you.

DEVOTED UCA

BACKGROUND

| CLERIC | ORIGIN |
|--------|--------|
|--------|--------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Deity.
Grants trained in *Intimidation* and gain the *Group Coercion* skill feat.
Access *Blessed*^{F12}. **Story** *Fearless Zeal*^{E1}.

From your earliest memory, you've had a close relationship with your deity. This entity has been a constant presence in your life: your greatest comfort, best companion, truest love, or some combination of the three. You've never had to see or speak with your deity to know that he watches over you, and the beliefs and criticisms of others do not faze you—your faith is enough.

HEALED UCA

BACKGROUND

| CLERIC | ORIGIN |
|--------|--------|
|--------|--------|

Boosts *Constitution* or *Wisdom* and 1 free. **Lore** any one Biological.
Grants trained in *Medicine* and gain the *Battle Medicine* skill feat.
Access *Mobile Medic*^{F121m}, *Sacred Touch*^{F121m}. **Story** *Combat Healing*^{E1}.

As a child, you were afflicted with a terrible physical or mental illness or a debilitating wound that prevented you from functioning in society. A miracle worker touched your body and commanded you to be well, and—for perhaps the first time in your life—you were whole. Now you live your life in tribute to the deity whose divine healer restored you, and perhaps hope to bestow similar gifts unto deserving nonbelievers.

REBORN UCA

BACKGROUND

| CLERIC | OBSSESSION |
|--------|------------|
|--------|------------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** Undead.
Grants trained in *Nature* and gain the *Train Animal* skill feat.
Access *Deathtouched*^{F11}. **Story** *Arisen*^{E1}.

You died or nearly died. In the midst of this experience, your mind came to a place of quiet where you witnessed your deity or its agents pulling your body and spirit back from the brink of death. Every day since has been a gift, and you strive to understand the reason you have been saved while countless others perish.

RELIGIOUS COLONY UCA

BACKGROUND

| CLERIC | ORIGIN |
|--------|--------|
|--------|--------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Community.
Grants trained in *Society* and gain the *Streetwise* skill feat.
Access *Natural-Born Leader*^{F121di}. **Story** *Successful Commander*^{E1}.

You grew up in a religious colony or settlement. This may have been a small village in the hinterlands or a kingdom-sized theocracy devoted to a single religion. When you came of age, you decided to serve your god and country as a cleric, a choice that garnered respect, dignity, and honour among your people.

REVELATION UCA

BACKGROUND

| CLERIC | OBSSESSION |
|--------|------------|
|--------|------------|

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Fortune.
Grants trained in *Crafting* and gain the *Dubious Knowledge* skill feat.
Access *Worldly*^{F121di}. **Story** *Disturbing Vision*^{E1}.

In your youth, a deity granted you visions or dreams that revealed startling truths. These visions might have been prophetic, deeply insightful, or filled with extraordinary solutions to problems that plagued you, your family, or your community. So powerful and compelling were the visions that you devoted your life to the deity.

SANCTUARY UCA

BACKGROUND

| CLERIC | ORIGIN |
|--------|--------|
|--------|--------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** Underworld.
Grants trained in *Deception* and gain the *Lie to Me* skill feat.
Story *Criminal*^{E11}.

When you were young, you did a very wicked deed—or were accused of one—and fled to the only place that could shelter you from the law. You found sanctuary among the worshipers of a deity, and they took you in and protected you. In time, you joined the faithful to serve their cause in the world, though the shadow of your past sin still lurks beyond the church's walls.

TAKEN IN BY THE CHURCH UCA

BACKGROUND

| CLERIC | POOR |
|--------|------|
|--------|------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** Temple.
Grants trained in *Society* and gain the Additional Lore skill feat.
Access *Beacon of Faith*^{F12}. **Story** *Secret Society Inductee*^{E1}.

You spent your youth in a church or monastery serving as an acolyte or doing menial work on the grounds, either taken in as an orphan, sent there by your equally devout parents, or by taking on the faith of your own volition. The traditions and rituals of the religion served as your way of life throughout your adolescence, and you left that pious community with the skills to champion your faith in the world.

B416 DRUID

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|-------------------|-----------|------------|---------------|---------------|-------------------|---|---|--------|
| LOST IN THE WILD | | CON or WIS | (Exploration) | Survival | Forager | Resilient ^{F12} , Wild Orphen ^{F121su} | Explorer ^{E1} , Shipwrecked ^{E12} | 01-33 |
| SAVAGE | | STR or WID | (Habitat) | Athletics | Assurance | Self-Medicating ^{F121n} | Dead Inside ^{E1} | 34-66 |
| RAISED BY BEASTS | | WIS or CHA | (Biological) | Intimidation | Quick Coercion | Bully ^{F121i} | Feral Survival ^{E1} | 67-100 |
| Role | | | | | | | | |
| AVATAR | | INT or WIS | (Habitat) | Society | Sign Language | Air Touched ^{F12} , Child of Nature ^{F121r} | Prophecised ^{E1} | 01-20 |
| DRUID CIRCLE | | INT or WIS | (Numeracy) | Occultism | Recognise Spell | Magical Knack ^{F12} | Invent Spell ^{E1} | 21-40 |
| FEY MEETING | | INT or WIS | (Planar) | Nature | Dubious Knowledge | Mentored ^{F121i} | Refuse Valuable Offer ^{E1} | 41-60 |
| SPIRIT OF NATURE | Obsession | DEX or WIS | Underworld | Thievery | Subtle Theft | Focused Disciple ^{F12} , Sacred Touch ^{F121m} | Reincarnated ^{E1} | 61-80 |
| TREE TENDER | Obsession | WIS or CHA | (Habitat) | Nature | Recognise Spell | Devotee of the Green ^{F121a} | Blight ^{E1} | 81-100 |
| Profession | | | | | | | | |
| CIVILIZED OUTCAST | Poor | WIS or CHA | (Community) | Survival | Terrain Expertise | Urban Jungle ^{F121su} | Self-Exile ^{E1} | 01-50 |
| BEASTLORD | Poor | WIS or CHA | Animal | Nature | Train Animal | Animal Friend ^{F121n} , Beast Bond ^{F121n} | Monster Survivor ^{E1} | 51-100 |

AVATAR UCA

BACKGROUND

| DRUID | ROLE |
|-------|------|
|-------|------|

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Habitat.
Grants trained in *Society* and gain the *Sign Language* skill feat.
Access *Air-Touched*^{F12}, *Child of Nature*^{F121r}. **Story** *Prophecised*^{E1}.

When the natural world needed saving, the land chose you as its champion, lending you as much power as you were able to control. You might not understand the reasons for your power, but you are one with nature and your will is the will of the world.

BEASTLORD UCA

BACKGROUND

| DRUID | POOR |
|-------|------|
|-------|------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** Animal.
Grants trained in *Nature* and gain the *Train Animal* skill feat.
Access *Animal Friendship*^{F121n}, *Beast Bond*^{F121n}.
Story *Monster Survivor*^{E1}.

Natural birds and beasts have always obeyed you. From your earliest years, you've possessed a gentleness or a power that allows you to communicate with animals as though you shared a common language. Perhaps you have fey blood or traces of lycanthrope ancestry.

CIVILIZED OUTCAST UCA

BACKGROUND

| DRUID | POOR |
|-------|------|
|-------|------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Community.
Grants trained in *Survival* and gain the *Terrain Expertise* skill feat.
Access *Urban Jungle*^{F121su}. **Story** *Self-Exile*^{E1}.

For a time, you lived in an urban environment. But you soon discovered that social communities, bureaucracies, and laws made you feel constrained and unnatural. You left civilization and retreated into the wild at the first opportunity. You still retain the lessons, habits, and refinements of civilized behaviour, but your heart belongs to nature.

DRUID CIRCLE UCA

BACKGROUND

| DRUID | ROLE |
|-------|------|
|-------|------|

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Numeracy.
Grants trained in *Occultism* and gain the *Recognise Spell* skill feat.
Access *Mentored*^{F121i}. **Story** *Invent Spell*^{E1}.

You discovered, or were initiated into, a circle of druids that protects an expanse of wilderness. The druids taught you of their duty to nature and the powers that the natural world granted them. Soon you learned enough to join the circle as an initiate.

FEY MEETING UCA

BACKGROUND

| DRUID | ROLE |
|-------|------|
|-------|------|

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Planar.
Grants trained in *Nature* and gain the *Dubious Knowledge* skill feat.
Access *Focused Disciple*^{F12}, *Magical Knack*^{F12}.
Story *Refuse Valuable Offer*^{E1}.

Walking in the woods, you met a fey creature, such as a brownie, elf, nymph, gnome, sprite, or treant. This magical being taught you how to tend the natural world in the gentle manner of the fey.

LOST IN THE WILD UCA

BACKGROUND

| DRUID | ORIGIN |
|-------|--------|
|-------|--------|

Boosts *Constitution* or *Wisdom* and 1 free. **Lore** any one Exploration.
Grants trained in *Survival* and gain the *Forager* skill feat.
Access *Resilient*^{F12}. **Story** *Explorer*^{E1}, *Shipwrecked*^{E12}.

You got lost in the wilderness and were forced to survive on your own. You may have wandered desert dunes, thick forest, or high mountains—or perhaps you were shipwrecked on a desert island. Young and vulnerable, you feared the natural dangers of the world at first but acclimated to the natural way of life as you learned to tap into the primal power of the world.

RAISED BY BEASTS UCA

BACKGROUND

| DRUID | ORIGIN |
|-------|--------|
|-------|--------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Biological.
Grants trained in *Intimidation* and gain the *Quick Coercion* skill feat.
Access *Bully*^{F121i}. **Story** *Feral Survival*^{E1}.

You were reared in part by wild animals. Most of what you know you learned by observing these beasts, their natural instincts being unburdened by artifice or manipulation. Even though you possess a humanoid body, the beasts recognize you as one of their own.

SAVAGE UCA

BACKGROUND

| DRUID | ORIGIN |
|-------|--------|
|-------|--------|

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Habitat.
Grants trained in *Athletics* and gain the *Assurance* skill feat.
Access *Self-Medicating*^{F121n}. **Story** *Dead Inside*^{E1}.

You spent your formative years among a tribe or village far from civilization. The elders chose you as successor and taught you the lore of the elements and the animals.

SPIRIT OF NATURE UCA

BACKGROUND

| DRUID | OBSESSION |
|-------|-----------|
|-------|-----------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** Underworld.
Grants trained in *Thievery* and gain the *Subtle Theft* skill feat.
Access *Sacred Touch*^{F121i}. **Story** *Reincarnated*^{E1}.

Through a ritual, vision, or dream, you communed with a primordial spirit of nature. In the form of a majestic beast, this spirit charged you with preserving the natural world from those who would destroy it. You are instilled with the spirit of this creature—a small fragment of its power grows in you as you mature.

TREE TENDER UCA

BACKGROUND

| DRUID | OBSESSION |
|-------|-----------|
|-------|-----------|

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Habitat.
Grants trained in *Survival* and gain the *Forager* skill feat.
Access *Devotee of the Green*^{F121n}. **Story** *Blight*^{E1}.

You learned to care for plants in your youth by tending a small garden, orchard, grove, or field. These plants flourished like no others. You've always understood plants better than people.

B417

FIGHTER

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|------------------|-----------|------------|------------|---------------|----------------------|---|---|--------|
| ON THE STREET | | DEX or WIS | Underworld | Deception | Secret Speech | <i>Child of the Street</i> ^{F121i} | <i>Enslaved</i> ^{E1} | 01-33 |
| SCHOOLED | | STR or INT | (Academia) | Society | Courtly Graces | <i>Tactician</i> ^{F12} | <i>Child Soldier</i> ^{E1} | 34-66 |
| SURVIVAL | | DEX or WIS | (Habitat) | Survival | Forager | <i>Resilient</i> ^{F12} | <i>Betrayed</i> ^{E1} | 67-100 |
| Role | | | | | | | | |
| ADVENTURE | Obsession | DEX or CHA | (History) | Crafting | Skill Training | <i>Seeker</i> ^{F121} | <i>Explorer</i> ^{E1} | 01-50 |
| DUTY | | STR or CON | (Monster) | Athletics | Assurance | <i>Courageous</i> ^{F12} | <i>Monster Hunter</i> ^{E13} | 51-100 |
| Profession | | | | | | | | |
| CONSCRIPT | Poor | STR or DEX | (Service) | Thievery | Pickpocket | <i>Worldly</i> ^{F121} | <i>Drafted</i> ^{E1} | 01-20 |
| GLADIATOR | Affluent | STR or CHA | (Contest) | Athletics | Titan Wrestler | <i>Killer</i> ^{F12} , <i>Life of Toil</i> ^{F12} | <i>Duel</i> ^{E1} | 21-40 |
| JOINED THE WATCH | Modest | STR OR CHA | Militia | Diplomacy | Hobnobber | <i>Militia Veteran</i> ^{F121i} | <i>Lawbringer</i> ^{E1} | 41-60 |
| KNIGHT | Affluent | STR or WIS | (Faction) | Religion | Student of the Canon | <i>Influence</i> ^{F121so} | <i>Successful Commander</i> ^{E1} | 61-80 |
| MERCENARY | Modest | STR or CHA | Mercantile | Intimidation | Group Coercion | <i>Entitled</i> ^{F121i} | <i>Contract Negotiator</i> ^{E11} | 81-100 |

ADVENTURE

UCA

BACKGROUND

| FIGHTER | OBSESSION |
|---------|-----------|
|---------|-----------|

Boosts *Dexterity* or *Charisma* and 1 free. **Lore** any one History.
Grants trained in *Crafting* and gain the *Skill Training* skill feat.
Access *Seeker*^{F121}. **Story** *Explorer*^{E1}.

Since you can remember, you sought to become a great warrior. Inspired by legends of the past or personal heroes of your civilization, you longed to wield steel and carve your way in the world.

CONSCRIPT

UCA*

BACKGROUND

| FIGHTER | POOR |
|---------|------|
|---------|------|

Boosts *Strength* or *Dexterity* and 1 free. **Lore** any one Service.
Grants trained in *Theivery* and gain the *Pickpocket* skill feat.
Access *Worldly*^{F121}. **Story** *Drafted*^{E1}.

You didn't choose the military life so much as you were drafted into it. You have a non-military background and skill set.

DUTY

UCA

BACKGROUND

| FIGHTER | ROLE |
|---------|------|
|---------|------|

Boosts *Strength* or *Constitution* and 1 free. **Lore** any one Monster.
Grants trained in *Athletics* and gain the *Assurance* skill feat.
Access *Courageous*^{F12}. **Story** *Monster Hunter*^{F13}.

You took up the sword because no one else would. When a great danger threatened your home, you stepped forth to meet the challenge, though you were only a youth with just the strength of your arm and steadfastness of your courage to see you through.

GLADIATOR

UCA

BACKGROUND

| AFFLUENT | FIGHTER |
|----------|---------|
|----------|---------|

Boosts *Strength* or *Charisma* and 1 free. **Lore** any one Contest.
Grants trained in *Athletics* and gain the *Titan Wrestler* skill feat.
Access *Killer*^{F12}, *Life of Toil*^{F12}. **Story** *Duel*^{E1}.

As an adolescent, you learned to fight and kill because your master made you, and if you had not learned, you would be dead. Killing was a way of life—a means of survival. At first you did it because you had to, but that soon changed when you heard the chorus of the crowd.

JOINED THE WATCH

UCA

BACKGROUND

| FIGHTER | MODEST |
|---------|--------|
|---------|--------|

Boosts *Strength* or *Wisdom* and 1 free. **Lore** Militia.
Grants trained in *Athletics* and gain the *Titan Wrestler* skill feat.
Access *Militia Veteran*^{F12}. **Story** *Lawbringer*^{E1}.

Your village, town, city, or tribe needed new recruits for the volunteer watch patrol, and you joined up—whether for money, duty, peace, or power. This rudimentary training gave you an understanding of civilized justice and showed you how to wield a weapon with skill.

KNIGHT

UCA

BACKGROUND

| AFFLUENT | FIGHTER |
|----------|---------|
|----------|---------|

Boosts *Strength* or *Charisma* and 1 free. **Lore** Genealogy.
Grants trained in *Society* and gain the *Courtly Graces* skill feat.
Access *Influence*^{F121so}. **Story** *Successful Commander*^{E1}.

Your military path began when you were knighted or made a squire to a knight. Your family's status could have influenced this event, or you might be a simple commoner rewarded with a title for a rare feat of courage.

MERCENARY

UCA

BACKGROUND

| FIGHTER | MODEST |
|---------|--------|
|---------|--------|

Boosts *Strength* or *Charisma* and 1 free. **Lore** Mercantile.
Grants trained in *Intimidation* and gain the *Group Coercion* skill feat.
Access *Entitled*^{F121i}. **Story** *Contract Negotiator*^{E11}.

Everyone needs to earn a living, and in your youth you were fast, strong, or tough enough to fight for pay. There are good causes and bad causes, but at the end of the day, it all comes down to money. Sometimes you got easy jobs, like guarding merchant caravans; other times the jobs are rough, like fighting in a rebel lord's private army.

ON THE STREET

UCA

BACKGROUND

| FIGHTER | ORIGIN |
|---------|--------|
|---------|--------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** Underworld.
Grants trained in *Deception* and gain the *Secret Speech* skill feat.
Access *Child of the Streets*^{F121i}. **Story** *Enslaved*^{E1}.

You spent adolescence in a seedy part of town. You learned to fight dirty and fight mean. Turns out you were good at it. Your skills drew the interest of gang and guild leaders, tavern keepers, and anyone else who needed hired muscle.

SCHOOLED

UCA

BACKGROUND

| FIGHTER | ORIGIN |
|---------|--------|
|---------|--------|

Boosts *Strength* or *Intelligence* and 1 free. **Lore** any one Academia.
Grants trained in *Society* and gain the *Courtly Graces* skill feat.
Access *Tactician*^{F12}. **Story** *Child Soldier*^{E1}.

You learned to fight in a structured environment where you were exposed to a variety of weapons, armor, strategies, and tactics. You learned to fight as part of a unit, how to follow orders and how to command a squad.

SURVIVAL

UCA

BACKGROUND

| FIGHTER | ORIGIN |
|---------|--------|
|---------|--------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** any one Habitat.
Grants trained in *Survival* and gain the *Forager* skill feat.
Access *Resilient*^{F12}. **Story** *Betrayed*^{E1}.

You spent some part of your life in the wild—in places that abide by the laws of nature rather than those of civilization. You survived by being stronger, faster, and more cunning than the predators. That meant you fought not for coin, honour, or principle, but for your very life.

B418

MONK

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|----------------------|-----------|------------|--------------|---------------|-----------------------|---|---------------------------------------|--------|
| CLASSICALLY SCHOOLED | | DEX or WIS | Martial Arts | Athletics | Quick Jump | Simple Disciple ^{F121at} | Style Sage ^{E11} | 01-50 |
| SECRET STUDENT | | DEX or INT | (Community) | Deception | Lie to Me | Hidden Hand ^{F13} | Secret Society Inductee ^{E1} | 51-100 |
| Role | | | | | | | | |
| BELUCOSE HISTORIAN | Obsession | STR or DEX | Martial Arts | Athletics | Titan Wrestler | Simple Disciple ^{F121at} | Style Sage ^{E11} | 01-20 |
| ELITE FIGHTING FORCE | | DEX or CHA | Temple | Diplomacy | Group Impression | Veiled Disciple, Canter ^{F121de} | Successful Commander ^{E1} | 21-40 |
| SPIRIT TEACHER | Obsession | STR or WIS | (Philosophy) | Religion | Student of the Canon | Spirit Sense ^{F13} | Ghostly Encounter ^{E1} | 41-60 |
| UNSUSPECTING MASTER | | DEX or CON | Underworld | Thievery | Subtle Theft | Surprise Weapon ^{F13} | Humiliation ^{E1} | 61-80 |
| WANDERING SAVANT | | STR or WIS | (Habitat) | Survival | Survey Wildlife | Wanderer's Shroud ^{F12} | Explorer ^{E1} | 81-100 |
| Profession | | | | | | | | |
| TOURNAMENT CHAMPION | Affluent | STR or CHA | (Contest) | Performance | Virtuosic Performance | Martial Performer ^{F13} | Minute of Fame ^{E1} | 01-33 |
| LINEAGE HOLDER | Modest | STR or INT | (History) | Society | Multilingual | Martial Manuscript ^{F13} | Reincarnated ^{E1} | 34-66 |
| NATURE'S DISCIPLE | Poor | DEX or WIS | Animal | Nature | Train Animal | Nature's Mimic ^{F121n} | Raiders ^{E12} | 67-100 |

BELUCOSE HISTORIAN^{UCA}

BACKGROUND

| MONK | OBSESSION |
|------|-----------|
|------|-----------|

Boosts *Strength* or *Dexterity* and 1 free. **Lore** Martial Arts.
Grants trained in *Athletics* and gain the Titan Wrestler skill feat.
Access *Simple Disciple*^{F121at}. **Story** *Style Sage*^{E11}.

What started as a scholar's curiosity in exotic fighting styles bloomed into a fanatical desire not just to learn about martial arts, but to master them.

CLASSICALLY SCHOOLED^{UCA}

BACKGROUND

| MONK | ORIGIN |
|------|--------|
|------|--------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** Martial Arts.
Grants trained in *Athletics* and gain the *Quick Jump* skill feat.
Access *Simple Disciples*^{F121at}. **Story** *Style Sage*^{E11}.

Training from dawn to dusk to hone every inch of your body into a fighting instrument, you studied with scores of other students in an academy or school dedicated to one specific martial art.

ELITE FIGHTING FORCE^{UCA}

BACKGROUND

| MONK | ROLE |
|------|------|
|------|------|

Boosts *Dexterity* or *Charisma* and 1 free. **Lore** Temple.
Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.
Access *Veiled Disciple*^{F12}, *Canter*^{F121de}. **Story** *Successful Commander*^{E1}.

You learned your fighting skills as one of a highly trained group dedicated to a special purpose, such as guarding a temple or protecting a noble. Your training emphasized unobtrusive teamwork and unquestioned dedication to some higher purpose.

LINEAGE HOLDER^{UCA}

BACKGROUND

| MONK | ROLE |
|------|------|
|------|------|

Boosts *Strength* or *Intelligence* and 1 free. **Lore** any one History.
Grants trained in *Society* and gain the *Multilingual* skill feat.
Access *Martial Manuscript*^{F13}. **Story** *Reincarnated*^{E1}.

You are the senior or sole student of a great master. You rose to prominence early and received secret training in an art that is rare and exotic. Having achieved a strong foundation in the physical and metaphysical elements of this martial art, you've been designated the lore keeper for its history and traditions and must now find new student or students to train.

NATURE'S DISCIPLE^{UCA}

BACKGROUND

| MONK | POOR |
|------|------|
|------|------|

Boosts *Dexterity* or *Wisdom* and 1 free. **Lore** Animal.
Grants trained in *Nature* and gain the Train Animal skill feat.
Access *Nature's Mimic*^{F121n}. **Story** *Raiders*^{E12}.

Just as many great masters learned and crafted styles from the beauty and majesty of nature, your fighting style comes from time spent in the wild rather than from formal training. You have seen firsthand how the mantis hunts, how the tiger swipes, and how the crane beats its wings.

Your observance of the natural world gave you the ability to extrapolate combat forms without traditional training.

SECRET STUDENT^{UCA}

BACKGROUND

| MONK | ORIGIN |
|------|--------|
|------|--------|

Boosts *Dexterity* or *Intelligence* and 1 free. **Lore** any one Community.
Grants trained in *Deception* and gain the *Lie to Me* skill feat.
Access *Hidden Hand*^{F13}. **Story** *Secret Society Inductee*^{E1}.

Your teacher and fellow students grew up as part of a conquered people, forbidden to train at war and forced to conceal the fighting style as seemingly harmless dances and your weapons as mundane tools... until the day you all you could rise up against tyranny.

SPIRIT TEACHER^{UCA}

BACKGROUND

| MONK | OBSESSION |
|------|-----------|
|------|-----------|

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Philosophy.
Grants trained in *Religion* and gain the *Student of the Canon* skill feat.
Access *Spirit Sense*^{F13}. **Story** *Ghostly Encounter*^{E1}.

Your martial training is both physical and metaphysical in nature, allowing you to unlock a higher state of consciousness that allows you to draw on the wisdom and power of long-dead masters.

TOURNAMENT CHAMPION^{UCA}

BACKGROUND

| MONK | AFFLUENT |
|------|----------|
|------|----------|

Boosts *Strength* or *Charisma* and 1 free. **Lore** any one Contest.
Grants trained in *Performance* and gain the Virtuosic Performance skill feat.
Access *Martial Performer*^{F13}. **Story** *Minute of Fame*^{E1}.

A shining example of your style or order, you've honed martial prowess through spirited and exciting competition.

UNSUSPECTING MASTER^{UCA}

BACKGROUND

| MONK | ROLE |
|------|------|
|------|------|

Boosts *Dexterity* or *Constitution* and 1 free. **Lore** Underworld.
Grants trained in *Thievery* and gain the Subtle Theft skill feat.
Access *Surprise Weapon*^{F13}. **Story** *Humiliation*^{E1}.

You were trained in martial arts through unorthodox methods such as seemingly menial tasks or training through conditioning exercises that promised the smallest scrap of food as a reward. Your non-traditional training makes you resourceful and clever.

WANDERING SAVANT^{UCA}

BACKGROUND

| MONK | ROLE |
|------|------|
|------|------|

Boosts *Strength* or *Wisdom* and 1 free. **Lore** any one Habitat.
Grants trained in *Survival* and gain the Survey Wildlife skill feat.
Access *Wanderer's Shroud*^{F13}. **Story** *Explorer*^{E1}.

Although you've received some formal training in exotic combat, you decided to put your skills to the test and further your learning by wandering the wide world.

B419

RANGER

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|-------------------|-----------|------------|--------------|---------------|-----------------------|---|--|--------|
| ANCIENT HATRED | | STR or INT | (History) | Society | Streetwise | <i>Know the Enemy</i> ^{F121} | <i>Faction War Survivor</i> ^{E1} | 01-50 |
| NIGHTMARE SLAYER | | DEX or INT | (Monster) | Occultism | Oddity Identification | <i>Fearless Defiance</i> ^{F12} , <i>Horror Slayer</i> ^{F12} | <i>Horror Survivor</i> ^{E1} | 51-100 |
| Role | | | | | | | | |
| AN EYE FOR AN EYE | Obsession | STR or DEX | Warfare | Athletics | Hefty Hauler | <i>Tireless Avenger</i> ^{F13} | <i>Injustice</i> ^{E1} , <i>Robbed</i> ^{E1} | 01-25 |
| BLOOD CLEANSING | Obsession | CON or CHA | (Faction) | Deception | Length Diversion | <i>Scarred Descendant</i> ^{F13} | <i>Public Family Secret</i> ^{E1} | 25-50 |
| DETACHED OBSERVER | | DEX or WIS | (Community) | Stealth | Experienced Smuggler | <i>Cold and Calculating</i> ^{F13} | <i>Dead Inside</i> ^{E1} | 51-75 |
| DIVINE PURPOSE | | WIS or CHA | (Deity) | Religion | Quick Identification | <i>Faith's Hunter</i> ^{F13} | <i>Apotheosis</i> ^{E1} | 76-100 |
| Profession | | | | | | | | |
| BIG GAME HUNTER | Affluent | CON or WIS | (Biological) | Nature | Train Animal | <i>Evasive Sting</i> ^{F13} | <i>Big Game Hunter</i> ^{E1} | 01-25 |
| BOUNTY HUNTER | Modest | STR or CHA | (Political) | Intimidation | Quick Coercion | <i>Easy Way or the Hard Way</i> ^{F13} | <i>Lawbringer</i> ^{E1} | 25-50 |
| OPPORTUNIST | Modest | DEX or WIS | Animal | Crafting | Specialist Crafting | <i>Harvester</i> ^{F121c} | <i>Reputable Business</i> ^{E12} | 51-75 |
| SURVIVAL | Poor | INT or WIS | (Habitat) | Survival | Terrain Stalker | <i>Hunter's Knack</i> ^{F13} , <i>Wild Orphan</i> ^{F121su} | <i>Feral Survival</i> ^{E1} | 76-100 |

AN EYE FOR AN EYE

UCA

BACKGROUND

| OBSESSION | RANGER | STORY |
|---|--------|-------|
| Boosts <i>Strength</i> or <i>Dexterity</i> and 1 free. Lore Warfare. Grants trained in <i>Athletics</i> and gain the <i>Hefty Hauler</i> skill feat. Access <i>Tireless Avenger</i> ^{F13} and <i>Forceful Surprise</i> ^{F13} . Story <i>Robbed</i> ^{E1} . | | |

The choice of target is nothing more than simple vengeance. Perhaps you lost a loved one, family, or even a whole community to the vicious rampaging of a ferocious beast, or saw your entire homeland swallowed up by monstrous hordes. No matter the reason, your drive to hunt down and destroy creatures of their kind won't be sated so long as even one lives.

ANCIENT HATRED

UCA

BACKGROUND

| ORIGIN | RANGER |
|---|--------|
| Boosts <i>Strength</i> or <i>Intelligence</i> and 1 free. Lore any one History. Grants trained in <i>Society</i> and gain the <i>Streetwise</i> skill feat. Access <i>Know the Enemy</i> ^{F121} . Story <i>Faction War Survivor</i> ^{E1} . | |

The history of your people is a saga of struggle against another race. Though common among elves and orcs or dwarves and giants, many different races can have such longstanding animosity.

BIG GAME HUNTER

UCA

BACKGROUND

| AFFLUENT | RANGER |
|---|--------|
| Boosts <i>Constitution</i> or <i>Wisdom</i> and 1 free. Lore any one Biological. Grants trained in <i>Nature</i> and gain the <i>Train Animal</i> skill feat. Access <i>Evasive Sting</i> ^{F13} . Story <i>Monster Survivor</i> ^{E1} . | |

Whether you sought out the thrill of hunting large prey or merely grew up in the shadows of creatures large enough to crush an entire village with a careless step, you have learned how to be quick and to size up weaknesses in those behemoths who seem to have none.

BLOOD CLEANSING

UCA

BACKGROUND

| RANGER | OBSESSION |
|---|-----------|
| Boosts <i>Constitution</i> or <i>Charisma</i> and 1 free. Lore any one Faction. Grants trained in <i>Deception</i> and gain the <i>Lengthy Diversion</i> skill feat. Access <i>Scarred Descendant</i> ^{F13} . Story <i>Public Family Secret</i> ^{E1} . | |

Either you have forsaken your kinsfolk, or they have forsaken you. Maybe you grew up among a wicked or corrupt people who you needed to escape, or maybe they exiled you for being different. Whatever the case, your own kind are now your target, much to your continued chagrin or morbid amusement.

BOUNTY HUNTER

UCA

BACKGROUND

| MODEST | RANGER |
|--|--------|
| Boosts <i>Strength</i> or <i>Charisma</i> and 1 free. Lore any one Political. Grants trained in <i>Intimidation</i> and gain the <i>Quick Coercion</i> skill feat. Access <i>Easy Way or the Hard Way</i> ^{F13} . Access <i>Lawbringer</i> ^{E1} . | |

You have always been good at finding and extracting people from their hidey-holes. Most likely you hunt humanoids of either your own subtype or of one common to your region.

DETACHED OBSERVER

UCA

BACKGROUND

| RANGER | ROLE |
|--|------|
| Boosts <i>Dexterity</i> or <i>Wisdom</i> and 1 free. Lore any one Community. Grants trained in <i>Stealth</i> and gain the <i>Experienced Smuggler</i> skill feat. Access <i>Cold and Calculating</i> ^{F13} . Story <i>Dead Inside</i> ^{E1} . | |

You set yourself apart with a pall of cold logic that allows you to see weaknesses in members of your own race that you strive not to succumb to yourself. You excel as a spy or assassin paid to capture enemies of your organization.

DIVINE PURPOSE

UCA

BACKGROUND

| RANGER | ROLE |
|---|------|
| Boosts <i>Wisdom</i> or <i>Charisma</i> and 1 free. Lore any one Deity. Grants trained in <i>Religion</i> and gain the <i>Quick Identification</i> skill feat. Access <i>Faith's Hunter</i> ^{F13} . Story <i>Apotheosis</i> ^{E1} . | |

Not all those who hear the voices of the gods can distil that echo into magical power like clerics or oracles. These whispers of belief encouraged you to track and hunt those creatures who pose the greatest threat to your faith. Perhaps you're a good ranger who hunts the undead or devotes effort to slaying fiends, or you could choose to target good fey and celestials, emboldened by divine invective.

NIGHTMARE SLAYER

UCA

BACKGROUND

| ORIGIN | RANGER |
|--|--------|
| Boosts <i>Dexterity</i> or <i>Intelligence</i> and 1 free. Lore any one Monster. Grants trained in <i>Occultism</i> and gain the <i>Oddity Identification</i> skill feat. Access <i>Fearless Defiance</i> ^{F12} , <i>Horror Slayer</i> ^{F12} . Story <i>Horror Survivor</i> ^{E1} . | |

From an early age, you stood up against some of the most terrifying creatures imaginable, facing off against creatures most mortals only dream of in their wildest nightmares. Possibly hailing from lands besieged by dragons or plagued by the living dead, you are not only resistant to the fear such creatures normally engender, but you live to show your enemies the face of the unafraid.

OPPORTUNIST

UCA

BACKGROUND

| MODEST | RANGER |
|---|--------|
| Boosts <i>Dexterity</i> or <i>Wisdom</i> and 1 free. Lore Animal. Grants trained in <i>Crafting</i> and gain the <i>Specialist Crafting (taxidermy)</i> skill feat. Access <i>Harvester</i> ^{F121c} . Story <i>Reputable Business</i> ^{E12} . | |

You are an expert in creatures both common and exotic, particularly in terms of what valuable items you can harvest from their remains. The natural world exists for the benefit of those who know what to take, and you have learned how to scavenge pelts, toxins, and even rare spell components from your defeated foes.

SURVIVALIST

UCA

BACKGROUND

| POOR | RANGER |
|---|--------|
| Boosts <i>Intelligence</i> or <i>Wisdom</i> and 1 free. Lore any one Habitat. Grants trained in <i>Survival</i> and gain the <i>Terrain Stalker</i> skill feat. Access <i>Hunter's Knack</i> ^{F13} , <i>Wild Orphan</i> ^{F121su} . Story <i>Feral Survival</i> ^{E1} . | |

You lived a life at the edge of society that required a constant scrabble for basic existence. You are adept at lying in wait and springing into action.

B41a

ROGUE

d100

| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|---------------|-----------|------------|--------------|---------------|---------------------|---|---------------------------------------|--------|
| THE TRAINED | | STR or DEX | (Martial) | Athletics | Titan Wrestler | Mentored ^{F1211} | First Kill ^{E12} | 01-100 |
| Role | | | | | | | | |
| GANG WAR | | DEX or INT | (Faction) | Crafting | Quick Repair | Dirty Fighter ^{F12} | Faction War Survivor ^{E1} | 01-20 |
| GREED | Obsession | DEX or CHA | (Substance) | Intimidation | Intimidating Glare | Ambitious ^{F121de} | Heist ^{E1} | 21-40 |
| SPY | | INT or CHA | Underworld | Deception | Charming Liar | Fast Talker ^{F121de} | Undercover ^{E1} | 41-60 |
| THE KILL | Obsession | STR or WIS | (Biological) | Medicine | Assurance | Killer ^{F12} | Slaughter ^{E1} | 61-80 |
| THRILL SEEKER | Obsession | DEX or CON | (Contest) | Acrobatics | Cat Fall | Acrobat ^{F121ac} | Magical Accident ^{E12} | 81-100 |
| Profession | | | | | | | | |
| POVERTY | Destitute | DEX or WIS | (Service) | Society | Streetwise | Poverty-Stricken ^{F121so} | Evidence of Birth-right ^{E1} | 01-25 |
| OUTLAWED | Destitute | STR or WIS | (Community) | Survival | Experienced Tracker | | Criminal ^{E11} | 26-50 |
| HENCHMAN | Poor | DEX or CON | Underworld | Thievery | Subtle Theft | Oathbound ^{F12} , Child of the Street ^{F121ac} | Long-Term Hostage ^{E12} | 51-75 |
| SCOUT | Modest | DEX or CHA | (Habitat) | Stealth | Terrain Stalker | Canter ^{F121de} | Famous Expedition ^{E1} | 76-100 |

GANG WAR ^{UCA}

BACKGROUND

| ROGUE | ROLE |
|---|------|
| Boosts <i>Dexterity</i> or <i>Intelligence</i> and 1 free. Lore any one Faction. Grants trained in <i>Crafting</i> and gain the <i>Quick Repair</i> skill feat. Access <i>Dirty Fighter</i> ^{F12} . Story <i>Faction War Survivor</i> ^{E1} . | |

Growing up in the backstreets of an urban jungle, you were forced to choose between surviving as a predator or suffering as prey. You affiliated with a guild, gang, or group of thieves and thugs, carrying out illicit missions to further their interests and sabotage those of rival gangs.

GREED ^{UCA}

BACKGROUND

| OBSSESSION | ROGUE |
|--|-------|
| Boosts <i>Dexterity</i> or <i>Charisma</i> and 1 free. Lore any one Substance. Grants trained in <i>Intimidation</i> and gain the <i>Intimidating Glare</i> skill feat. Access <i>Ambitious</i> ^{F121di} . Goal <i>Heist</i> ^{E1} . | |

No matter how much or little you had growing up, it was never enough. You discovered a talent for lifting items and coin purses from others' belts. The world always provided for you, and when you saw something you wanted, you learned to take it.

POVERTY ^{UCA}

BACKGROUND

| DESTITUTE | ROGUE |
|---|-------|
| Boosts <i>Dexterity</i> or <i>Wisdom</i> and 1 free. Lore any one Service. Grants trained in <i>Society</i> and gain the <i>Streetwise</i> skill feat. Access <i>Poverty-Stricken</i> ^{F121so} . Story <i>Evidence of Birth-right</i> ^{E1} . | |

You rarely have enough food to keep from starving. Poverty and hunger force you to steal to survive, or to help your loved ones survive.

SPY ^{UCA}

BACKGROUND

| ROGUE | ROLE |
|--|------|
| Boosts <i>Intelligence</i> or <i>Charisma</i> and 1 free. Lore Underworld. Grants trained in <i>Deception</i> and gain the <i>Charming Liar</i> skill feat. Access <i>Fast Talker</i> ^{F121de} . Story <i>Undercover</i> ^{E1} . | |

You've always had an innocent expression and a silver tongue, so naturally you were recruited as a spy during your childhood. You could have come from any social class; you might have gathered information as an urchin on the streets or acted as servant to one lord while you reported to another.

THE KILL ^{UCA}

BACKGROUND

| OBSSESSION | ROGUE |
|--|-------|
| Boosts <i>Strength</i> or <i>Wisdom</i> and 1 free. Lore any one Biological. Grants trained in <i>Medicine</i> and gain the <i>Assurance</i> skill feat. Access <i>Killer</i> ^{F12} . Story <i>Slaughter</i> ^{E1} . | |

You killed someone when you were relatively young. You might have done it in self-defence, in anger, or as part of an initiation ritual. And it was easier than you suspected. Afterward, some individuals or groups started paying you to kill for them, and you made a lucrative career of assassination.

THE TRAINED ^{UCA}

BACKGROUND

| ORIGIN | ROGUE |
|---|-------|
| Boosts <i>Strength</i> or <i>Dexterity</i> and 1 free. Lore any one Martial. Grants trained in <i>Athletics</i> and gain the <i>Titan Wrestler</i> skill feat. Access <i>Mentored</i> ^{F1211} . Story <i>First Kill</i> ^{E1} . | |

Your early talent for feats of agility and acrobatics garnered you an experienced mentor. Impressed by your natural ability, this mentor taught you how to fight, dodge, and throw. He may have been a master thief, circus performer, fencing master, or swashbuckling pirate.

OUTLAWED ^{UCA}

BACKGROUND

| DESTITUTE | ROGUE |
|--|-------|
| Boosts <i>Dexterity</i> or <i>Wisdom</i> and 1 free. Lore Underworld. Grants trained in <i>Survival</i> and gain the <i>Terrain Expertise</i> skill feat. Story <i>Criminal</i> ^{E11} . | |

For reasons just or unjust, you became a fugitive at an early age. You have lived outside the light of society for some time, risking capture or punishment whenever you need to break the law again.

THRILL SEEKER ^{UCA}

BACKGROUND

| OBSSESSION | ROGUE |
|---|-------|
| Boosts <i>Dexterity</i> or <i>Constitution</i> and 1 free. Lore any one Contest. Grants trained in <i>Acrobatics</i> and gain the <i>Cat Fall</i> skill feat. Access <i>Acrobat</i> ^{F121} , <i>Climber</i> ^{F121} . Story <i>Magical Accident</i> ^{E1} . | |

As an adolescent, you and your friends took turns daring one another to take risks, each new challenge inspiring greater excitement. Since then, you've become an adrenaline junkie, performing dangerous tasks in order to chase that high.

HENCHMAN ^{UCA}

BACKGROUND

| POOR | ROGUE |
|---|-------|
| Boosts <i>Dexterity</i> or <i>Constitution</i> and 1 free. Lore Underworld. Grants trained in <i>Thievery</i> and gain the <i>Subtle Theft</i> skill feat. Access <i>Oathbound</i> ^{F12} , <i>Child of the Streets</i> ^{F1211} . Story <i>Long-Term Hostage</i> ^{E1} . | |

You've always worked for someone else. You do what you are told and in return you are appreciated by the boss, rewarded, and paid.

SCOUT ^{UCA}

BACKGROUND

| MODEST | ROGUE |
|--|-------|
| Boosts <i>Dexterity</i> or <i>Charisma</i> and 1 free. Lore any one Habitat. Grants trained in <i>Stealth</i> and gain the <i>Terrain Stalker</i> skill feat. Access <i>Canter</i> ^{F121de} . Story <i>Famous Expedition</i> ^{E1} . | |

Your natural ability turned into employment in an elite squad of stealthy infiltrators. You penetrate enemy lines, gather information, deliver coded messages, and sabotage enemy supplies. You likely work for a private individual or military order.

| Role | | | | | | | | |
|-------------------|-----------|------------|-----------------|-----------|----------------------|---------------------------------------|------------------------------------|--------|
| AWAKENED MOMENT | | INT or CHA | (Monster) | Diplomacy | Group Impression | Ascendant Recollection ^{F13} | Apotheosis ^{E1} | 01-20 |
| DIFFERENT DREAMS | Obsession | WIS or CHA | (Philosophical) | Occultism | Recognise Spell | Strength Foretold ^{F13} | Righteous Vision ^{E1} | 21-40 |
| ONE OF A KIND | Obsession | INT or CHA | (History) | Lore | Skill Training | Knowledgeable Caster ^{F13} | Public Family Secret ^{E1} | 41-60 |
| SHAMEFUL HERITAGE | | DEX or CHA | Underworld | Stealth | Assurance | Unseen but Not Undone ^{F13} | Humiliated ^{E1} | 61-80 |
| TOO LUCKY | | WIS or CHA | (Fortune) | Religion | Quick Identification | Fate's Favoured ^{F13} | Ordained Target ^{E1} | 81-100 |

BACKGROUND

Boosts *Intelligence* or *Charisma* and 1 free. **Lore** and one Monster.
Grants trained in *Diplomacy* and gain the *Group Impression* skill feat.
Access *Ascendant Recollection*^{F13}. **Story** *Apotheosis*^{E1}.

DIFFERENT DREAMS ^{UCA} BACKGROUND

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Philosophical.
Grants trained in *Occultism* and gain the *Recognise Spell* skill feat.
Access *Strength Foretold*^{F13}. **Story** *Righteous Vision*^{E1}.

FAILED WIZARD UCA BACKGROUND

Boosts *Intelligence* or *Charisma* and 1 free. **Lore** any one Academia.
Grants trained in *Arcana* and gain the *Dubious Knowledge* skill feat.
Access *Magical Linage*^{F12}, *Reluctant Apprentice*^{F121*}.
Story *Planar Encounter*^{E1}.

Although your arcane aptitude was evident at an early age, you were pushed toward wizardry as the conduit for your magic. While you never mastered magic in this fashion, your time spent studying arcane tomes gave you obscure but often pertinent knowledge.

BACKGROUND

Boosts *Intelligence* or *Charisma* and 1 free. **Lore** any one History. **Grants** trained in a *Lore* of your choice and gain the *Skill Training* skill feat.

Access Knowledgeable Caster^{F13}. Story Ordained Target^{E1}.

You know that sorcerous power comes from the blood, but as far as you know, none of your ancestors possessed your gift. You keep searching for the reason for your magical powers, which has led you to greater proficiency with divinations and a keen interest in the workings of your bloodline.

BACKGROUND

Boosts *Charisma* or *Wisdom* and 1 free. **Lore** any one Community.
Grants trained in *Society* and gain the *Streetwise* skill feat.
Access *Outcast's Intuition*^{F121*}. **Story** *Self-Exile*^{E1}.

Driven away by your family and people, your arcane gifts have always inspired both fear and revulsion. You've become adept at spotting hostility in others who would despise you for your power.

BACKGROUND

Boosts *Strength* or *Charisma* and 1 free. **Lore** any one Cultural.
Grants trained in *Intimidate* and gain the *Intimidating Glare* skill feat.
Access *Imposing Scion*^{F12H}. **Story Inheritance**^{E12}.

You hail from a long line of prominent sorcerers with even more prominent ancestral features. Your acceptance of your bloodline brings with it a pride and imposing mien that becomes amplified among others.

BACKGROUND

Boosts *Dexterity* or *Charisma* and 1 free. **Lore** Underworld.
Grants trained in *Stealth* and gain the *Assurance (Stealth)* skill feat.
Access *Unseen but Not Undone*^{F13}. **Story** *Humiliated*^{E1}.

The obvious hints of your heritage were a source of shame to your family. No matter the manifestation of your differences, being a pariah taught you to practice your arts in secret.

BACKGROUND

Boosts *Wisdom* or *Charisma* and 1 free. **Lore** any one Fortune.
Grants trained in *Religion* and gain the *Quick Identification* skill feat.
Access *Fate's Favoured* ^{F13}:

You've always had a knack for getting out of trouble. This sense of preternatural good fortune led to your inquiries into magic and the discovery of your own sorcerous powers.

BACKGROUND

Boosts *Constitution* or *Charisma* and 1 free. **Lore** any one Exploration. **Grants** trained in *Survival* and gain the *Assurance (Survival)* skill feat. **Access** *Unscathed*^{E13}. **Story** *Magical Accident*^{E12}.

At some point in your early life, you were exposed to something dangerous like a fall into stormy waters or a spell cast your way. But instead of dying, you survived entirely unscathed. This experience either first hinted at or confirmed that you were different, marking the first step on your path to sorcery.

BACKGROUND

Boosts *Constitution* or *Charisma* and 1 free. **Lore** any one Planar.
Grants trained in *Nature* and gain the *Trick Magic Item* skill feat.
Access *Volatile Conduit*^{F13}. **Story** *Magical Gift*^{E12}.

The magic in your blood was always as uncontrollable as it has powerful. You were forced to learn control at an early age, either out of fear that your powers might hurt someone or out of remorse once they had. This relentless vigilance and self-control gave you tremendous focus and arm you with strategic methods to redirect those wild energies coursing through you.

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WIZARD

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| Origin | Traits | Boost | Lore | Trained Skill | Grants | Access | Story | |
|-----------------------|-----------|------------|-----------------|---------------|----------------------|--|---|--------|
| DAUGHTER OF THE NIGHT | | INT or WIS | (Literacy) | Occultism | Quick Identification | <i>Tireless Logic</i> ^{F121} | <i>Mathematical Prodigy</i> ^{E11} | 01-100 |
| Role | | | | | | | | |
| BRAINS OVER BRAWN | | DEX or INT | (Academia) | Lore | Skill Training | <i>Tenacious Shifting</i> ^{F13} | <i>Invent Spell</i> ^{E1} | 01-12 |
| FITTING IN | | INT or CHA | (Community) | Deception | Charming Liar | <i>Shrouded Casting</i> ^{F13} | <i>Corrupt</i> ^{E12} | 13-25 |
| GIFTED PRIDE | | INT or CHA | (Political) | Intimidation | Intimidating Glare | <i>Bruising Intellect</i> ^{F121i} | <i>Humiliation</i> ^{E1} | 26-37 |
| HUNGER FOR KNOWLEDGE | Obsession | STR or INT | (Habitat) | Survival | Survey Wildlife | <i>Eldritch Delver</i> ^{F13} | <i>Scholar of the Great Beyond</i> ^{E1} | 38-50 |
| MORTALITY'S MIRROR | Obsession | CON or INT | (Philosophical) | Religion | Dubious Knowledge | <i>Greater Purpose</i> ^{F13} | <i>Death in the Family</i> ^{E1} , <i>Horror Survivor</i> ^{E1} | 51-63 |
| RIGHTING A WRONG | Obsession | INT or WIS | (Martial) | Nature | Recognise Spell | <i>Desperate Resolve</i> ^{F12} | <i>Preventable Death</i> ^{E1} , <i>Major Disaster</i> ^{E12} | 64-75 |
| THE WAY THINGS WORK | Obsession | DEX or INT | (Substance) | Crafting | Magical Crafting | <i>Eldritch Crafter</i> ^{F121c} | <i>Eldritch Researcher</i> ^{E1} | 76-87 |
| UNPAID DEBT | Obsession | INT or WIS | (Criminal) | Society | Courtly Graces | <i>Principled</i> ^{F13} | <i>Enemy Cult</i> ^{E1} | 88-100 |
| Profession | | | | | | | | |
| STORIED LINEAGE | Affluent | CON or INT | (Cultural) | Arcana | Assurance | <i>Resilient Caster</i> ^{F13} | <i>Public Family Secret</i> ^{E1} | 01-100 |

BRAINS OVER BRAWN

UCA

BACKGROUND

ROLE

WIZARD

Boosts *Dexterity* or *Intelligence* and 1 free. **Lore** any one Academia.

Grants trained in *Lore* and gain the *Skill Training* skill feat.

Access *Tenacious Shifting*^{F13}. **Story** *Invent Spell*^{E1}.

You were bullied or excluded throughout your life because you lacked physical power and fighting prowess. To compensate, you turned to transmutation magic. Your practice and perseverance grants you skill with spells of that school.

DAUGHTER OF THE NIGHT

UCA

BACKGROUND

ORIGIN

WIZARD

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Literacy.

Grants trained in *Occultism* and gain the *Quick Identification* skill feat.

Access *Tireless Logic*^{F121}. **Story** *Mathematical Prodigy*^{E12}.

At a young age, those around you realized that your intellect was more than mere precociousness. As your sense of curiosity became dangerous, those responsible for you pushed you into studying magic in the hopes that you would find infinite puzzles to solve.

FITTING IN

UCA

BACKGROUND

ROLE

WIZARD

Boosts *Intelligence* or *Charisma* and 1 free. **Lore** any one Community.

Grants trained in *Deception* and gain the *Charming Liar* skill feat.

Access *Shrouded Casting*^{F13}. **Story** *Corrupt*^{E1}.

You hail from a long line of sorcerers or from a community known for its natural affinity for magic. Your manifestation of wizardly talent, as opposed to blood-based sorcery, caused you to hide those talents at a young age, and then to disguise them as sorcery to the best of your ability later. You still retain some tricks from this early misdirection.

GIFTED PRIDE

UCA

BACKGROUND

ROLE

WIZARD

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Political.

Grants trained in *Intimidation* and gain the *Intimidating Glare* skill feat.

Access *Bruising Intellect*^{F121i}. **Story** *Humiliation*^{E1}.

Your affinity for magic has made you crass and arrogant, though some find your blunt disposition charming. The air of superiority surrounding you is palpable and allows you to use your intellect to cow others at times when lesser individuals might barely get a word in.

HUNGER FOR KNOWLEDGE

UCA

BACKGROUND

OBSESSION

WIZARD

Boosts *Strength* or *Intelligence* and 1 free. **Lore** any one Habitat.

Grants trained in *Survival* and gain the *Survey Wildlife* skill feat.

Access *Eldritch Delver*^{F13}. **Story** *Scholar of the Great Beyond*^{E1}.

For most wizards, magic is an end to which all studies strive, but not for you. For you, magic is a means to an end—and that end is knowledge. Your desire to know all of the secrets of the world requires the ability to cross continents in a blink, ride the winds, breathe water like a fish, and survive any kind of trap. Your unquenching quest for knowledge has made you ever ready for danger.

MORTALITY'S MIRROR

UCA

BACKGROUND

OBSESSION

WIZARD

Boosts *Constitution* or *Intelligence* and 1 free. **Lore** any one Philosophical.

Grants trained in *Religion* and gain the *Dubious Knowledge* skill feat.

Access *Greater Purpose*^{F13}.

Story *Death in the Family*^{E1}, *Horror Survivor*^{E1}.

Your childhood innocence ended the moment you realized that someday you would die. This revelation may have come to you at the deathbed of a beloved relative, during a bloody siege against your homeland, or via some other eye-opening event. You have spent the rest of your life trying to master magic in order to change this most universal fate from stealing your last breaths away. You now have a keen eye for the magic of death and for discerning answers to ancient riddles.

RIGHTING A WRONG

UCA

BACKGROUND

OBSESSION

WIZARD

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Martial.

Grants trained in *Nature* and gain the *Recognise Spell* skill feat.

Access *Desperate Resolve*^{F12}.

Story *Preventable Death*^{E1}, *Major Disaster*^{E1}.

In your youth, you witnessed an event that changed the fate of many or of a tragic few, such as a natural disaster (like a flood, hurricane, or fire) or simply a friend's unfortunate accident during a childish game. You were burdened by the knowledge that magic could have changed the course of lives. You've dedicated yourself to magic in an effort to make sure that you are never subject to the capricious whims of fate again.

STORIED LINEAGE

UCA

BACKGROUND

AFFLUENT

WIZARD

Boosts *Constitution* or *Intelligence* and 1 free. **Lore** any one Cultural.

Grants trained in *Arcana* and gain the *Assurance* skill feat.

Access *Resilient Caster*^{F13}. **Story** *Public Family Secret*^{E1}.

Your family name is synonymous with wizardry of the highest caliber. Magic was your destined path before you were even born, and both your family and those who know of your lineage have supported this notion your entire life, granting you an unwavering confidence in your talents. While the pursuit of arcane mastery is never easy, you are driven to live up to the expectations set forth for you.

THE WAY THINGS WORK

UCA

BACKGROUND

OBSESSION

WIZARD

Boosts *Dexterity* or *Intelligence* and 1 free. **Lore** any one Substance.

Grants trained in *Crafting* and gain the *Magical Crafting* skill feat.

Access *Eldritch Crafter*^{F121c}. **Story** *Eldritch Researcher*^{E1}.

Magic came alive the first time you held a magic item. The notion of extraordinary magic resting within something as seemingly ordinary as a ring or amulet changed the way you viewed the world, and ever since you've possessed a sense of curiosity and awe for all magic items.

UNPAID DEBT

UCA

BACKGROUND

OBSESSION

WIZARD

Boosts *Intelligence* or *Wisdom* and 1 free. **Lore** any one Criminal.

Grants trained in *Society* and gain the *Courtly Graces* skill feat.

Access *Principled*^{F13}. **Story** *Enemy Cult*^{E1}.

Someone saved your life at great cost, giving their life so that you might live. Striving to repay this debt has led you to study magic, the only thing capable of making enough of a difference in the world to make you feel that you have earned the gift given to you. This sense of purpose has engendered an unshakable resolve in you.