

Dark Sun to Pathfinder 2°

Background List 0.2

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Backgrounds

Academy Dropout

You were once a student in one of the numerous Athasian schools of the Way, but have since dropped out. Maybe there was a momentous incident, maybe you had to return to other responsibilities, or perhaps it was just too much for you. Whatever the case, your exit from the academy has shaped your life as much as your entrance and led you to where you are today.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in Psionics and Psionic Schools Lore. You gain the Dubious Knowledge skill feat.

Acolyte

You have served as an acolyte to one or more elemental or paraelemental clerics. Maybe you were part of an order or other kind of organization, like a monastery, or maybe you served under a single preacher. You might have stayed with them in a single place, like a sanctuary, or followed them in incessant wandering. Whether you're still with them or not, their tutelage has made you what you are now.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Religion skill and the Elemental Lore skill. You gain the Student of the Canon skill feat.

Acrobat

You have survived by performing as an acrobat in one or more Athasian cities' streets, either as part of a troop, or by yourself. You might have constantly travelled from one city to another, or always have stayed in the same place. Street entertainment isn't a very lucrative trade in itself, but it allows you to find different sidelines, if it isn't only a cover for some other, more secretive activity.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Acrobatics skill and a Lore skill related to one of the cities you practiced in. You gain the Steady Balance skill feat.

Amnesiac (rare)

Your background is... well... honestly, you can't remember! You might have inklings deep within your mind, undercurrents of unusual emotions or unexpected responses to certain people or situations, but ultimately you don't know who you once were. Maybe you barely survived an encounter with some desert dwelling monster that left your mind maimed, or you had a psychic surgery performed on you to erase your memory. Whatever you are doing right now isn't related to what you once were, or maybe it is, but you wouldn't know.

It's up to you and the GM how to handle the truth of your character's backstory. You could leave it to the GM so it's a secret, work together with the GM, or even choose to leave it undecided until later. In any case, you and your GM should determine a few noteworthy details about your character or their belongings to get the first clues to your past.

You gain three free ability boosts. You choose two, and the GM chooses the third based on their first inklings of your character's possible history.

Animal Whisperer

You have always felt a connection to animals, and it was only a small leap to learn to train them. Whatever you, you do it while befriending the animals you meet along the way.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Nature skill and a Lore skill related to one terrain inhabited by animals you like (such as Rocky Badlands Lore or Stony Barren Lore). You gain the Train Animal skill feat.

Anti-magical (uncommon)

Maybe you represent a recent adaptation of Athasian life to the arcane devastation of the planet's ecosystems, or maybe you were exposed to arcane magic to an early age and developed a resistance to its effects. Whatever the reason, arcane magic doesn't affect you as much as usual people.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in a Lore skill of your choice, though it can't be about a magical subject (as determined by the GM if it's unclear, but psionics aren't considered magic in this case). Whenever you would be affected by arcane magic, even your own or that of an ally, the originator of the effect must attempt a DC 5 flat check. On a failure, the magic doesn't affect you (though it still has its normal effects on anyone else). This includes any defiling effect that could occur as a consequence of this arcane magic effect. On a success, the magic affects you and there is no need to attempt further flat checks for the same magical effect, even if it affects you again later.

Archeologist (uncommon)

When it comes to exploring the ruins of Athas' ancient past, you're the specialist. You might have developed those skills in service to a larger organization, like a sorcerer-monarch's inner temple or the Veiled Alliance, or simply to insure you or your community's survival, if not prosperity. Though you can easily locate the site of any kind of ruin and are very knowledgeable about the dangers that might lurk inside, you might never fully understand what societies left them there, a knowledge that would undoubtedly put you in danger anyway...

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Survival skill and the Architecture Lore skill. You gain the Additional Lore skill feat related to a type of terrain in which you have actively searched for ruins

(such as Sandy Wastes Lore or Sea of Silt Lore) or to a type of monster you can encounter in such places (such as Silt Monsters Lore or Undead Lore).

Arena Doctor

Either as a free worker or as a specialized slave, you served as an arena doctor, healing and patching wounded gladiators as best you could, or at least diminishing their suffering, if not ending their misery. You might have been serving the city-state and its sorcerer-monarch directly as a public arena worker, or been at the service of a particular gladiator team or owner. Whether you still hold this function or not, the skills you've learned can prove vital in the violent Athasian life.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You are trained in the Medicine skill and the Gladiatorial Lore skill. You gain the Risky Surgery skill feat.

Artisan

Either as a free worker or as a specialized slave, you practiced a particular form of building or crafting, developing specialized skill. You might have been a chitinworker, producing chitin objects such as chitin armors, a stonemason, toiling over the construction of a city-state's monuments, or even a Tyrian blacksmith, knowledgeable in the rare skill of iron working. You still hone these skills.

Choose two ability boosts. One must be to Strength or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and the Labor Lore skill. You gain the Specialty Crafting skill feat.

Artist

Either as a free worker or as a specialized slave, you have mastered an art form. You might be working independently, selling your products to rich patrons, or be serving under a particular one, such as a noble house, a merchant house, or even a sorcerer-monarch.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Crafting skill and the Art Lore skill. You gain the Specialty Crafting skill feat.

Astrologer

Rightly or not, Athasian peoples put a lot of importance in the movement of celestial objects, to the point astrology often acts as a religion per se. You studied the stars and learned to interpret their movement. You might have served as an apprentice to an established and renowned astrologer, or learned any other way.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in Arcana, Psionics, or Religion skill, and the Astrology Lore skill. You gain the Oddity Identification skill feat.

Bandit

Your past includes no small amount of rural banditry, robbing travelers on the road and scraping by. Whether your robbery was sanctioned by a local noble or you did so of your own accord, you managed until now to escape retribution, whether by some authority or self-served justice.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and a Lore skill related to the terrain you worked in (such as Salt Flat Lore or Scrub Plain Lore). You gain the Group Coercion skill feat.

Barber

Haircuts, dentistry, bloodletting, and surgery—if it takes a steady hand and a razor, you do it, either as a free worker or as a slave.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Surgery Lore skill. You gain the Risky Surgery skill feat

Barkeep

In a world as dry as Athas, thirst surely has to be quenched one way or another. Either as a free worker or as a slave, you worked in a tavern, or any other similar establishment.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Alcohol Lore skill. You gain the Hobnobber skill feat.

Barrister (uncommon)

Most Athasian city-states are corrupt, absolutist regimes, but that doesn't mean there is no law at all. And where there is law, there are barristers. Most of the time, the occupation is not a profession per se, but a sideline to a more common occupation. You know the law and juridical proceedings, either formal or informal. You might be a templar habilitated to prosecute or pass judgment, the member of a noble or merchant house promoting your house's interests in face of the Templarate, or an independent professional offering legal counseling to whomever able to pay or deserving it according to your worldview.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Legal Lore skill. You gain the Group Impression skill feat.

Blessed (rare)

You have been blessed by an elemental or paraelemental lord, a spirit of the land, or even by a sorcerer-monarch. For an unknown reason, and irrespective of your actual beliefs, something has granted you a boon to use for good or ill. Your blessing grants wisdom and insight to aid you in your struggles. You may or may not even know the identity of the being who blessed you, and the blessing might come with a cost you discover later on.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in a Lore skill associated with the entity who blessed you (such as Last Drink's Spirit Lore) if you know their identity, or else in a Lore skill of the GM's

choice if you don't. Either you can cast guidance as a divine innate spell at will, or you gain a similar blessing determined by the GM.

Bookkeeper

Either as a free worker or as a specialized slave, you ran the numbers on a large farming estate, for a merchant house's endeavors, or for your own small establishment. You kept track of expenses, payroll, profits, and anything else that had to do with money, for better or worse. If better, you might still be running numbers for a prosperous enterprise. If worse, you may be fleeing from impending consequences, in the hope that no one finds you.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Accounting Lore skill. You gain the Eye for Numbers skill feat.

Bounty Hunter

Whoever you were working for, be it the Templarate, the Veiled Alliance, some crime lord, a slave tribe village, or as an independent, you have earned your living by fetching wanted people. You may have abandoned this trade since, or maybe you are still practicing it, but one way or another, you know how to track someone, or something.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Legal Lore skill. You gain the Experienced Tracker skill feat.

Bureaucrat

Either as a free worker or as a specialized slave, you spent years working as a clerk to a Templar in a city-state's government. Your service taught you a thing or two about rousing speeches and manipulating the bureaucracy.

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You're trained in the Diplomacy skill and the Templarate Lore skill. You gain the Group Impression skill feat.

Caravan Master

Caravan leading is a huge responsibility. Logistic, itinerary, supplies, personnel management, and so on, you do it all. This gives you an important status within the merchant world, sure, but on the road, you're the only master on board (as long as you promote the caravan's owner interests, of course).

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Mercantile Lore skill. You gain the Group Impression skill feat.

Caravan Merchant

You've taken part to caravans to trade your goods, either as an independent merchant or as a merchant house operative.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Mercantile Lore skill. You gain the Multilingual skill feat.

Charlatan

You travelled from place to place, never staying long at the same point. In one village you pretended to be a druid able to raise draught withered crops, on a Sea of Silt island to be a Silt paraelemental cleric who could, for a price, reverse the curse dooming the isle and its inhabitant to sink to their death, and in a city-state to be a gladiatorial manager from a distant merchant house. Maybe you are fleeing your last victims, or maybe are on the road in search of your next con.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Underworld Lore skill. You gain the Charming Liar skill feat.

Chosen One (rare)

Your birth has fulfilled a prediction, or so it is believed, and people close to you are counting on you to do great things. There's intense pressure on you to be up to the task, and the fickle nature of prophecy complicates your path.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

Decide with your GM the basics of the prophecy in which you're meant to play a major part. You're trained in one skill related to the prophecy, and the Astrology Lore skill. You gain the Prophecy's Pawn free action.

Prophecy's Pawn – free action (abjuration, divine, fortune) **Trigger** You fail a saving throw, attack roll, or skill check; **Effect** You twist the prophecy in your favor, which will have consequences later. Reroll the failed check. You must use the result of the second roll.

For 24 hours afterward, the GM can force you to reroll a successful saving throw, attack roll, or skill check as fate balances the scale. This is a misfortune effect. You can't use prophecy's pawn again until the GM uses this option or 24 hours pass, whichever comes first.

Circuit Judge (uncommon)

You're a circuit judge, a templar who is habilitated to pass judgment who serves a group of client villages around your city-state. You show up every couple of months, hear the cases that have piled up since your last visit, give verdicts, and then it's on to the next town in your itinerary.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in Deception and Legal Lore. You gain the Lie to Me skill feat.

Code Breaker (uncommon)

Whether you're serving a Templarate, the Veiled Alliance, or any other secretive organization of the sort, you have a head for patterns and linguistics, using this ability to break code.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Cryptography Lore skill. You gain the Glean Contents skill feat.

Cook

Either as a free worker or as a slave, you grew up in the kitchens of a tavern and became an exceptional cook, or were in the service of a merchant or noble house, or even of a templar. Baking, cooking, a little brewing on the side—you've spent lots of time out of sight.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Survival skill and the Cooking Lore skill. You gain the Seasoned skill feat.

Courier

Either for a noble or merchant house, a templar or anybody with a minimal station, you have been running messages, as a free worker or as a slave, darting through crowded cobblestone streets.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Lore skill for the city in which you were raised. You gain the Glean Contents skill feat

Criminal

As an unscrupulous independent or as a member of an underworld organization, you lived a life of crime. You may now be seeking redemption, trying to escape the law, or simply trying to get bigger and better loot.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

Cursed (rare)

You are the victim of a personal or hereditary curse. Through great effort and astrological study, you have learned to fend off the curse's worst effects and, by extension, you can protect yourself against other harmful magic. However, the curse still hangs over you and sometimes manifests in dangerous ways.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You are trained in Astrology Lore and Curse Lore. You gain the Warding Sign reaction. You and the GM should determine the full effects of the curse, though you've staved most of them off for now. The GM determines the curse's lingering manifestations on you, which usually include at least a constant or very frequent thematic effect and occasional more dangerous effects.

Warding Sign – reaction (concentrate) **Frequency** once per minute; **Trigger** You attempt a saving throw against a magical effect, but you haven't rolled yet; **Effect** You call on the power of a personal, eldritch sign of protection, which flares brightly before slowly fading. You gain a +2 circumstance bonus to the triggering saving throw, or a +3 circumstance bonus if the effect is a curse.

Deckhand

Either as a free worker or as a slave, you were a deckhand on a ship sailing the Sea of Silt, or even possibly the Last Sea. Whether you're still navigating or not, you still retain an excellent sense of balance and quick reflexes.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Acrobatics skill, and the Sailing Lore skill. You gain the Cat Fall skill feat.

Deputy

You were once deputized as the lawful protector of a community, either by being in service to a templar, by being elected to this function in a slave tribe village, by hereditary right, or any other mean. That responsibility shaped you. Whenever a community is in trouble, and the lawful authorities are nowhere to be found (or are not to be called

upon...), residents call on you to capture a criminal, rescue people, or go toe to toe with outlaws.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Hunting Lore skill. You gain the Experienced Tracker skill feat.

Desert Herder

You grew up far from civilization as the member of a small community of herder. You might have herded creatures such as Aprigs, Carrus, or Kanks, but in any case, you quickly came to know animals and the way you can insure your survival thanks to them.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Animal Lore skill. You gain the Train Animal skill feat.

Detective

You solved crimes as a templar or took jobs for wealthy clients as a private investigator. Whether you're still operating as such or not, you may find very attractive the idea of going into a new mystery, or have to live with the unsuspected consequences of a prior case.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Underworld Lore skill. You gain the Streetwise skill feat.

Discarded Duplicate (rare)

Someone created you for a specific purpose. You are most probably an Elan created by the Order, but those are not the only duplicates in existence. Using a savant mixture of psionics or magic, you were commissioned and trained to emulate a specific person in every way, either to stand in for them in deadly circumstances, or to infiltrate their organization by taking their place. You may or may not know the reason behind your decommissioning, but whoever discarded you didn't finish you off. Now, the world is

yours to explore—but “you” may eventually have to face your duplicate, or even worse, your creator.

You and the GM can work out how to incorporate your previous life into your story. The GM can keep this knowledge hidden even from you, or you or another character know what happened. You and the GM can also leave the information unspecified and fill it in later.

You gain three free ability boosts. You choose two, and the GM chooses one based on the attributes of the character you were built to duplicate.

Driver

You practically live at the reins of a vehicle, like a chariot or a wagon, and can handle just about anything the harsh road can throw at you. With such a lifestyle, there are a lot of opportunities for travel and adventuring.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Acrobatics skill and the Piloting Lore skill. You gain the Assurance skill feat with Piloting Lore.

Dune Trader

Either as an independent worker or as a merchant house operative, you travel through the Tablelands and beyond to trade goods. You may be one among a lot of competitors when in a city-state, but to an isolated village, you often represent the difference between life and death. Your lifestyle has made you a clever merchant as much as a hardened survivor.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Society and Survival skills, and a Lore skill related to one terrain type you're used to travel through (such as Mud Flat or Stony Barrens).

Dung Handler

Fire is one of the foundations of civilization. In a world mostly devoid of wood where timber is far too precious to be burned, dried dung is the most common combustible, a commodity as abundant as it is base. As a Dung Handler, it is your function to gather

dung and make it dry to serve as combustible. You might be a free worker, especially in communities like a slave tribe village, but in tyrannical societies like a city-state ruled by a sorcerer-monarch, you're most probably a slave. Even when if you're free, you're most probably of a very low social status, except in the most democratic and egalitarian slave tribes.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Dung Lore skill. You gain the Assurance skill feat with Dung Lore.

Emissary

As a diplomat or messenger in the service of a noble or merchant house, of a city-state or even of a Veiled Alliance's chapter, you traveled to lands far and wide. Communicating with new people and forming alliances were your stock and trade, and you're still very good at it.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Society skill and a Lore skill related to one city you've visited often. You gain the Multilingual skill feat.

Energy Scarred (rare)

Exposure to a significant magical event overloaded you with magical energy. Perhaps you were exposed to the defiling effects of arcane magic and were barely saved by powerful druidic magic. Perhaps it was something even more peculiar. Whatever happened, you still bare the marks of this event.

Choose two ability boosts. One must be Constitution and one is a free ability boost.

Your innate magical trait is primal. Choose acid, cold, electricity, fire, force, negative, positive, or sonic. You are trained in a Lore skill associated with the chosen energy (such as Fire Lore) and you gain resistance to that energy type equal to half your level (minimum 1).

Entertainer

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, either as a free worker or as a specialized slave.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Entertainment Lore skill. You gain the Fascinating Performance skill feat.

Escaped Slave

You were once a slave, but not anymore. Either because you wanted to go back to the life you had before being enslaved, to flee the harsh living conditions that befall most slaves, or simply for the sake of freedom, you fled. You might be pursued in order to be punished or put back into bondage, but for now, you don't belong to anybody.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Deception and the Stealth skills. You gain the Lengthy Diversion skill feat.

Exorcist

You're a healer, but your skills attack the ill at its root: malefic spirits, haunts, possession, and more.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Herbalism Lore skill. You gain the Inoculation skill feat.

False Medium

There are people in this world who possess the ability to pierce the veil between the world of the living and the world of the dead, allowing them to communicate with spirits. You... are not one of them. But you know enough about the Gray, as well as cold reading tricks and various practices from local religions and astrology, to scam your way into people's coin purses. Unlike a through-and-through charlatan, there's some

real mystic methodology behind your flimflam, but that's likely cold comfort to the people you swindle. You might have decided to take a more righteous path, been caught and made to pledge to make it right, or still be slipping in a few "séances".

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in Religion and Gray Lore. You gain the Deceptive Worship skill feat.

Farmhand

Either as a free worker or as a slave, you tilled the land and tended crops. Maybe you still do, or perhaps something happened to throw your life in disarray or to make you regain your freedom.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Athletics skill and the Farming Lore skill. You gain the Assurance skill feat with Athletics.

Farmsteeper

You once owned or managed a farm, and maybe you still do, either as a husbandman, as a yeoman, as the head of a small noble house, or as a contractor for a large noble family.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Farming Lore skill. You gain the Forager skill feat.

Feral Child (rare)

You spent your youth in the wilderness, living close to or perhaps raised by animals. You have a close, mystical connection with these animals and gained certain abilities from them, though this limited your well-roundedness in mental pursuits.

Choose one ability boost. It must be Strength, Dexterity, or Constitution.

You are trained in Nature and Survival. You gain low-light vision (or darkvision if you already had low-light vision), imprecise scent with a range of 30 feet, and the Forager skill feat.

Field Medic

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.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Warfare Lore skill. You gain the Battle Medicine skill feat.

Forest Dweller

You were raised in the Forest Ridge, the Crescent Forest, or any other wooded area.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Nature skill as well as the Forest Lore skill. You gain the Natural Medicine skill feat.

Forest Guerilla

You most probably grew up in Gulg or one of its client villages, or in a Halfling community from the Forest Ridge. Woodcraft comes naturally to you, and you have learned how to use the forest to your tactical advantage against superior forces in skirmishes against the Nibeneese templars, slave raiders, or any other threat.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Stealth skill and the Forest Lore skill. You gain the Terrain Stalker (underbrush) skill feat.

Fortune Teller

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 astrological mysteries of the universe.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Religion skill and the Astrology Lore skill. You gain the Oddity Identification skill feat.

Gambler

The thrill of the win drew you into games of chance. This might have been a lucrative sideline that paled in comparison to some other venture, or you might have fallen on hard times due to your gambling and have to flee your way out of a spiral. Perhaps you're still indebted, or you simply cannot stop gambling.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Games Lore skill. You gain the Lie to Me skill feat.

Genie-Blessed (uncommon)

You have somehow received a genie's blessing. Maybe you drew their attention, or offered something in exchange for their favor. However it happened, you are now blessed with luck.

Choose two ability boosts. One must be to Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Genie Lore skill. You gain the Wish for Luck free action.

Wish for Luck – free action (arcane, auditory, divination, fortune) **Frequency** once per day; **Trigger** You are about to roll an attack roll, saving throw, or skill check; **Effect** You wish aloud for success. Roll the check twice and take the higher result.

Gladiator

The burning sand of the Athasian arenas is where you received your education. A fearsome combatant, you are nonetheless very skilled at entertaining a crowd with your fighting prowess.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Gladiatorial Lore skill. You gain the Impressive Performance skill feat.

Grave Robber

As few as they may be, some people on Athas are rich enough to afford sumptuous ceremonial burial. Most aren't. To whichever group you belong to, you know the first one can bring you the ceramics you need to survive or whatever other goal you may fancy.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

Guard

You served in the guard, out of patriotism or the need for coin, in a small village or in a large city-state. Either way, you know how to get a difficult suspect to talk.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Legal Lore or Warfare Lore skill. You gain the Quick Coercion skill feat.

Haunted (rare)

You are followed by a spirit or entity, either from childhood or since a traumatic or momentous event. You may have seen this entity. Others may have seen it as well. You have studied for a long time, trying to understand your situation, but this presence in your life remains a mystery. Whatever this entity is or wants, it influences your life in subtle ways, not always good. Sometimes the entity helps you, but at other times, its influence is malevolent or harmful. The entity is most likely to surface in stressful situations.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You are trained in Religion and an additional skill in which the haunting entity is well-versed, determined by the GM. Any time you attempt a skill check for the entity's skill, the

GM can offer you a +1 circumstance bonus to the check, as though the entity were Aiding you. If you accept but fail the check, you are frightened 2 (frightened 4 on a critical failure). The initial frightened value can't be reduced by effects that would reduce or prevent the condition (such as a fighter's bravery).

Haunted Citizen

You grew up in a region where undead lurk everywhere. This could be a small village unlucky enough to have settled near a haunted ruin from the ancient times, Under-Tyr, or simply a city block in which lived a powerful necromantic defiler. As an ever-present concern, the undead greatly shaped your life. Living with fear became an everyday skill... as did pleading for your life.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Lore skill for your home settlement. You gain the No Cause for Alarm skill feat.

Herbalist

As a formally trained apothecary or a rural practitioner of folk medicine, you 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.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Herbalism Lore skill. You gain the Natural Medicine skill feat.

Hermit

In an isolated place—like a cave, remote oasis, or secluded mansion—you lived a life of solitude, which gave you lots of time to ponder on your inner self. You are very well adapted to this solitude and can survive by yourself in the harsh Athasian environment.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Nature or Psionics skill, plus a Lore skill related to the terrain you lived in as a hermit (such as Mountain Lore or Mud Flat Lore). You gain the Dubious Knowledge skill feat.

Hired Killer

Your life truly began after your first kill. Maybe you killed in self-defense, maybe it was a crime of passion, or maybe it was just an accident and you were a kid in the wrong place at the wrong time. In the end, the why doesn't matter. You got away with it. And then you found that maybe it didn't bother you as much as it should have. And maybe, just maybe, you had a talent you could use to forge a life for yourself. A blood-soaked talent and a blood-soaked life, sure. But it's yours.

Choose two ability boosts. One boost must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Terrain Stalker skill feat, choosing a terrain appropriate for where you make your kills.

Hounded Thief

Some time ago, you stole a unique item from a strange individual. Who knows what organization this individual might have been a part of? You might still have your loot or you might have parted with it one way or another, but either way, you can't shake the feeling that you're being followed and watched, likely by forces who want to retrieve what you took.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Thievery skill and the Underworld Lore skill. You gain the Pickpocket skill feat.

Hunter

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 resources while you adventure.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Tanning Lore skill. You gain the All the Animal skill feat.

Inlander

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

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and a Lore skill related to the terrain type associated with your home region (such as Boulder Fields Lore or Mountain Lore). You gain the Survey Wildlife skill feat.

Insurgent

You were either a Chahn terrorist from the Jagged Cliff's Rhul-Thaun society, a Veiled Alliance operative or asset, or the member of any other kind of subversive organization. Whatever the cause, you fought for what you thought was right. You may or may not still believe in that cause, or perhaps victory or exile has led you on a new journey to trumpet your glory... or to escape the consequences of your defeat.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Deception skill and the Warfare Lore skill. You gain the Lengthy Diversion skill feat.

Jagged Cliff Climber (uncommon)

Though you might be of any ancestry, you are most probably a halfling of Rhul-Thaun ethnicity. Being part of a vertically oriented society sprawling on the Jagged Cliff, you took the most common occupation there: that of climber. You might still serving this function right now, carrying goods and messages from one village to another, or serving as guide for people wanting to climb or descent along the cliff.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Jagged Cliff Lore skill. You gain the Combat Climber skill feat.

Jagged Cliff Life-Shaper (rare)

You are the backbone of Rhul-Thaun society, a life-shaper, introduced to this secret trade after having been accepted by a life-shaped “womb”. Yours is a prestigious position: not only is your craft at the center of any Rhul-Thaun commodity or trade, but you also enjoy great political power as a result.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You’re trained in the Crafting skill and the Life-Shaping Lore skill. You gain the Specialty Crafting (Life-Shaping) skill feat.

Jagged Cliff Windancer (uncommon)

You’re a fearless and colorful performer, a windancer, the very heart and spirit of Rhul-Thaun society. To you, windrinding is much more than a mean of transportation: it’s a form of art, performed for its sheer beauty. You embody both the structure of ritual and freedom from its constraints, and as such you are highly respected members of your community.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You’re trained in the Acrobatics skill and the Windance Lore skill. You gain the Acrobatic Performer skill feat.

Jagged Cliff Windrider (uncommon)

Elite among those who fare the Jagged Cliff, you’re a windrider, a Rhul-Thaun who rides a life-shaped creature flying around the Jagged Cliff, following the oath of the trade. You perform a vital task, linking your village to the other settlements and vertical forests nearby.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You’re trained in the Nature skill and the Jagged Cliff Lore skill. You gain the Express Rider skill feat.

Junk Collector

To most Athasians, life is a daily struggle just to survive, while for some happy few, it is a long stream of pleasure and excess. You belong to the first category, but live from the refuse of both. Whether by sifting through scrap heaps or digging up old battlefields, you remain on the lookout for lost or discarded objects that you might be able to turn into something useful. More often than not, you just manage to survive, but who knows what surprise could radically change your life?

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and your choice of either the Engineering Lore or Mining Lore skill. You gain the Crafter's Appraisal skill feat.

Junker

You live on the outskirts of civilization, combing through the detritus left behind for interesting trinkets to sell or use in your own crafting. Though you have a preferred terrain to search, you know that the greatest treasures occur near large city-states.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Athletics skill and the Lore skill of the terrain in which you scavenge. You gain the Hefty Hauler skill feat.

Laborer

Either as a free worker or as a slave, you've spent years performing arduous physical labor. It was a difficult life, but you somehow survived it, keeping the robustness this occupation gave you.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Labor Lore skill. You gain the Hefty Hauler skill feat.

Last Sea Sailor (uncommon)

You come from the Last Sea region, where you began sailing the waters at a young age.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Ocean Lore skill. You gain the Underwater Marauder skill feat.

Magical Experiment (rare)

At some point in your life, powerful people performed magical experiments on you that changed you permanently. You still bear the marks, as well as the abilities.

You gain one ability boost. It must be to Constitution.

You're trained in Arcana and the Underworld Lore skill.

You gain one special ability as a result of the magical experimentation. Work with the GM to select an appropriate ability from the following list or to come up with another special ability.

- **Enhanced Senses** You gain low-light vision (or darkvision if you already had low-light vision) and an imprecise sense with a range of 30 feet, such as scent, thoughtsense, tremorsense, or wavesense.
- **Resistant Skin** The experiments rendered your skin tougher and resilient to a particular type of damage. You gain resistance equal to half your level (minimum resistance 1) against two of the following types of energy damage, one chosen by you and the other chosen by the GM: acid, cold, electricity, fire, or sonic.
- **Touch Telepathy** The experiments to your body allowed you to link minds via touch. You gain telepathy with creatures as long as you are in physical contact. This allows you to communicate mentally with any creatures you're in physical contact with, as long as you both share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

Magical Merchant (Uncommon)

Selling magic items isn't like being an ordinary merchant. The wares you buy and sell are expensive and most of the time illegal, making each sale as rare and lucrative as it is dangerous. Be it magical items or spell components, you know how to find them all, for those who can pay for them, or can even find you.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in Crafting and the Mercantile or Underworld Lore skill. You gain the Crafter's Appraisal skill feat.

Magical Misfit (rare)

You don't understand folks who claim that magical talent is some sort of burden or great responsibility; you've always used your magic to cause trouble and to escape the consequences. Preserver or defiler, you shun dedicated wizards who serve in the Veiled Alliance or a sorcerer-monarch, or even those self-serving who long to attain a definite goal. Your only aim is to wreck havoc and have fun while doing it, and the more dangerous the prank, the funnier it is.

Choose two ability boosts. One must be to Intelligence or Dexterity, and one is a free ability boost.

You're trained in Arcana and Underworld Lore. You gain the Trick Magic Item skill feat.

Market Runner

"Standard" markets, slave markets, elven markets, you know them all, running errands to buy and sell whatever good is asked of you. You may be serving a merchant house or any other affluent organization or person as a slave or as a free worker, or even be an independent trader. Whatever your status, you can make a living just by hanging around on a market place, waiting for good deals to present themselves.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Mercantile Lore skill. You gain the Bargain Hunter skill feat.

Martial Disciple

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.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in your choice of the Acrobatics or Athletics skill. You gain a skill feat: Cat Fall if you chose Acrobatics or Quick Jump if you chose Athletics. You're also trained in the Warfare Lore skill.

Menagerie Dung Sweeper

Whether you washed warrior beasts below some arena floor or tended to the mounts of elite military forces, you are experienced with all manner of weird animal life.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and the Animal Lore skill. You gain the Train Animal skill feat.

Merchant

You're a merchant house operative or an independent merchant, but in either case, you buy and sell goods in the street, a shop or an emporium.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Mercantile Lore skill. You gain the Hobnobber skill feat.

Merchant House Underling

Your experience as a ledger-keeper for one of the great merchant houses of the Tablelands has made you a canny investor and shrewd entrepreneur.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Mercantile Lore skill. You gain the Experienced Professional skill feat.

Miner

Either as a free worker or as a slave, you worked wrenching precious minerals from the lightless depths of the earth: obsidian, copper or even maybe even iron. In any case, you're not the one who pocketed the wealth you extirpated from the ground.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Mining Lore skill. You gain the Terrain Expertise skill feat with underground terrain.

Missionary

You are a missionary, travelling to spread the word of your faith, be it elemental, paraelemental, or of a different nature.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You are trained in the Diplomacy and Religion skills. You gain the Group Impression skill feat.

Mortuary Tender

Death is a common thing on Athas and societies have to dispose of their corpses one way or another, be it by burial in a scrub plain in order to return what the dead one has eaten to the ground, by natural mummification in a salt flat, by sky burial, or by mandatory reanimation in order to enlarge the ranks of the sorcerer-monarch's undead forces. You tend to a funeral site where those rites are proceeded to, be it a burial ground, a tower of silence, or a reanimation chamber.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Medicine skill and the Funeral Lore skill. You gain the Forensic Acumen skill feat.

Musical Prodigy

Either as a free artist or as a specialized slave, you are a master of musical performances, most probably living by the graces of a musically inclined master or patron.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in Performance and Music Lore. You gain the Virtuoso Performer skill feat.

Necromancer's Apprentice

You apprenticed under a necromancer—a hard education in a field where a cadaver you were dissecting could suddenly animate and every magical artifact seemed deadly. Now on your own, you're grateful you learned to identify magical threats quickly and thoroughly.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Arcana skill and the Necromancy Lore skill. You gain the Quick Identification skill feat.

Nibeneese Forest Laborer

Either as a free worker, or most probably, as a slave, you've toiled in the Crescent Forest cutting wood for some of Nibenay's merchant houses or for the city-state itself. You somehow managed to survive the harsh conditions and the deadly raids of the Oba's angered servants.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Forest Lore skill. You gain the Assurance skill feat with Athletics.

Noble

Though enjoying a level of comfort, luxury, and even hubris that most Athasians are unable to even imagine, you know a noble's lot is obligation and intrigue: obligations foremost to one's house, and intrigue with everybody.

Choose two ability boosts. One must be to Intelligence or Charisma, and one is a free ability boost.

You're trained in the Society skill and a Lore skill related to the region or city-state you live in. You gain the Courtly Graces skill feat.

Nomad

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.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and a Lore skill related to one terrain you traveled in (such as Salt Flats Lore or Sandy Wastes Lore). You gain the Assurance skill feat with Survival.

Otherwordly Mission (rare)

You're called to serve a specific purpose—some elemental, paraelemental, or any other kind of entity told you so, and so it must be true. Maybe you grew up knowing all along, or maybe it came to you one day in a vision, clear as a bell and twice as loud. You have some task that only you can accomplish. Your mission might be as dangerous as killing a deadly tyrant or as simple as opening a particular door on a particular day.

You should work with your GM on how to handle the truth of your character's backstory or leave it to the GM to decide in secret. Is this call to action a message from the character's own mind, are they being manipulated by some manner of supernatural entity, or are they actually getting marching orders from one of the deities of the setting?

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in Religion. Once per adventure, you can ask the voice you believe to be a superior entity commanding you for orders and get some kind of instruction—you never get any kind of explanation, simply a command to go somewhere or do something. Following those commands isn't always safe, but it's usually interesting.

Pilgrim

In your youth, you made several pilgrimages to important shrines and holy sites. You might have been a mendicant friar, a seller of holy relics (real or fraudulent), or just a simple farmer following the dictates of your faith or philosophy. Whatever the aims of your wanderings now, your faith still protects you on the road.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Religion skill and the Lore skill for your faith. You gain the Pilgrim's Token skill feat

Plant Whisperer

You've always had a green thumb, allowing you to care for plants that others found too difficult to grow and tend with a skill that borders on the magical. If you travel, you encounter all sorts of new plants and plant creatures, allowing you to expand your horizons and deepen your understanding of flora.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in Nature and Plant Lore. You gain the Natural Medicine skill feat.

Press-Ganged

You might remember what happened, or not, but it doesn't matter. You've been enslaved, by being captured by slavers in the desert, by punishment for a crime you may or may not have committed, to repay a debt, or whatever reason. You now belong to someone else, who has total power over you.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Labor Lore skill. You gain the Hefty Hauler skill feat

Prisoner

You might have been imprisoned for crimes (whether you were guilty or not), maybe awaiting execution, or most probably enslaved for some time now. Either way, you've had time to learn something from the criminals you encountered there.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

Raider

In a world where resources are as scarce as Athas, Raiding is a common activity. More than that, it often is a vital activity, to the point it has become a way of life for lots of different people. You are such a raider. You might be a remorseless and brutal

criminal, or simply a person who couldn't find any other way to insure the survival of your family and community. In any case, either in small group or with a whole tribe, you scourge the desert, riding fast beasts to be able to hit and run efficiently at any valuable target.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the nature skill a Lore skill related to the terrain you hunt in (such as Grassland or Scrub Plain). You gain the Express Rider skill feat.

Raised by Belief

Whether in a monastery, a religious household, or just as part of your everyday life, your upbringing was steeped in the traditions 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 your devotion.

Choose two ability boosts. One boost must be to an ability specified in the (Para)Elemental or Sorcerer-Monarch Ability entry for your faith, and one is a free ability boost.

You're trained in your (Para)Elemental or Sorcerer-Monarch's associated skill, and you gain Assurance with that skill. You gain a Lore skill with a subcategory associated with your (Para)Elemental or Sorcerer-Monarch.

Refugee

A city-state, a village, or whatever community you were a part of has been destroyed, either during a war, a natural disaster, or anything else. Although your home is gone, you have managed to survive and are making your way in search of a better life.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You are trained in the Survival skill and the Hunting Lore skill. You gain the Forager skill feat.

Returned (rare)

You died, but one way or another, you willed yourself to return to life before being called into the Gray, and yet with knowledge of the realms beyond death and a stronger link to life. Some dead and undead souls might feel a strange, instinctual kinship with you.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You gain the Diehard feat and the Additional Lore feat for Gray Lore.

Revenant (rare)

You died. No real doubt about that, you were dead as dead can be. Then you got back up again. Maybe you had some unfinished business, or maybe someone called for you so strongly it brought you back. Either way, you came back for a reason, but not before having been into the Gray, and touched by it.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in Religion and Gray Lore. You're still alive, not undead, but you have the negative healing ability, which means you're harmed by positive damage and healed by negative effects as if you were undead.

Saboteur (uncommon)

Whether you do it for personal enjoyment or at the behest of a military organization or rebel organization, you have a knack for destroying things. You have a sense for an object or structure's weak spots and know where to deliver them a fatal blow.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Thievery skill and the Engineering Lore skill. You gain the Concealing Legerdemain skill feat.

Sailor

Either as an officer, a free worker or as a slave, you've been sailing the Sea of Silt on ships floated by psionicists. Silt creatures, giants, silt storms, you know them all.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Athletics skill and the Sea of Silt Lore skill (a player might also opt to take Forked Tongue Estuary Lore instead). You gain the Silt Marauder skill feat.

Scavenger

You've made a living sorting through the things society throws away. You might have scavenged simply to survive, or plied a trade as a ragpicker, dung carter, or the like.

While you've left that life behind, you still keep one eye on the ground out of habit.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Lore skill of the settlement in which you scavenge. You gain the Forager skill feat.

Scholar (rare)

You've been privileged enough to learn to read, either under lawful authorization, or clandestinely. In either case, this has changed your life and the way you look at the world.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You receive the Literacy general feat. You're also trained in a Lore skill of your choice (the GM might impose some restrictions on this choice, though).

Scion of Slayers (rare)

You were born into a lineage of undead slayers. No mere occupation, in your family slaying is a mantle of almost mystic responsibility passed from parent to child. Over the generations, this single-minded focus has begun to manifest in uncanny ways during combat.

Choose two ability boosts. One must be to Strength or Intelligence, and one is a free ability boost.

You're trained in the Athletics skill and the Undead Lore skill. You can cast disrupt undead as an innate divine cantrip. You can use Intelligence as your spellcasting ability for this innate spell.

Scout

You called the wilderness home as you found trails and guided travelers. Whether you're still a scout or not, you can easily find your way in the wilderness.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and a Lore skill related to one terrain you scouted in (such as Boulder Field Lore or Salt Flats Lore). You gain the Forager skill feat.

Sea of Silt Islander

You've lived for the most part of your life on an island in the Sea of Silt, living from the resources available on this island per se, and in seasonal or permanent nearby mud flats.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and Sea of Silt Lore skill related. You gain the Terrain Expertise skill feat for mud flat.

Seer of the Dead (rare)

You have long been gifted with the ability to see and speak with the departed. This could have manifested at your birth or when a chance encounter linked you inextricably to the spirits of the dead. Their constant presence might feel like a curse, or it might provide you with welcome companionship.

You gain one ability boost. It must be to Constitution or Wisdom.

You're trained in Religion and Undead Lore. You gain the effects of the spirit sense spell at all times.

Servant

Either as a free worker or as a slave, you served, waiting on nobles and engendering their trust as one of the confidantes of the household. You might still be, or you might have earned your freedom one way or another.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Labor Lore skill. You gain the Read Lips skill feat.

Sewer Tari

Prerequisite: Tari. Not all Tari live under a city-state, in its sewer system, but you do, a place where you were strengthened by a life defending your territory.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill, and the Tari Lore skill. You gain the Snare Crafting skill feat.

Shadow Hunted

For a reason or another, you have some acquaintance with the Black. Though not a black-touched per se, and whether you like it or not, you still seem to be followed by shadows, and you make people and animals uncomfortable.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free ability boost.

You're trained in the Intimidation skill and the Black Lore skill. You gain the Quick Coercion skill feat.

Slave Overseer

Slaves have to do the job that is asked of them, but they also have to be managed, ordered around, and, quite often, disciplined. It is your job to do so. You might be a templar overseeing public slaves, a member of a merchant or noble house managing your own chattel, a free worker hired to do the job, or even a slave elevated to the position for good behavior or through corruption. In any case, you're used to be subservient to those higher than you in the social hierarchy, and to bully those bellow you.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Labor Lore skill. You gain the Group Coercion skill feat.

Slave Tribe Villager

You live in a small village, founded by escaped slaves, and well hidden from a city-state's troops and templars, surviving by tending crops and herds, or by raiding trade caravans. You might be an escaped slave yourself, or maybe you've been born here. Then again, maybe you simply stumbled on this community or have been saved by it before settling there.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Survival skill and a Lore skill related to the terrain in which your village is located (such as Sandy Wastes or Salt Flat). You gain the Survey Wildlife skill feat.

Spotter

An eye for detail, a sense for the wind, and a strong trust in your gut feelings. These qualities have set you apart from others when it comes to assisting a sharpshooter with setting up the perfect shot against their target. Elevation, wind direction, and concealment—these are all vital factors that need to be considered to pull off a feat of true marksmanship, and no sniper would be able to function without an experienced spotter.

Choose two ability boosts. One must be to Dexterity or Wisdom, and one is a free ability boost.

You're trained in the Stealth skill and the Scouting Lore skill. You gain the Terrain Stalker skill feat.

Spy

You have been trained to become a spy. Whether it has been on the account of a sorcerer-monarch, a templar, the Veiled Alliance, the Order, or any other such organization, you know how to avoid detection while discerning who might be an enemy operative within your ranks. You also know what awaits you if you ever get caught.

Choose two ability boosts. One must be to Wisdom or to Charisma, and one is a free ability boost.

You're trained in the Deception skill. You gain the Lie to Me and the Secret Speech skill feats.

Squire

You trained at the feet of an army officer, military templar, warrior noble, or any other such figure, maintaining their gear and supporting them in daily life and in battle.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and your choice of the Heraldry Lore or Warfare Lore skill. You gain the Armor Assist skill feat.

Storm Survivor

Through luck or through skill, you managed to survive a catastrophic disaster, such as a Sea of Silt shipwreck or the Great Earthquake. You have a keen sense for weather or situations that are similar to the one you escaped.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Weather Lore skill. You gain the Forager skill feat.

Street Preacher

May the sorcerer-monarchs and their templars be damned to the Gray! You're a follower of an elemental or paraelemental faith or philosophy, most probably a cleric, and you're decided to bring your beliefs to the people of a city-state. You've preached on the street corners and in public houses, always avoiding being catch by the guard or by templars.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Religion skill and the Elemental Lore skill. You gain the Dubious Knowledge skill feat.

Street Urchin

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.

Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free ability boost.

You're trained in the Thievery skill and a Lore skill for the city you lived in as a street urchin (such as Nibenay Lore or Tyr Lore). You gain the Pickpocket skill feat.

Student of Psionics

You spent years understanding, identifying, and harnessing the innate psionic talents within you. A psionic-rich world has taught you that you can never have too much training when everyone around you is capable of psionics.

Choose two ability boosts. One must be Intelligence or Wisdom and one is a free ability boost.

You're trained in Psionics, and the Psionic Schools Lore skill. You gain the Recognize Spell skill feat.

Tall-Tale (rare)

You've successfully pleaded for your life to the Dragon, went to the bottom of the Sea of Silt, and seen an oasis so large the other side wasn't even visible. That's what the stories say, anyway, and even if people don't strictly believe them, they are curious about you. Certainly, the stories keep spreading, and it would appear that you either have a unique destiny or are trying to convince the world that you do.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in Performance. You gain the Impressive Performance skill feat. You can gain the Connections skill feat later without being expert in Society or having Courtly Graces—this represents less traditional social connections and more the way that your legend has spread, and you've learned to leverage your legend, with people wanting to meet you and see you for themselves.

Tavern Scourge

All you want to do is entertain the people, but sure enough, bad news seems to follow you. Stabbings, brawls, robberies, and more befall establishments you perform to, and word is quick to spread. Keep one town ahead of the gossip, and you just might be able to play a gig, command a stage, or run a table again.

Choose two ability boosts. One must be to Charisma or Dexterity, and one is a free ability boost.

You're trained in the Performance skill and a lore skill of your choice. You gain the Virtuoso Performer skill feat.

Tax Collector

Reviled but required, you were sent when taxes were due. You're most probably a templar, but you might also be a noble or even a free worker to which tax collecting powers have been granted. Performing your job might have required travel and persuasion, or perhaps you were responsible for collecting taxes on trade. Either way, you still know how to get what is due.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and the Lore skill for the settlement that employed you. You gain the Quick Coercion skill feat.

Templarate Aspirant

Whether you were following a sense of duty towards your city-state or sorcerer-monarch, or your own self-interest, you've studied to become a templar. You may since have been accepted as such, or you might have been rejected, unless you just didn't want to be a templar anymore and went away when you were done studying. In any case, you know how to make your demands and requests heard.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Crafting skill, and the Lore skill for your city-state. You gain the Bon Mot skill feat.

Tinker

In a world so devoid of resources as Athas, problem-solving and ingenuity don't bring wealth or fame, but are simply a matter of life and death. Your engineering skills take a particularly creative bent, though, pushing it a little further than most people do.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill, and the Engineering Lore skill. You gain the Specialty Crafting skill feat.

Tomb Born (rare)

Your parents conceived you for a fell purpose at a site tainted by death, like a wight's barrow, mass grave, or ossuary. Their reasons could be a mystery, or you might know of their grand design and seek to escape—or fulfill—their plans. Either way, you're at your most dangerous when near death.

Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free ability boost.

You're trained in the Undead Lore skill. You gain the Final Spite reaction.

Final Spite Frequency once per day; **Trigger** You're reduced to 0 Hit Points; **Effect** You make a Strike before falling unconscious.

Trailblazer

Uncharted realms have always intrigued you, and you've explored and mapped large territories in service to merchants, city-states, or your own curiosity. Where some see a blank spot on a map, you see the potential for something new and undiscovered.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Survival skill and the Cartography Lore skill. You gain the Terrain Expertise skill feat with one terrain you've explored (such as Forest or Mountain).

Undercity Scavenger

You are an undercity dweller, most probably, but not necessarily, a Tari, with muscles and mind hardened by years spent tunneling through rock and earth and a confidence built upon your pride in your ability to adapt, survive, and thrive in such an environment.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Crafting skill, and in the Mining Lore skill or the Engineering Lore skill. You gain the Improvise Tool skill feat.

Veiled Alliance Prospect

You might not even know it, but you've been spotted by the Veiled Alliance as a potential asset. Maybe you already know, maybe it was you who wanted to go under the Veil.

You might be a preserver, or you might have never learned magic at all. In either case, you've set foot in a desert full of undetectable quick sand pits.

Choose two ability boosts. One must be to Intelligence or to Charisma, and one is a free ability boost.

You're trained in the Deception skill and the Underworld Lore skill. You gain the Lie to Me skill feat.

Wandering Preacher

While you once spoke to a small congregation in a ramshackle shrine, those days are behind you now. Whatever happened, you now meander the lands holding a worn religious symbol in one hand, and a fiery conviction in the other.

Choose two ability boosts. One boost must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Religion skill and a Lore skill associated with the Element, Paraelement, or any other religious patron you worship. You gain the Pilgrim's Token skill feat

Ward

Either as a free worker or as a slave, you became the ward of another house—boarded, fed, and maybe even educated, but never quite a part of the family. Perhaps you had to tend to their needs in return for feeding and raising you, or perhaps you were provided for but disregarded.

Choose two ability boosts. One must be to Constitution or Charisma, and one is a free ability boost.

You're trained in the Performance skill and the Genealogy Lore skill. You gain the Fascinating Performance skill feat.

Warrior

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. Maybe you still are, or you might have wandered to other occupations.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Intimidation skill and the Warfare Lore skill. You gain the Intimidating Glare skill feat.

Waste Walker

You're a survivor, having been through, for whatever reason, the deep, desolate Athasian desert, where you quickly learned that only the strong survive. You were forced to evade monsters, undead, and worse, as each new day heralded the possibility of a danger or threat you'd never seen before, and the very daily threat of dehydration. You learned to adapt to the worst possible conditions and how to forage and survive in a place few others would survive, even less dare to venture to.

Choose two ability boosts. One boost must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Survival skill, and a Lore skill related to the terrain you went to (such as Salt Flat Lore or Sandy Wastes Lore). You gain the Forager skill feat.

Well Master

Be it in a slave tribe village, a fort, a trade post, or in a city-state, someone's got to ensure water is supplied in quantity minimally allowing the community's survival (and the luxury of the rich and powerful). As the well master, this is your job. You might be a free citizen, a water cleric, or a templar who has been given a well concession; you might do this as a civic duty or for the sake of profiteering, but one thing is certain: your people and your community won't live long without you (or a suitable replacement).

Choose two ability boosts. One boost must be to Strength or Intelligence, and one is a free ability boost.

You're trained in the Craft skill, and the Aquifer Lore skill. You gain the Specialty skill feat.

Willing Host (rare)

You speak to spirits only you can perceive: wispy shreds of lost souls, household guardians, ancestral spirits, and other entities. You can negotiate with these beings, allowing them into your body to impart knowledge or aid in a task for the price of a favor.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Spirit Lore skill. You gain the Host Spirit action.

Host Spirit (exploration, necromancy, occult) **Frequency** once per day; **Effect** You attempt one skill check to perform an exploration activity, even if it normally requires you to be trained to do so. You're trained in the skill just long enough to make that single check (to a maximum of 10 minutes).

Whether or not the check succeeds, in the next 24 hours you must perform a minor favor to appease the spirit who aided you, determined by the GM (usually something sensation related, such as tasting a certain food, listening to a specific song, or smoking a pipe). You can't Host Spirit again until you've performed the favor. If you haven't completed it after 24 hours, you're fatigued until the obligation is fulfilled.