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The following backgrounds are special options representing unique character hooks allowing players to tie their characters more closely to past (or ongoing) storylines.

PFS1 legacy Backgrounds.

These backgrounds are available only to players who participated in the First Edition campaign. Each is tied to the metaplot of a single year of PFS 1.

Early Explorer Background

In the past decade, the Pathfinder Society has clashed with demonic armies, meddled in politics, and more, but you joined the organization before everything seemed so complicated. Whether you're a dedicated scholar of ruins or an explorer who just longs for months-long expeditions into the wilderness, you're a Pathfinder to explore, report, and cooperate.

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 Pathfinder Society Lore skill. You gain the Forager skill feat.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Seasons 0 of the Pathfinder Society organized play campaign.

Shadow War Survivor Background

Countless factions have fought for influence in Absalom for millennia, and for decades these groups worked through the Pathfinder Society to better control the City at the Center of the World. Perhaps you were ones of these agents who clashed with other operatives during the so-called Shadow War. Or you might have been an unintended victim of these clandestine clashes, inspiring you to join the Society and stop the conflict from within. Whatever the reason, navigating the Shadow War has left you

politically savvy and informed.

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

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

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 1 of the Pathfinder Society organized play campaign.

Shadow Lodge Defector Background

You were among the Pathfinders recruited by the devious Shadow Lodge, lured in by promises of wealth, reform, justice, or revenge. You might have fought against the Society's loyal agents, helped sabotage the Pathfinders' reputation in distant countries, or even infiltrated the far-flung lodges as a spy. You've since made peace with and rejoined the Pathfinder Society, yet the underhanded reflexes and skills you learned are hard to forget.

Choose two ability boosts. One must be to Dexterity or Intelligence, 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.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 2 of the Pathfinder Society organized play campaign.

Ruby Phoenix Enthusiast Background

Named for the legendary sorcerer Hao Jin, the Ruby Phoenix Tournament occurs once every 10 years in Goka and attracts extraordinary talent from across the world. You might have begun training for the

tournament but never participated, or perhaps you entered the tournament only to be defeated by (and inspired to join) the Pathfinder Society. Either way, your dedicated training prepares you for the rigors of the adventuring lifestyle.

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 Gladiatorial Lore skill. You gain the Combat Climber skill feat. In addition, you gain access to one of the following uncommon monk weapons: kama, nunchaku, sai, shuriken, or temple sword.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 3 of the Pathfinder Society organized play campaign.

Thassilonian Delver Background

As archaeologists uncovered and explored ever-larger numbers of Thassilonian ruins, you were among the eager explorers who sought out the Runelords' ancient secrets. You may have been the apprentice to another Pathfinder who perished on an expedition, leaving you their discoveries and notes. Or perhaps you explored several of these sites yourself, quickly learning to parse the arcane secrets before lest the eldritch magic extinguish your life.

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 Thassilonian History Lore skill. You gain the Arcane Sense skill feat. Add Thassilonian to the list of additional languages you can learn for having a high Intelligence modifier.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 4 of the Pathfinder Society organized play campaign.

Demon Slayer Background

For over a century, Mendev led a multinational coalition against ever-growing abyssal invaders in the Worldwound, and the Pathfinder Society aided in the so-called Fifth Crusade that ultimately sealed the planar rift and defeated its demon armies. You might be a hardened recruit who clashed with the demons, or perhaps you were a survivor who lost everything to the fiendish armies and narrowly escaped—or was rescued by Pathfinders. Your exposure to the Worldwound has taught you vital lessons in identifying fiends and their magic.

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

You're trained in the Religion skill and the Demon Lore skill. You gain the Recognize Spell skill feat. Add Abyssal to the list of additional languages you can learn for having a high Intelligence modifier.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 5 of the Pathfinder Society organized play campaign.

Scholar of the Sky Key Background

The unfamiliar technology of Numeria's Silver Mount still baffles Society scholars, yet you are one of the innovators who discovered how to operate a handful of these futuristic tools—possibly after surviving more than a few explosions. The Society might have recruited you for your esoteric abilities, or you might have sought out the Society's protection in escaping the covetously vile Technic League. Even if your understanding of advanced technology is imperfect, your hard-learned lessons are invaluable in deciphering and repairing gear.

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

boost.

You're trained in the Crafting skill and the Engineering Lore skill. You gain the Quick Repair skill feat.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 6 of the Pathfinder Society organized play campaign.

Former Aspis Agent Background

For more than a century, the Pathfinder Society has clashed with the avaricious and underhanded Aspis Consortium, and several years ago the Society dealt its rival a decisive blow. You may be one of the few survivors of a doomed Aspis expedition, or perhaps you chafed at the Consortium's villainous practices and defected to the Pathfinders. No matter your reasons, you know how to be efficient and ruthless when the circumstances demand.

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

You're trained in the Intimidation skill and the Aspis Consortium Lore skill. You gain the Group Coercion skill feat. You gain access to any uncommon options as though you were a member of the Aspis Consortium.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 7 of the Pathfinder Society organized play campaign.

Savior of Air Background

Upon securing the *Untouchable Opal*, an artifact of extraordinary power, the Pathfinder Society endeavored to free the benevolent demigod Ranginori, who was trapped within the virtually

unbreakable prison. You might have joined the Pathfinder Society in its expeditions to the Elemental Planes, or you might have lived on one of those planes before learning of the Society from these Pathfinder agents. You are no stranger to navigating precarious terrain as a result.

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, plus either Elemental Lords Lore or a Lore skill related either to one of the Elemental Planes (such as Plane of Air Lore). You gain the Cat Fall skill feat. Add Auran to the list of additional languages you can learn for having a high Intelligence modifier.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 8 of the Pathfinder Society organized play campaign.

Faction Opportunist Background

As the Pathfinder Society's influence has grown, so too did many of its factions become wealthier and more powerful. These factions relied on a host of Pathfinders and independent operatives alike to establish trade networks, shape national politics, and more, and you were among the specialists who helped one of these factions realize its goal. These events provided you countless opportunities to develop your own contacts and negotiating skills.

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

You're trained in the Diplomacy skill, plus either Guild Lore, Heraldry Lore, or Mercantile Lore. You gain the Hobnobber skill feat.

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 9 of the Pathfinder Society organized play campaign.

Tapestry Refugee Background

Within her magnificent museum demiplane, the sorcerer Hao Jin extracted and preserved countless sites and cultures. The demiplane's unraveling magic forced the Pathfinder Society to evacuate the many inhabitants recently, and you were among the refugees who returned to the Material Plane after centuries of isolation. Whether you joined the Society out of gratitude, curiosity, or desperation, you are hardened by your harrowing flight from your doomed home.

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

You're trained in the Medicine or Stealth skill, plus a Lore skill related to the terrain you lived in while on the demiplane (such as Cave Lore or Desert Lore). You gain the Assurance skill feat with the skill you chose to become trained in (Medicine or Stealth).

Special You can select this background only if you have earned credit for at least 5 First Edition scenarios from Season 10 of the Pathfinder Society organized play campaign.

Year of Shattered Sanctuaries Backgrounds (PFS2 Season 3)

Each of these boons is a one time purchase for 4 ACP giving a single character access to a special (Uncommon) Background that ties into one of the Season 3 plot arcs.

Muesello's Student

(Uncommon Background)

You trained under Venture-Captain Muesello of the

Oppara Lodge in Taldor. You learned a few of the mage-machinist's crafting techniques, and your extensive knowledge of magic items comes in handy during your adventures as a Pathfinder field agent. 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 Crafter's Appraisal skill feat (Pathfinder Advanced Player's Guide 204).

Additionally, when Muesello is present during your mission briefings, he takes some time to catch up with you and discuss your mission. You gain a +2 circumstance bonus to your checks to Gather Information or Recall Knowledge during the Getting Started segment of such adventures. Be sure to remind your GM that you have a relevant background.

Gloriana's Fixer

(Uncommon Background)

You used to run certain "errands" for Gloriana Morilla, a close confidante of Grand Princess Eutropia Stavian, the ruler of Taldor. Gloriana took note of your skills and suggested you join the Pathfinder Society, a group she's heavily involved in herself.

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

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

Additionally, when Gloriana Morilla is present during your mission briefings, she discreetly checks in with you and provides some pointers. You gain a +2 circumstance bonus to your checks to Gather Information or Recall Knowledge during the Getting Started segment of such adventures. Be sure to remind your GM that you have a relevant background.

Almas Clerk

(Uncommon Background)

You worked as a clerk at the Golden Cathedral of Almas in Andoran. The Pathfinder Society's activities in the city, and its passionate defense of its mission, inspired you to join the organization. You help the Society pursue its goals and navigate the laws of Golarion's many locales.

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 the Legal Lore skill. You gain the Glean Contents skill feat (Pathfinder Advanced Player's Guide 206).

Additionally, when you receive a mission briefing in the city of Almas, you know just how to find the information you need. You gain a +2 circumstance bonus to your checks to Gather Information or Recall Knowledge during the Getting Started segment of such adventures. Be sure to remind your GM that you have a relevant background.

Friend of Greensteeples

(Uncommon Background)

You're a good friend of Benedet, the majordomo of Greensteeples Manor in Egorian, Cheliox. You've learned a thing or two about surviving against all odds thanks to your close association with House Jeggare and the clandestine Pathfinder Society operations based out of Greensteeples.

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

You're trained in your choice of the Deception or Society skills, and gain the Assurance skill feat with

your chosen skill. You're also trained in a Lore skill about a narrow category of creatures.

Additionally, when you receive a mission briefing at Greensteeples Manor (or a briefing from Benedet or Varian Jeggare at another location), you receive a warm welcome. You gain a +2 circumstance bonus to your checks to Gather Information or Recall Knowledge during the Getting Started segment of such adventures. Be sure to remind your GM that you have a relevant background.

Guest of Sedeq Lodge

(Uncommon Background)

Either as a guest, event staff, or part of the construction crew, you spent a significant stretch of time at the Pathfinder Society's new lodge in Sedeq. The lodge serves as a new home for those fleeing from oppression or otherwise seeking a fresh start in Qadira. The magic and marvels you witnessed at the lodge inspired you to find more excitement as a member of the Pathfinder Society.

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

You're trained in your choice of the Arcana or Religion skills, as well as your choice of the Genie Lore or Sarenrae Lore skills. You gain the Recognize Spell skill feat.

Additionally, when you receive a mission briefing at Sedeq Lodge, your familiarity with the site and the nearby area comes in handy. You gain a +2 circumstance bonus to your checks to Gather Information or Recall Knowledge during the Getting Started segment of such adventures. Be sure to remind your GM that you have a relevant background.

Sandswept Survivor

(Uncommon Background)

You were in the Sandswept Hall, the Pathfinder Society's lodge in Sothis, Osirion, when it came under attack from an unrelenting horde of undead. You endured the siege and forged new bonds with your fellow survivors, then joined the Society as a field agent.

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 a specific type of undead, such as Mummy Lore or Zombie Lore. You gain the Terrain Expertise skill feat with underground terrain.

Additionally, when you receive a mission briefing at the Sandswept Hall, your familiarity with its history and staff grants further insight. You gain a +2 circumstance bonus to your checks to Gather

Information or Recall Knowledge during the Getting Started segment of such adventures. Be sure to remind your GM that you have a relevant background.

Gold Falls Regular

(Uncommon Background)

You've long been a regular of Gold Falls Inn, a tavern located near Droskar's Crag in the Darkmoon Vale region of Andoran. The establishment is a frequent gathering place for adventurers, storytellers, and folk heroes. You took note of the Pathfinder Society's growing reputation in the area and decided to join up and seek adventure and fame of your own.

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, as well as your choice of the Cooking Lore skill or Volcano Lore skill.