

# New Backgrounds

## (Chapter 1)

*"When cold winds blow from lands afar, the life of adventure calls." The following are Traits from the Reign of Winter Player Guide converted to appropriate Backgrounds.*

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### ADAPTIVE MAGIC

The wonders of magic have always fascinated you, and you find the urge to tinker and experiment with magic almost irresistible. You could be the child of an alchemist, wizard, or witch; a member of the Pathfinder Society; or maybe someone with a touch of fey or dragon blood. You may not be trained in magic, and you've had your share of accidental mishaps, but you possess a natural knack for activating magic items. You've always been intrigued by the cold magic of the winter witches and ice mages of the North, and would love to get your hands on some of their magic items.

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

You're trained in either Arcana or Occultism, and the Magic Lore skill. You gain the Trick Magic Item skill feat.

### BLOOD OF GIANTS

You're a big person, and people have always said you've got some giant blood in you. Even as a child, you towered over your friends, and as you grew older, you grew even taller and stronger. Maybe your hair has a tint of blue as well, or your skin is as pale as snow. Perhaps someday you'll get the opportunity to travel to the North and meet some real giants, and see whether the rumors about you are true.

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 Giant Lore skill. You gain the Assurance (Athletics) skill feat.

### FAILED WINTER WITCH APPRENTICE

As a child, you were apprenticed as a winter witch in the frozen land of Irrisen, but you did not complete your training. Perhaps you disagreed with the politics of Irrisen's White Witches, or you had an altercation with one of your teachers, or maybe you were just ill-suited to the practice of witchcraft. Whatever the reason, you left the ranks of the winter witches and left Irrisen. Whether or not you have continued your training on your own, you still retain some small knowledge of witchery and the magic of the icy north.

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

You're trained in the Arcana skill and the Whithetrone Lore skill. You gain the Dubious Knowledge skill feat. You gain Hallit or Skald as a bonus language.

### NORTHERN ANCESTRY

#### RARE

One of your parents came from the North, and the tales of the frozen lands at the top of the world that you grew up listening to excited your imagination. Alternatively, maybe one of your ancestors passed on the blood of some frost-rimed creature. You feel most alive during the chill of winter, and as a child, you spent hours playing in the snow. You rarely feel the cold, and you've always had a restless longing to travel north.

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

You're trained in the Arctic Lore skill, and you gain resistance to Cold damage equal to one half your level, minimum 1.

### RESTLESS WAYFARER

You have long led a nomadic life — perhaps because your parents were travelers (whether roaming Varisian caravaneers or traveling merchants who traded far and wide), you belonged to a nomadic tribe, or you ran away from home to discover the world at a young age. Some call it wanderlust, but to you the thought of new places and experiences is truly what makes life worth living, and no region catches your imagination like the windswept wilderness of the North. You are used to getting along in unfamiliar lands and interacting with interesting new people.

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

You're trained in the Society skill and a Lore skill related to one terrain you traveled in (such as Desert Lore or Swamp Lore). You gain the Multilingual skill feat.

### VIGILANTE WITCH HUNTER

#### UNCOMMON

You don't trust witches. They deal with otherworldly beings, consort with beasts, and brew vile poisons in their cauldrons. As a child, perhaps you barely escaped some horrid fate at the hands of an evil witch, or maybe a loved one was stolen from you by a witch's charms. Perhaps you wanted to be a witch yourself, but the local witch refused to take you on as an apprentice. Whatever the reason, you now hate witches, and have dedicated your life to ferreting them out and exposing their wickedness for all to see.

You know that the North is full of winter witches, and should you ever find yourself there, you'll relish bringing your justice to them as well.

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

You're trained in the Witch Lore skill, and start the game with 1 *Hex Nail* affixed to your armor with a resale value of 6 gp. (See the sidebar). You also gain Access to purchase more *Hex Nails* in any suitably large settlement.

## WARD AGAINST WITCHERY

### UNCOMMON

Sometime in your youth, you encountered a location, object, or being steeped in the power of evil witchcraft. Whether you were the victim of this force, were a conduit for it, or merely witnessed its effects, the event changed your life. You have tried to put the strange incident behind you and forget it, but nebulous premonitions of danger and eerie feelings of déjà vu have dogged your steps ever since. For some inexplicable reason, you feel drawn to the lands of the North, though you fear another encounter with the evil witchcraft that touched you once before. Whether through your purity, the blessing of goodly spirits, an innate determination, or an intuitive and inexplicable familiarity with the ways of black magic, you have acquired a resilience against the power of the dark arts.

Choose one ability boost. It must be to **Intelligence**, **Wisdom**, or **Charisma**.

You are trained in Occultism and Curse Lore. You gain the Ward Against Evil reaction.

**Ward Against Evil** ☞ (Concentrate); **Frequency** Once per minute; **Trigger** You attempt a saving throw against an Occult 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 +1 circumstance bonus to the triggering saving throw, or a +3 circumstance bonus if the effect is also Evil.

## Other Fitting Backgrounds

The following are other Traits from 1e that have been converted to fitting Backgrounds for the Reign of Winter AP.

## CHILLBLIGHT EMISSARY

You have spent considerable time at Chillblight, the Capital of the Frost Fey of Irtisen. Perhaps you were kept as a slave but have since escaped. Or maybe your family was allowed through the city as licensed merchants. Either way, your time amongst the shimmering buildings built from timeless ice, while walking the unearthly streets that shift in and out of the First World has left its mark on your mind, and you still dream of its haunting beauty in your sleep to this day.

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

You're trained in the Society skill and Fey Lore skill. You gain the Charming Liar skill feat. You start with Sylvan as a free bonus language.

## CHILLED BY BRUTALITY

You were once part of a group that was mercilessly attacked by giants or trolls of the tundra, who may have gone so far as to eat the dead and dying. After that, little can faze you, but you strongly prefer to finish fights with giants and their kin quickly, and have studied them profusely to prevent anything like that from happening again.

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

You're trained in the Survival skill and Giant Lore skill. You gain the Diehard general feat.

## DEBT TO A WITCH

Your life was spared in youth by the magic of a White Witch healer or other healer from the cold North, who was using your survival to perpetuate their agenda. Her magic was painful, but it made your body stronger. You have since learned to utilize some of the medicinal practices used, in order to help others, or at least yourself.

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

## FOOTSTEPS OF AGANHEI

You are one of the brave travelers who have traversed the Path of Aganhei, a lucrative trade route from Tian Xia to Avistan that crosses the Frigid Crown of the World. These voyages have left you harder than most.

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

You're trained in the Survival skill and Mercantile Lore skill. You gain the Forager skill feat. You also gain Hallit, Minkaian, Skald, or Tien as a bonus language.

## HEX NAIL

## ITEM 2

UNCOMMON ABJURATION CONCEALED CONSUMABLE  
MAGICAL TALISMAN

Price 5 gp

Usage Affixed to Armor;

**Activate** ☞: **Trigger** You attempt a saving throw against a Fey, hag, or witch;

A hex nail is a thick, 6-inch-long nail forged from cold iron. Usually carried like charms or concealed within the heels of shoes, these roughly worked nails are the only protection many common citizens of Irtisen have against the White Witches and the cold Fey of the North. Most Jadwiga consider possession of a hex nail an act of treason. Activating a hex nail grants a +1 item bonus on the triggering save.