

## Campaign Backgrounds

Because Pathfinder 2e does not have a concept of traits and the first edition *Hell's Rebels Guide* does not have backgrounds, we're going to treat them as analogous structures. As with the campaign backgrounds presented in the *Age of Ashes Player's Guide*, you may choose any of these or one from the *Pathfinder Core Rulebook*. Other backgrounds may be accepted at the discretion of your GM. Due to the nature of lore skills and the generally lower number of skills present in second edition, some of the skills listed may seem strange. Feel free to consult with your GM if you feel like other skills and skill feats would be more appropriate.

### Child of Kintargo

You had the fortune (or perhaps the misfortune, depending on your viewpoint) to be born into one of Kintargo's noble families. Your experience growing up among the city's well-to-do has given you an upper hand when it comes to knowledge of high society. With the new situation in Kintargo brewing, there is much concern about an eventual restructuring of the city's nobility. Already, one noble estate has burned to the ground under what can best be described as suspicious circumstances, but whether the government or rebels were responsible depends on whom you ask. With this trait, the assumption is that you belong to a minor noble family (and can make up your family name). In this case, your family keeps a small manor in the Greens.

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 **Kintargo Lore** skill. You gain the [Courtly Graces](#) skill feat.

### Diva in Training

The opera is perhaps the most important and prestigious form of entertainment offered in Kintargo, and the Kintargo Opera House is among the most famous of its kind. You're hardly a superstar among the performers who've graced the stage there, but you have performed several times before in small parts. Just recently, you got your big break—you'd won a role in the infamous opera *Huntress of Heroes*,

and had been studying for the role furiously before the onset of martial law dashed your plans to the dirt. Now that the Kintargo Opera House has been claimed by Barzillai Thrune, all shows have been canceled and your chance at success seems to have been lost. Yet you can't lose hope. You still practice your skills, and some day, perhaps the Kintargo Opera House will open its doors again, at which point you intend to be center stage!

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 **Opera Lore** skill. You gain the [Impressive Performance](#) skill feat.

### Ex-Asmodean

You, or perhaps your family, were once worshippers of Asmodeus, but something happened that made you lose your faith. Perhaps your family was asked to give up something dear as a sacrifice, such as the life of a newly born brother or sister. Maybe the church used your family as a scapegoat to cover up a crime someone higher in the church committed. Or perhaps you simply met someone who opened your eyes and showed you the truth—that Asmodeus does not care for his followers, and that the deity of your new religion does. In any event, you left the church, and as a result, your family was punished; they were either put in prison, exiled from Kintargo, or perhaps even executed. Ever since, you've vowed to some day get revenge against the church.

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

You're trained in the **Religion** skill and the **Asmodeus Lore** skill. You gain the [Student of the Canon](#) skill feat.

### Fed-Up Citizen

Kintargo is a tough place to live if you count yourself as a law-abiding citizen. While you likely agree with most others of Kintargo that many of the laws put in place by House Thrune seem excessive, you always respected the law and honored it as best you could. You likely worship a deity such as Abadar or Iomedae—a lawful neutral or perhaps lawful good power allowed to practice within Cheliah, but only under restrictions. Yet despite this, Thrune has always made

Cheliax a safer place to live. But with recent events, enough is enough. As much as it pains you to admit, the law of the land is now manifestly and obviously not correct, and something must be done to oppose this misuse of power. If that means aligning yourself to a rebel faction such as the Silver Ravens, so be it.

Note that this trait works particularly well for paladins or other characters who wish to venerate lawful causes but still oppose the government. Your GM should be open to allowing lawful characters to perform actions out of character for someone of lawful alignment, provided the end goal is a new and better government for Kintargo, but with this feat, characters tied strongly to law (such as lawful clerics, monks, or paladins) can hide those ties in ways that help them perform as rebels without giving up their actual convictions.

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

You're trained in the **Society** skill and the **Legal Lore** skill. You gain the [Streetwise](#) skill feat.

## Gifted Satirist

You grew up among Kintargo's performers and entertainers. Perhaps your parents or older siblings were singers at the Kintargo Opera House, or maybe you simply had to make ends meet as an orphan of the streets by busking. Whatever the case, you've long been exposed to the practice of cloaking scathing political commentaries in the form of harmless entertainment. Whether you conceal your satire in the form of novels, plays, screeds, or public letters, you've yet to make a name for yourself as a political presence in Kintargo—but in time, you hope to change that!

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 **Kintargo Lore** skill. You gain the [Charming Liar](#) skill feat.

## Historian of the Rebellion

You've long been interested in the legacy of the Silver Ravens—a group of freedom fighters that rose to prominence in Kintargo during the Chelish Civil War.

There's frustratingly little information today about the group, and you suspect that most of what was recorded about the Silver Ravens has long since been redacted or destroyed by government agents, but you've managed to pick up a tidbit here and there. Most of your knowledge isn't so much about the Silver Ravens specifically, but more about general histories of rebel groups and freedom fighters who have fought against oppressive governments throughout history, both in Cheliax and beyond.

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 **Revolution Lore** skill. You gain the [Terrain Stalker](#) skill feat.

## Natural Born Leader

Whenever you found yourself involved in a group effort in the past, be it working with siblings to handle a family emergency, conspiring with friends to orchestrate a prank, or throwing in with coworkers to take care of an unanticipated complication at work, you tended to end up in a position of leadership. It might be unclear to you why this is the case, or you might deliberately seek out such positions, knowing you can organize any group to be something greater than the sum of its parts, but your knack for managing groups has always pushed you to the front of any operation you've found yourself a part of.

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 **Politics Lore** skill. You gain the [Group Impression](#) skill feat.

## Pattern Seeker

There are patterns in the world, both natural and artificial, that if only one can interpret them correctly, great secrets could be divined. You have long been fascinated by the idea of these hidden patterns, perhaps because a sibling or parent went to the grave obsessed with seeking a pattern, or maybe because you feel that you've uncovered a previously unknown pattern. Kintargo has a particularly unique pattern of its own; the belfry atop the Temple of Asmodeus rings at what seem to be random intervals. None know who or what rings the bells, and no true pattern by which the so-called Devil's Bells has yet accurately predicted the tolling. Many

have tried, and extensive but always incomplete documents exist that track the dates and times of recorded ringings back to the end of the Chelish Civil War, when the church of Asmodeus first claimed the abandoned temple of Aroden as their own. Maybe you will be the one to solve the pattern of the Devil's Bells?

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

You're trained in the **Arcana, Nature, Occult, or Religion** skill and the **Engineering Lore** skill. You gain the [Quick Identification](#) skill feat.

## Star Struck

Growing up in Kintargo, it's hard not to become obsessed with one of the city's celebrities. There are so many to choose from, and they're all so glamorous, rich, and successful! Wouldn't it be amazing to, perhaps some day, meet one of them? Or even better, to be a Kintargan celebrity yourself? Your interest in one of Kintargo's celebrities could be completely benign, with the NPC acting as a muse, inspiration, or role model for you that you used to guide many life choices leading you to this day. Or perhaps your interest is more akin to an obsession, in which you hope to someday live a life like that you imagine your idol lives, or perhaps even to some day meet and become friends (or perhaps more than friends) with your idol. Keep in mind, though, that sometimes a celebrity's public persona and real personality are two very different things, and if some day you were to meet your idol, you might be surprised at the truth! That said, the fact that, by all accounts, your idol has been missing since House Thrune instituted martial law has you worried; you hope he or she is all right! The fact that all five of the local legends listed below have been rumored to have ties to the Silver Ravens further concerns you, considering how that group seems to have been particularly targeted by Barzillai Thrune's agents over the past week. The fate of all five of these Kintargan icons will be revealed at some point during the Hell's Rebels Adventure Path, but keep in mind that some of those fates might not be pleasant discoveries for you!

You're trained in the **Kintargo Lore** skill. Choose two ability boosts. One is a free ability boost, the other

must be either **Constitution** or the ability of your idol. Your choice of idol will also make you become trained in a skill and grant you a skill feat.

**Jackdaw** (gender and ancestry unknown; **Intelligence**): A notorious folk hero or heroine (no one seems to know if Jackdaw is a man or woman) who helped defend Kintargo during the Chelish Civil War, and whom many believe still lives on today in the city's shadows.

(Skill: **Society**; Feat: [Additional Lore](#))

**Jilia Bainilus** (female human; **Wisdom**): Kintargo's previous lord-mayor was well known for her cutting insights into the political world. Few have fought harder to maintain Kintargo's independence.

(Skill: **Deception**; Feat: [Lie to Me](#))

**Octavio Sabinus** (male human; **Strength**): The Lictor of the Hellknight Order of the Torrent might seem an odd choice for admiration, but Octavio's physical stature certainly lent him all the support he needed to command a room.

(Skill: **Athletics**; Feat: [Titan Wrestler](#))

**Shensen** (female half-elf; **Charisma**): Shensen's performances as an outspoken force against the diabolism of House Thrune have won her nearly as many admirers as have her memorable performances on stage in the Kintargo Opera House.

(Skill: **Deception**; Feat: [Lengthy Diversion](#))

**Strea Vestori** (female tiefling; **Dexterity**): Strea is often regarded as the face of the slums known as the Devil's Nursery. As Kintargo's most outspoken and public tiefling citizen and leader of the Cloven Hoof Society, she has nearly as many admirers as she has political enemies in Cheliax.

(Skill: **Thievery**; Feat: [Subtle Theft](#))

## Urban Sleuth

Much of Kintargo's history is lost or hidden. You know because you've made a point of seeking out those secrets. Local urban legends and bits of strange historical rumors have long fascinated you—who knows what amazing truths about Kintargo's past have been lost forever to the redactors of House Thrune? What caused Professor Mangvhune of the Alabaster Academy to become the city's most infamous serial killer? Who were the dragons Adrakash, Ithanothaur, and Rivozair, and what were their ties to Kintargo? Why do the Devil's Bells of the

Temple of Asmodeus seem to ring at random times, and is there a pattern to the peals? Who were the Silver Ravens who defended Kintargo during the Chelish Civil War, and why did they vanish so soon after that war's resolution? So many mysteries, and who better than you to find the answers?

Pick one of the questions above as your focus. Answers to these questions can be discovered at different points during Hell's Rebels, but don't expect to learn these answers any time soon!

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 **Kintargo Lore** skill. You gain the [Dubious Knowledge](#) skill feat.