Achetypes

- **Common:** Archaeologist, Blessed One, Elementalist, Exorcist, Loremaster, Shadowdancer, Scout, Soul Warden, Undead Slayer
- **Uncommon/Rare:** Corpse Tender, Eldritch Researcher, Ghost Hunter, Hallowed Necromancer, Living Monolith, Pathfinder Agent, Runescarred

Deities

Abadar, Irori, Nethys, Pharasma, Sarenrae, plus Ancient Osirian Deities

Domains

Air, Death, Dust, Earth, Fire, Plague, Soul, Sun, Travel

Sorcerer Bloodlines

Elemental, Genie, Imperial, Psychopomp, Shadow, Undead

Oracle Mysteries

Ancestors, Ash, Bones, Life, Lore

Barbarian Instincts

Sprit, Superstition

Druidic Orders

Animal, Flame, Stone

Animal Companions

Bat, Cat, Crocodile, Horse, Hyena, Monitor Lizard, Scorpion, Snake, Vulture

Favored Enemies

Animals, Beasts

Favored Terrains

Desert, Mountain, Underground

Skills

- **General:** Athletics, Diplomacy, Religion, Society, Survival
- **Lores:** Engineering Lore, Genealogy Lore, Osirionology Lore, Tomb Lore, Undead Lore

Languages

Ancient Osirian, Kelish, Necril, Osirian, Sphinx

Backgrounds

- **Commmon:** Archaeologist, Nomad, Occult Librarian, Once Bitten, Pilgrim, Pyre Tender, Raised by Belief, Scout, Translator
- **Uncommon/Rare:** Haunted, Otherworldly Mission, Reborn Soul, Tomb Born

Campaign Backgrounds

- **Blood of Pharaohs** 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 Genealogy Lore skill. You gain the Multilingual skill feat and learn Ancient Osirian as one of the languages granted by this feat.
- **Devotee of the Old Gods** 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 a Lore skill associated with the Ancient Osirian deity you worship (Anubis, Bastet, Bes, Hathor, Horus, Isis, Ma'at, Osiris, Ra, Sekhmet, Selket, Set, Sobek, Thoth, Wadjet). You gain the Student of the Canon skill feat.
- **Foreign Opportunist** 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 Bargain Hunter skill feat.
- **Inquisitive Archaeologist** 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 Architecture Lore skill. You gain the Additional Lore skill feat with Ruins Lore.
- **Mummy-Cursed** Use the Cursed background.
- **Resurrected** Use the Returned background.
- **Sphinx Riddler** Choose two ability boosts. One must be to Intelligence or Wisdom, 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. Add Sphinx to the list of additional languages you can learn for having a high Intelligence modifier.
- **Trap Finder** 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 the Tomb Lore skill. You gain the Assurance skill feat with Thievery.
- **Undead Crusader** Use the Scion of Slayers background.
- **Wati Native** 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 Osirionology Lore skill. You gain the Assurance skill feat with Athletics.

Heat Dangers

See Temperatures below.

Starvation and Thirst

See the rules for Starvation and Thirst.

Stealth and Detection in the Desert

Storms

See the rules for Climate.

Dust Storms and Sandstorms See the rules for Sandstorms.

Temperatures

See the rules for Temperature Effects.