

WHAT CAME BEFORE

25 FANTASY BACKGROUNDS



Written by David Dolph

Art by...

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Backgrounds

Amnesiac	You have no memory of your past.
Apprentice	You studied under a magic-user.
Bounty Hunter	You hunted people for rewards.
Clan Member	You are part of a large family.
Cultist	You were part of a secret society.
Envoy	You were a diplomat using words to reach accords.
Failed Adventurer	You tried adventuring once before but it ended badly.
Fortune-teller	You made a living telling the future for people.
Gambler	You play the odds to make money.
Gladiator	You fought in the arena for people's entertainment.
Guard	You guarded people and their possessions.
Hunter	You hunted animals for food and protection.
Laborer	You did the back-breaking work that needed to get done.
Mercenary	You fought in wars for money.
Pilgrim	You visit holy/special places in the world.
Prodigy	You were a heralded child of great promise.
Savage	You are uncivilized.
Scavenger	You scrounge along the edges of society.
Scout	You explore new places.
Slave	You were once enslaved to another.
Squire	You studied under a knight.
Touched	You hear voices in your head.
Traveling Merchant	You sell wares all over the world.
Traveller	You enjoy the act of travel.
Watchman	You were part of the force that policed a community.

Backgrounds Overview

The thing to remember with Backgrounds is that they are the past of a character, not the present. They let a player know what the character experienced before they became an adventurer. Thus it is possible to choose a “cool” background that no longer applies to the current character concept. Backgrounds dictate what a character was, not who they are.

That being said there are several backgrounds that can still be a major part of a character’s outlook at life. A Bounty Hunter can still look at reward posters and hunt down vagrant criminals. In effect, they would still be a bounty hunter, but would no longer limit themselves to such. They are no longer “only a bounty hunter”. They can explore ancient ruins or go gallivanting across the planes without ever seeing a reward poster without breaking the character concept.

Backgrounds Are Not Straightjackets

Remember that Backgrounds, especially the Traits, are not straightjackets that force the characters to act in specific ways. For example, under Flaws for the Hunter Background there is *“I lost my family to a rabid bear. I will not let something like that happen to someone else.”* Now this does not mean that the character must automatically stop what they are doing when they hear reports of rabid animals attacking outlying homesteads. The character may decide that the mission they are currently on is more important. The player might have just forgotten they have this Flaw. Of course this also means that the character lost a chance to gain an Inspiration.

The thing is, Backgrounds are meant to give a player and group an opportunity to role-play, not to mandate it. In the above example, the player of the character with

the Hunter Background may decide that the current mission is too important to go chasing after rabid animals. However, the player can have the character ask the group to go after the animals, knowing full well they won’t. At the very least the character can have a discussion debating about what to do. The player and group are given an opportunity to role-play. Even if they decide to forgo the “hunt down the animals” side plot the character can still be given an Inspiration for playing up their flaw.

Backgrounds give opportunities for role-playing and decision-making; they do not force character actions.

Notes on Traits

Each background has Traits associated with them; Personality, Ideal, Bond and Flaw. Each takes a different approach to character design. I’ll give you my ideas on the topic and what I kept in mind while designed these backgrounds.

Personality-

These are quirks of the character. Often these can be throwaway bits that don’t really reflect the character’s past; they are just fluff. However, many can also reflect the background. For instance, the Amnesiac has a Personality of *“I make sure to know everyone’s name. Names are important.”* This makes sense for someone who doesn’t even know their own name.

Ideal-

These tie more directly into Alignment. The question here is “how is the background reflected in each alignment type”? While the other Traits offer multiple qualities to choose from, the Ideals only give one option per alignment type. These should be viewed as examples.

Bond-

What is important to the character? This is something from their past that they still care about. Unlike Personality quirks, which can be ignored or forgotten without too much trouble, a Bond can drive character motivations and give them incentives to action. A good DM can use them as catalysts for adventure; to give an adventure a personal touch for the character.

Flaw-

Flaws are an opportunity for character growth. They are something the character can struggle with and eventually overcome. They are excellent storytelling devices. The trick to designing Flaws is to not make one that is too disruptive but still offers choices to the player.

Backgrounds for NPCs

This product is excellent for giving quick personalities to NPCs. Simply pick a Background and then roll 1d4. 1=Personality, 2=Ideal, 3=Bond, 4=Flaw. Then roll on the appropriate table. You can roll a few times to give the NPC even more personality to work with.

For instance, *"kills all elves"* seems like a perfectly fine Flaw if the background is one where elves may have harmed the character before. However, such a Flaw can be too disruptive to a group if one of the other players has an elf character. Inter-party conflict is fine, but mandating that level of conflict should be something the players decide, not a list of traits. Also, to expand on the example, such a Flaw is also potentially disruptive to adventures; a DM cannot use any adventures that call for group to peacefully interact with elves.

The trick to designing Flaws is to find one that is disruptive to the character, but not to the group. Flaws are a personal thing.

These will either give you something the NPC believes in strongly or a quirk. A quirk will make the NPC more memorable to the players. A strong belief will allow you to react to how the PCs act toward the NPC. Either way, you will have a strongly defined NPC that you can make up on the fly.

AMNESIAC

You have no idea who you are. You were found with nothing on you but your clothes and one item of interest (see Bond below). You have no memories from your life before you were found. However, as time goes on you are slowly regaining some memories. You know how to speak Common. You are showing some skill sets (your class abilities). Hopefully as time goes on, you will learn more about who you once were.

Note: While your character has forgotten much of their past, you are able to use your class skills normally. It is assumed you have already regained knowledge of those abilities. It is just your character background that is lost.

Skill Proficiencies: Perception

Equipment: A set of common clothes.

Feature: Remembrance

Things come back to you at odd times. As your past catches up, you will remember more of your past and what you were once capable of. You may add any skill as a proficiency once you first encounter it in use; you may do this once. You will gain knowledge of a language once you hear it being spoken; you may do this once. You will also gain either another language or a tool proficiency of your choice once you see it in use; you may do this once.

In addition, there may be times when the DM provides you with information as you recall something from your past.

Suggested Traits:

You are a blank slate that you are now writing on. The more you experience the more you create a new you, and sometimes you even remember some of your old you.

Personality Trait:

1. I make sure to know everyone's name. Names are important.
2. I never realize when someone is talking to me.
3. I try to understand the latest fads.
4. I enjoy looking at the stars.
5. I like baby animals.
6. I try to look at the positive side of everything.
7. I tend to speak my thoughts as they come into my head. There is no filter.
8. I appreciate the beauty of gardens.

Ideal:

1. **Nascent.** It is time to build a new life. (Neutral)
2. **Decent.** I must have been a good person before. Right? (Good)
3. **Indifference.** It doesn't matter who I was before. I'm just going with the flow of life now. (Chaotic)
4. **Ordained.** Everything happens for a reason. I just need to wait and see what it is. (Lawful)
5. **Aggrieved.** I didn't deserve this. The world owes me now. (Evil)
6. **Probing.** I will find out who I was before. I need to know. (Any)

Bond:

You appeared with nothing but the clothes on your back. Thus it is hard to have bonds with anything since you have nothing from your life before. However, there was one thing you had on you when you were found. What its meaning is will hopefully be discovered later.

1. A paper with a single number written on it.
2. A deep scar running across your stomach.
3. A platinum coin from no known kingdom.
4. A wooden whistle.
5. A tattoo depicting an animal.
6. A hand mirror.

Flaw:

1. I am prone to blackouts at the oddest times.
2. I drink to forget the lack of memories.
3. I have seen these strange men watching me at times, but when I try to approach them they disappear from view.

4. I have this bad cough that I cannot shake. I hope it's not something more serious.
5. I am susceptible to emotional outbursts for unknown reasons.
6. I am deathly afraid of (something that the DM will determine later).



APPRENTICE

The power of magic is unmistakable. It draws a variety of different types of people all looking for different things from magic. You were an apprentice to a magic-user looking to discover the secrets of magic. Your mentor and teacher taught you the rudiments of this magic.

The question is, how well did you learn? Maybe you failed to grasp enough to advance into true spell casting, but you nevertheless learned the basics. Maybe you decided being a magic-user was too dull for you. Maybe you took what you learned and became a true caster of magic. Whichever it was, you now know more about the mysteries of the universe than others.

Skill Proficiencies: Insight, Arcana

Languages: Two of your choice

Equipment: A set of common clothes, a trinket, and a belt pouch containing 15gp

Feature: Exacting Memory

A magician, and by extension an apprentice, needs to pay attention to the finer details. Once per long rest you may commit to memory one piece of information you learned since the last long rest. You'll be able to recall that information precisely when needed.

Suggested Traits

Learning the rudiments of magic gave you just enough knowledge to be dangerous. It also gave you the ability to look at things differently, outside of the box. You have learned to ask questions about what you see and its interaction with the world.

Personality Trait

1. My mentor had a bunch of pithy sayings that I like to repeat.
2. I am very superstitious.

3. I am glum and always find the negative in a situation.

4. Sometimes I have conversations with things other people cannot see.

5. I get annoyed when people misspell or mispronounce words.

6. I am constantly taking notes.

7. I often ask people to repeat things. I like to make sure I have the correct understanding.

8. Since my apprenticeship ended I revel in the freedoms I now have. Sometimes my revelry can be a bit over the top.

Ideal

1. **Studious.** I like to understand exactly what I am getting into. Proper research is key. (Neutral)

2. **Unprincipled.** Magic was just another avenue to gain power, something I always strive to do. (Evil)

3. **Curious.** I question everything I see. (Chaotic)

4. **Connected.** If you study magic long enough you understand there is an internal logic therein. To better understand the world, it is best to follow the rules of nature. (Lawful)

5. **Courageous.** I am never afraid to ask questions if it will help me better understand the world. (Neutral)

6. **Bitter.** Failure is not easy to accept. (Any)

Bond

1. My teacher took care of me. I owe them a debt of gratitude.

2. I carry a text that mentions the name of an unknown god.

3. Before I left my teacher, they gave me an item (a trinket) and told me to keep it safe. I still have no idea what it does, if anything.

4. I still carry my original spell book even though it is of no use for actually casting spells.

5. My family paid for my apprenticeship. When I failed to finish it, it seemed like they took it harder than me. I hope to make them proud of me someday.

6. The thing that drew me to become an apprentice was all the exciting stories of wizards and sorcerers. I have taken to collecting these stories.

Flaw

1. I failed to learn anything. The only thing I took from my apprenticeship is that I now despise all things magical.

2. My teacher was abusive. I would find them again and make them suffer as I did.

3. I am always willing to learn new things. Unfortunately, that often means I am

constantly changing my mind on topics as I latch onto and advocate for the latest viewpoint.

4. I have a tremendous respect for those who can manipulate magic. However, that means I instinctively trust them before actually getting to know them.

5. My teacher was accused of practicing vile magics and executed. I barely managed to avoid the same fate. I'm not sure if they were truly guilty or not. Either way, many still look at me with distrust.

6. In the pursuit of knowledge I am willing to spend anything. I often squander more money than I have in my hunt.



BOUNTY HUNTER

You are a hunter of people. There are those that break the law and manage to escape from the regular authorities. You are that person who brings them back. Being a bounty requires the usual skill of tracking, but it requires being able to track in any environment including urban. People can be a lot more cunning than animals, so the challenge is greater.

Note that the background of bounty hunter can take many different avenues. The motivations can change from gaining money to something else. Some are holy crusaders that pursue religious heretics. Some are legitimate lawmen trying to return escaped prisoners. Some are knights that hunt evil cults.

Skill Proficiencies: Persuasion, Survival

Languages: Two of your choice.

Equipment: A set of travel clothes, 50' of hemp rope, a set of manacles, a belt pouch containing 10gp

Feature: Rumors

Rumors are your bread and butter. When tracking a person, it is more often other people who show you the way rather than any tracks a quarry leaves behind. Thus, being able to make people comfortable and willing to reveal something about another person is a vital skill. In any community people will tell you the local gossip and rumors.

Suggested Traits:

A bounty hunter must be able to outthink their quarry. Catching a bounty requires thoughtful pursuit and being to think like the target. This reveals a side of the bounty hunter that people often ignore; they have to be a "people person".

Personality Trait:

1. Something is not dead until I see the corpse.
2. I do not like being lied to.
3. I can be very patient. I once waited in the same place for two days for the quarry to show up.
4. Once I give my word on something, I fulfill the promise.
5. I always give an opponent the chance to surrender before a fight starts.
6. I like the travel the best.
7. I never put in more effort than I have to.
8. I get seasick easily. Even a rowboat on a calm lake is too much for me.

Ideal:

1. **Callous.** You say you didn't do it. I don't care. (Neutral)
2. **Scrupulous.** I do not allow those that practice evil to run free. (Good)
3. **Empathy.** I've been known to let some of my bounties go. They didn't deserve to be brought in. (Chaotic)
4. **Uncaring.** If there is a bounty on someone then they did something to deserve it. (Any)
5. **Cruel.** Dead or alive? I prefer them dead. (Evil)
6. **Significant.** My role in society is just as important as any lawman. I just make more money at it. (Lawful)

Bond:

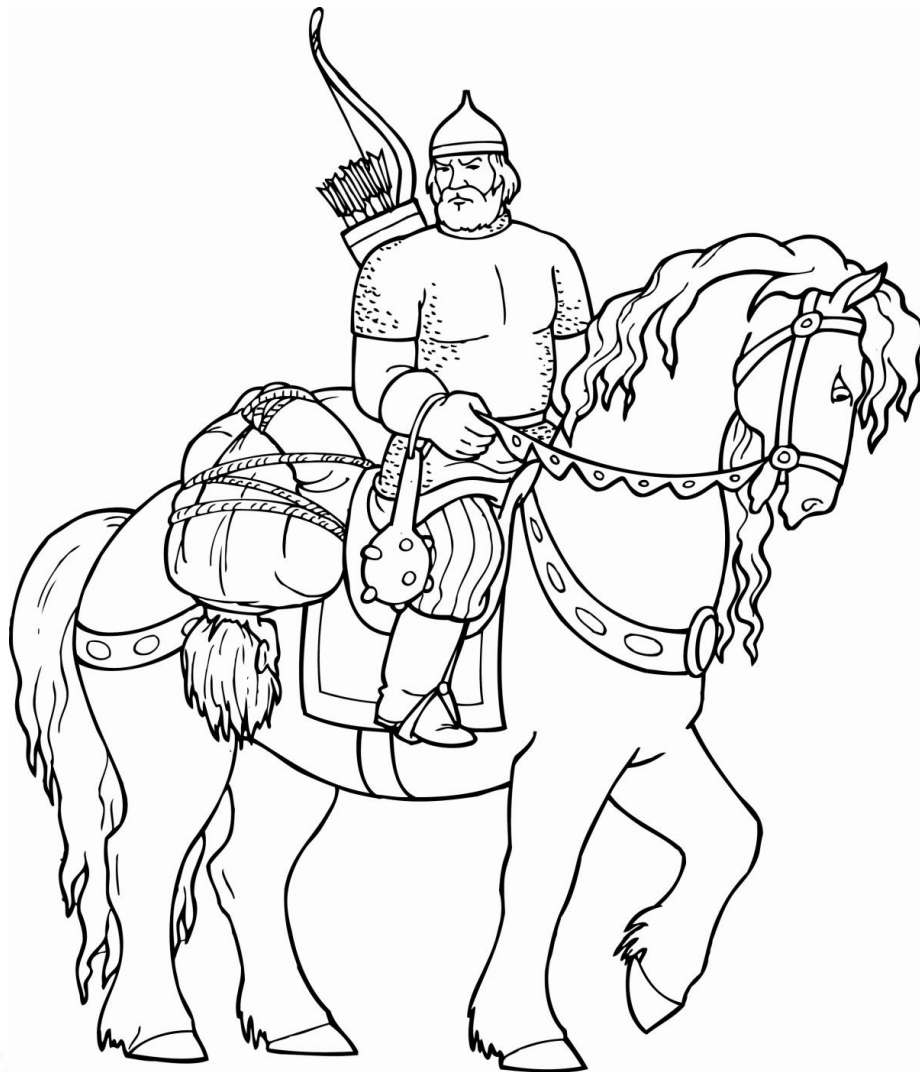
1. My sibling is wanted. I'm not sure what I'll do when I catch up with them.
2. I once brought in a bounty. The person was innocent, but that was not discovered until after they were executed. My part in this still haunts me. I provide support for his family when I can.
3. I have found the life of a bounty hunter to be a lonely affair. I've decided to change my way of life and enjoy being in a group.

4. I gained a legal standing with the authorities in a small town. I am duty-bound to assist them if called upon.
5. One of my parents is dying from a disease. To get it cured will require a hefty donation. I am trying all sorts of things, bounty hunting and adventuring, to get the money required.
6. No one has ever escaped from this set of manacles.

Flaw:

1. I have only ever lost track of a bounty once before. I am still looking to pick up the trail again.

2. I only hunt scum. Scum deserves no kindness. In fact, I look forward to inflicting pain on such scum.
3. I always assume people are lying to me. I am not a trusting person.
4. Once I am on a task, I let nothing stand in my way. Nothing.
5. I have never understood the elves (or another prominent race). They seem to always get the better of me and still do.
6. I have a great disdain for criminals and will hunt them when they cross my path.



CLAN MEMBER

You are part of a large extended family. Growing up, family was the main focus of your life, indeed of everyone you knew. People's jobs were centered on the family way of life. Honor of the family was more important than personal honor. Everyone you knew lived to elevate the family. You may now be a wanderer, but your family blood runs deep.

Skill Proficiencies: Persuasion, Insight

Languages: One of your choice

Equipment: A set of travelling clothes, a token from your favorite sibling (a ring, toy, or scarf), a belt pouch containing 15gp

Feature: Favor Exchange

If someone outside the family owes a family member a favor they can repay the debt to any member of the family. Any NPCs consider your family one close unit and as such will grant favors and friendship to all members of the party equally.

Suggested Traits:

Family has its own quirks and foibles. You may hate each other, but in the end you are all family. Blood runs thick. The truly odd part is that it is possible to be an individual while still being part of a large group all with a similar background.

Personality Trait:

1. I have an annoying habit of always saying what's on my mind – no filter.
2. I tend to interrupt people in conversations. We just got used to talking over each other growing up.
3. I love to cook but I always over-estimate how much to make.
4. I enjoy playing pranks on people.
5. Growing up I had to wear hand-me-down clothes. Now that I'm an adult I make sure to always wear new and fine clothes.

6. I eat my food quickly.

7. I tend to be the quiet one in the back. I'm used to not being noticed; being noticed makes me uncomfortable.

8. I try to have good manners all the time. I don't swear or yell. I open doors for others. I say 'please' and 'thank you'. I am respectful to others.

Ideal:

1. **Clannish.** My family is the most important thing to me. Everyone else takes second place to them. (Neutral)

2. **Closeness.** A family is the fundamental core of any society. It all starts with the family and a strong family can make the world a better place. (Good)

3. **Pandemonium.** In a large family there are always multiple things going on. I embrace that diversity of action as it keeps life interesting. (Chaotic)

4. **Respect.** The elders of the family are the ones with the learned wisdom to best make the decisions for the family. I treat them with the respect they deserve. (Lawful)

5. **Exploitive.** I'm just using my family to get ahead. (Evil)

6. **Enduring.** Every family has its ups and downs, but in the end we're still family. (Any)

Bond:

1. The founder of our family was a famous adventurer who changed the world. I seek to emulate him and make my name just as celebrated.

2. The family has fallen on hard times and I seek to bring it back to the heights of society.

3. Some of the ancestors of our family live on as ghosts. Maybe it's just my overactive imagination but I believe I can see them...and that they talk to me.

4. A few generations ago we lost our ancestral sword in battle. My driving goal is to recover it for our family.

5. One of my sisters married into a powerful family. Unfortunately I believe she is in an abusive relationship. I will find a way to free her from her predicament.

6. I have a favorite sibling; I would do anything to keep them safe.

Flaw:

1. Every family has its black sheep. I guess it's my turn for this generation.

2. One of our ancestors was a traitor to the kingdom.

3. My family is used to sharing, clothes and other possessions, all the time. Sometimes I forget other people aren't like this and they get upset when I take their items.

4. I suspect someone in the family is cheating on their spouse. It's only a suspicion so I am not sure what to do about it.

5. I am deeply in love with someone, but one of my siblings is also in love with them.

6. I am an illegitimate child. While not of direct blood, they still accept me as a member of the family...for the most part.



CULTIST

You once worked for an organization with inner workings which remained a secret to the public. The society might be have been spies for a government, a cabal of assassins, a band of hidden protectors of nature, a team of vigilantes, a group trying to divine the secrets of the world, an organization bent on world domination, or something else. Whatever the case, you had a secret mission to carry out. You may still be a member, or you may have left once their vision of the world was no longer your own.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Disguise kit, forgery kit

Equipment: A set of fine clothes, two sets of common clothes, a disguise kit, a belt pouch continuing 15gp

Feature: Information Network

You still have access to a network that relays secret information on a regular basis. You are able to pass along and gain information easily. Once a day you can send out information or request information on a topic and sometime thereafter (as determined by your DM) a response will come back to you through your network.

Suggested Traits:

Being a member of a secret society means always living a lie. Who can you trust? Who can trust you? Fortunately, you have a core group of people you know you can trust, but beyond them the world is uncertain.

Personality Trait:

1. I do not have many possessions. I may have to pick up and move at a moment's notice.
2. I don't like looking people in the eye. This tends to make them nervous around me.
3. I enjoy discussing politics.

4. I am afraid of giving too much away so I talk as little as possible.

5. It's very hard for me to trust anyone I haven't known for a long time. I assume everyone is lying to me.

6. I am more of a follower than a leader. Maybe that explains why I was so willing to join this society.

7. I like to think I'm a sexual charmer.

8. I am as outgoing and friendly as possible. Everyone trusts a friendly face.

Ideal:

1. **Revolutionary.** Things need to change. I haven't thought much about what the world will be like after the change, but that can wait for later. (Neutral)

2. **Idealist.** Only through change can the world be made better. (Good)

3. **Anarchic.** Down with those in authority! Change the status-quo! We will prevail and change the world! (Chaotic)

4. **Trust.** I have reliance on the society. To question it would introduce doubt and lead to failure. (Lawful)

5. **Rebel.** I like being outside the established societal order, whatever that might be. If we win by accomplishing our goals and become the new society, I'll rebel against that. (Evil)

6. **Diligent.** I believe in our mission. (Any)

Bond:

1. I once had an intimate relationship with a leader of the society. It didn't work out but I still have feelings for them.

2. My older brother, who was also part of the society, was taken in for "questioning" by the local authorities and has been missing ever since. I will find him one day...or at least uncover what happened to him.

3. I've used so many aliases, it's starting to get confusing as to which one I'm supposed to be using when.

4. There is one new recruit that may be too young for this sort of thing. I'll have to keep an eye on them and make sure they stay safe.

5. I used to do a lot of heaving drinking to help me get through everything. I realized I had a problem and stopped completely. However, some days it's hard not to go back to drinking.

6. I am building a hidden stash of money and items in case it ever all goes bad.

Flaw:

1. I was once accused of selling out the group for money. It was later proved it was someone else instead. Now no one completely trusts me any longer.

2. Members of my family have been asking a lot of probing questions about my activities of late. Soon I may have to choose between my family and my society.

3. I have the local authorities out looking for me.

4. I suspect another member of the society, one outside on my immediate circle, of betrayal. However, the person is highly placed within the society so openly accusing them without proof will get me killed...but the longer I wait the more harm they can cause.

5. I am being blackmailed. Someone knows of my membership in this society and is threatening to reveal it.

6. My father is a high ranking member of the authorities that are actively hunting us.



ENVOY

Diplomat. Negotiator. Peacekeeper. Mediator. These are all words that could be used to describe your skills. Communication is the key to any civilization. Envoys are the facilitators of that communication. You may have been a simple message carrier, an aide to an ambassador or a negotiator between tribes. You were looked to, and trusted, whenever large groups of people wanted to talk.

Skill Proficiencies: Insight, Persuasion

Languages: Two of your choice

Equipment: A set of traveler's clothes, a trinket, and a belt pouch containing 10gp

Feature: Common Language

Having to talk with everyone, even those you have no common language with, can be difficult. However, because of these obstacles you have learned to communicate without language. Choose 10 words. You are able to convey those words to anyone, even if you do not speak their language.

Suggested Traits

There is a great deal of call for your profession. People are always looking for someone to speak for them, especially when it means entering into a potentially dangerous situation. Sometimes your audience does not want to hear what you have to say. Sometimes they wish to literally kill the messenger. It takes a lot of skill to navigate such conditions. You are that rare individual who uses words as tools to accomplish a goal.

Personality Trait

1. I make sure to introduce myself to everyone we meet.
2. I try to use words that are simple and of a low syllable count. I need to talk down to my audience.

3. I like to ask people about themselves. I find it effective for putting them at ease and sometimes they reveal something about themselves I can use.

4. I try to remain calm in every situation.

5. I like to tell crude jokes.

6. I try to use the regional slang of the region where I find myself.

7. I make sure to praise the accomplishments of others.

8. I try to talk first in a conversation to best guide where it goes.

Ideal

1. **Insincere.** I will say whatever it takes to get the job done. (Neutral)

2. **Slick.** I use my words to manipulate people into getting me what I want, even if it hurts them in the long run. (Evil)

3. **Advocate.** Sometimes, for the fun of it, I like to argue points I don't actually believe in. It makes it more of a challenge. (Chaotic)

4. **Truthful.** I always speak the truth. Lying can get you ahead in the short term but once they find out your lies, they will never trust you again...and neither will anyone else. (Lawful)

5. **Knowledge.** I see my job as a spreader of knowledge. (Neutral)

6. **Clever.** I see the use of words as a battle of wits. (Any)

Bond

1. I once negotiated a peace between two tribes. However, if it ever breaks down the other side will put the blame on me. I need to make sure the peace is maintained.

2. I gave up a precious item to broker a deal. I would like it back one day.

3. I would like to be the ambassador for a great emperor one day.

4. My father was a diplomat for the kingdom. I work to become a better diplomat than he was.

5. My greatest failure was when I couldn't convince the love of my life to marry me. I still yearn for their love.

6. As a youth I witnessed a friend die in a fight. Since then I have kept a memento of my friend that reminds me that violence is not always the answer.

Flaw

1. I have to be the center of attention and if I'm not I will make sure I am.

2. I treat everyone else with disdain as I feel myself intellectually superior.

3. I ran afoul of a criminal organization. I managed to talk my way out of it, but I now owe them a service.

4. I once brokered a deal between a tribe and a merchant. After the deal was struck, the merchant reneged on the deal making off with important resources from the tribe. Now the tribe hunts me for cheating them and the merchant hunts me to keep me quiet.

5. I had a speech impediment (stutter, slurring, lisp) as a child and sometimes it comes back during stressful times.

6. Sometimes I find myself getting frustrated in negotiations and just want to resort to violence.



FAILED ADVENTURER

You have been an adventurer almost from birth. It was all you ever wanted to be in life. As soon as you reached legal maturity, you ran off to fulfill your dream and became an adventurer. You chose a type of adventurer from legend and began your career.

You were unprepared for this way of life. It was much harder than you had imagined. You lacked the abilities and knowledge required. Things went horribly wrong. Disaster struck and you barely survived with your life. You gave up on becoming an adventurer and took whatever work you could find. This got old fast and soon you played with the idea of becoming an adventurer again. Only this time, you would do it right. You would forget the old experience and start fresh.

This background requires you to choose a class that you had aspired to become before. You never trained in the former class so you know little more than a couple of skills, as reflected in the skill proficiencies provided by this background. You can multiclass into the former class later if you wish, but in reality you were never really a part of the class before.

Skill Proficiencies: Choose any two from the class's skill list available to your former class. If bard is your former class, the available skills are Arcana, Deception, History, Performance, Persuasion or Religion.

Languages: One of your choice

Equipment: A set of travel clothes, a belt pouch containing 10gp

Feature: Adventuring Contacts

While your earlier foray into adventuring ended in failure, you did manage to make a few contacts along the way that may help

you. Some remember you as a friend of a friend. Some take pity on you as they know what happened before. You are able to gain adventuring leads for a local area and they can put you in touch with some of the shadier people in the region.

Suggested Traits:

You failed and failed hard. Your self-confidence took a beating. While failure is hard to bear, there is a lot that can be learned from such an experience. You have taken the knowledge gained and moved on, hopefully to become a better person.

Personality Trait:

1. I make sure to never brag about my actions. Instead, I mention what other team members have accomplished.
2. I work hard to fit in.
3. I like to have a plan of escape.
4. I can tell you stories of past heroes for hours.
5. I often complain about the failures of others.
6. I only lived by the grace of god. I am now a devout follower of my god.
7. I get overly emotional at the slightest impulse.
8. I do not question the commands of those more experienced than me.

Ideal:

1. **Team Player.** I take the skills I now know and use them for the group. (Neutral)
2. **Redemption.** I have to make up for my past failings. (Good)
3. **Careless.** I do not like to prepare. I prefer to react to things as they happen. (Chaotic)
4. **Structured.** I know my place on the team and work hard to do my job. (Lawful)
5. **Lazy.** I don't see the need to put much effort in. If someone gets hurt because I didn't try hard enough, that's not my fault. (Evil)

6. **Dependable.** I will be a valuable member of the team. (Any)

Bond:

1. My failed adventure was in a deadly ruin filled with monsters, magic and traps. I will go back there someday and best it...but not before I get some more experience under my belt first.
2. On my last failed adventure I did recover a strange object (trinket). I keep it as a reminder.
3. I pay monthly support to the family of one of the adventurers who died on my failed adventure.
4. I make sure to make a pilgrimage to the gravesites of those adventurers that died on my failed quest at least once a year.
5. I wear this bandana in remembrance of those fallen adventurers. I was wearing it that day and every day since then. Yes, I know it smells.

6. Only one other member of the party made it out that fateful day. However, they had to make a sacrifice to save us. They are now possessed by a demon. I continue to look for a way to free them.

Flaw:

1. I over compensate to prove I am a real adventurer now.
2. I was in an adventuring group and it was my fault everyone but me died. I am haunted by this still.
3. The family members of the party that died on my failed adventure blame me for their deaths. They wish me dead as well.
4. I still have my self-doubts and freeze up in some stressful situations.
5. If I get frustrated in overcoming a problem, I resort to violent as a solution.
6. I have grown cold to the pain of others. This makes it hard for people to get close.



FORTUNE-TELLER

Fortune-tellers come in variations of honesty. Some are clear charlatans who spin any tale to try to scam some money, some may not have any real gift but try to make their customer leave feeling better about themselves and then there are those who have a real gift. Despite most people knowing that there are differences and that they can never be sure exactly which type of fortune-teller they are seeing, many people still go to a fortune-teller whenever they can.

Skill Proficiencies: Insight, Sleight of Hand

Languages: Two of your choice.

Equipment: A set of common clothes, a scrying device as seen under Methods, a belt pouch containing 10gp

Methods

There are a variety of techniques that a fortune-teller can use. Most use several of them but they all tend to favor one. Here is a list of techniques you can use.

1. Crystal ball
2. Tea leaves
3. Cards
4. Dice
5. Runestones
6. Palm reading

Feature: Service

Being a fortune-teller requires very little resources. You are able to set up a fortune-telling shop almost anywhere. If you do so in any location with people you will make enough money or barter to feed and house yourself for one day.

Suggested Traits:

Fortune-tellers are not trusted by the normal populace. People either think you are out to steal their money or you are possessed by evil spirits. This makes life as a fortune-teller difficult and at times lonely.

Personality Trait:

1. I get embarrassed by the smallest sexual innuendo.
2. I do not eat meat.
3. I always use expansive hand gestures when speaking.
4. I never lose my temper when someone is yelling at me.
5. I am willing to try everything at least once.
6. I like a good pun.
7. I like to wear skimpy clothing. It helps to distract people.
8. I am wary of the fanatically religious.

Ideal:

1. **Anxious.** I do not control the visions. (Any)
2. **Humane.** I try to use my gift to help people. (Good)
3. **Vague.** Sometimes my visions are unclear. Nevertheless I still give a reading even if I have to make to guess at what I am seeing. (Chaotic)
4. **Conscientious.** I did not choose this gift. It was given to me, so I use it for the benefit of all. (Lawful)
5. **Avaricious.** My customers are all dupes who deserve to have me take their money. (Evil)
6. **Callous.** I only convey the visions I see. I make no decisions on what is to be done with this knowledge. (Neutral)

Bond:

1. I hear voices and I have found it is wise to listen to them.
2. I need my scrying device. I'm not sure I can use the gift without it.
3. My mother also had the gift. I hope to one day help as many as she did.
4. A scrawny raven started following me around. I can't seem to get rid of it.
5. I have a birthmark that looks like a crescent moon. It throbs at certain times. I

haven't been able to figure out what sets it off.

6. I was given a good-luck charm by a childhood friend. It doesn't do anything but I keep it anyway.

Flaw:

1. I use a flamboyant name to hide my own. I can't let my family find out what I do now.

2. I once gave a reading to a rich noble that he did not like. It came true and he blamed me for what happened. He still hunts me.

3. My sibling also has the gift but they use it for selfish reasons. I work to fix all the harm they cause.

4. I have absolutely no gift. I just make stuff up.

5. No one seems to listen to my prophecies.

6. A merchant house is looking to capture and enslave me. They want to use me to foretell the future so they can use the information to gain an advantage over their competitors.



GAMBLER

The turn of the card or the roll of the dice have a clarion call to your soul. However, it goes beyond just games of chance, some like the thrill of not knowing how it will all end. Taking an action that leads into a situation that requires wit and will to get out of, that is what keeps life fresh and exciting.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: Two types of gaming sets

Equipment: A set of common clothes, a set of bone dice, a deck of cards, a belt pouch containing 1-100gp

Feature: Ready Money

Always ready to make a wager, you can turn this into a way to maintain your basic needs. Anytime you are in a place where you could place a bet with a stranger (innkeeper, tavern patron, blacksmith, merchant, etc.) it is considered that you have food and lodging for the day. It is assumed that while you may lose some, you are a good enough gambler to come out slightly ahead.

Suggested Traits

Contrary to what others may think, gambling is as much about knowing the people you are with rather than random luck. Knowing how a person will react is the key to being successful in any type of situation, whether they are your companions or an enemy.

Personality Trait

1. I like to study the eyes of everyone I meet.
2. Many decisions I make by flipping a coin.
3. In every conversation I try to let the other person speak first.
4. When I am focused on something I tend to blur out everything else.

5. I like to use gambling metaphors a lot.

6. I dislike people who lie to me outside of a game.

7. I've learned that being polite will go a long way.

8. I like to pretend I am dumber than I really am.

Ideal

1. **Nonchalant.** We all have to deal with the hand we are given. (Neutral)

2. **Charity.** I don't keep all my winnings for myself. (Good)

3. **Risk-taker.** I love living not knowing what is coming next. (Chaotic)

4. **Ethical.** Even games of chance have rules. It's not a challenge unless I can win and still play within those rules. (Lawful)

5. **Cheater.** It is easier to fleece the marks if I cheat. (Evil)

6. **Lazy.** Working for a living is for chumps. (Any)

Bond

1. I like to keep back-up stashes scattered around in case I ever run into a string of bad luck.

2. I still keep the first coin I won in a game. It is my good luck charm.

3. I won a deed to some land a while ago. I haven't had time to go check it out yet.

4. Most of my winnings go to the orphanage I was raised in.

5. I once lost a big game to another gambler. I want a rematch if I ever see him again.

6. I have groupies. I have a reputation of being a respected gambler and people like to watch me play.

Flaw

1. I do not like to make eye contact or be expressive with my body language. Most people find this very disconcerting.
2. I assume everyone is hiding something from me.
3. Right now I'm in the middle of a string of bad luck. Not sure how to get out of it.
4. If someone tells me something can't be done, I'll give it a try.
5. If I have money in my pocket, I either have to spend it or gamble it.
6. I once won a big game against some unsavory types. They want their money back.



GLADIATOR

You once fought in the arena. Life was brutal there and you were surrounded by death. Over time you became proficient at first surviving, and later, putting on a good show. Your popularity went up, which led to more spectacular, and by extension, more difficult combats. You managed to get out before it killed you. Now if you die it's in pursuit of your own goals.

Skill Proficiencies: Intimidation, Performance

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of common clothes, a set of bone dice, a belt pouch containing 10gp

Feature: Fame

People have heard of you far and wide. Any place where there is a chance that a person may have heard of you, you will receive free room and board. Of course, you'll have to regale them with stories of the arena.

Suggested Traits:

Death comes quickly in the arena. This has given you different outlooks on life than others. While you realize life can be over quickly and harshly, you also realize that a person needs to embrace the 'now' as there may not be a tomorrow.

Personality Trait:

1. I like to compliment my opponents. This keeps me from underestimating them.
2. I laugh loudly.
3. I thank an opponent after I have vanquished them.
4. I like to clearly establish what the goals are before starting a task.
5. I can tell you the story of every scar I have.

6. I get all giddy when in nature.
7. I eat quickly and whenever I can.
8. I love strawberries.

Ideal:

1. **Ruthless.** If you cross me, I will kill you. (Neutral)
2. **Altruistic.** I now use my combat prowess to aid those in need. (Good)
3. **Mayhem.** The pandemonium of a fight is exhilarating. (Chaotic)
4. **Accountable.** I only kill those that harm others. No more, no less. (Lawful)
5. **Killer.** You enjoy killing. (Evil)
6. **Excellence.** I seek to become the best there is at what I do. (Any)

Bond:

1. I kept the shackles from my first fight as a reminder of the things I've seen.
2. I fell in love with another gladiator. I am trying to gather enough funds to buy their freedom before they die in the arena.
3. I managed to buy my freedom, but I now owe large sums to some ruthless people.
4. I want to start my own arena circuit of free fighters. I adventure to gather resources and contacts to fulfill this dream.
5. I fought many exotic monsters in the arena. I kept notes and continue to do so with each new monster we fight.
6. I kept feeding a rat that would visit my cell. When I left, I took the rat with me and it has stayed with me ever since.

Flaw:

1. It is hard to establish close ties with people. I expect them to be dead soon.
2. I fell in love with the spouse of my owner. I left when it was discovered and they vowed revenge.
3. I cannot abide slavery and will work to end it where I see it.

4. I miss the roar of the crowd. I find myself still seeking adulation.
5. I escaped from my captivity and am still hunted.
6. Many of the fights were rigged. When I found this out, I left in disgust. Now they want to silence me.



GUARD

You have the skills to protect other people and their possessions. In the past you may have been a bodyguard protecting a traveling merchant caravan, protecting an important person or a security guard protecting a place of business. Likely you've done a bit of all of those tasks over the years. However, keeping other people's gold safe gets old after a while. Eventually you decided to go out and find your own gold...though sometimes you still have to take the occasional guard job to pay the bills.

Skill Proficiencies: Intimidation, Perception

Tool Proficiencies: One type of gaming set

Equipment: A set of common clothes, a set of bone dice, a belt pouch containing 10gp

Feature: Steadfast

You are used to spending long periods of time waiting but being on high alert the entire time. During a long rest you can perform light activities such as reading, talking, eating, or standing watch for 4 hours instead of the maximum of 2 hours.

Suggested Traits:

A guard has a broad range of skills. They need to be capable with weapons, but they are not soldiers. They need to be aware of what is going on around them at all times. They need to put themselves in harm's way. They are a military jack-of-all-trade but master of none.

Personality Trait:

1. I have given names to my weapons and I talk to them.
2. I am very good at waiting. Patience is a virtue I have conquered.
3. I am awkward and uncomfortable around people I am attracted to.
4. I do not lie and hate being lied to.
5. I am good at taking orders.

6. I never panic in a crisis situation.

7. When there is not much going on, I like to eat. My gut would indicate, maybe I like it a bit too much.

8. I like to know the names of everyone around me.

Ideal:

1. **Allof.** I try not to get close to those I protect, it makes my job more difficult. (Neutral)

2. **Self-Sacrifice.** My job is to save the lives of other people, even at the expense of my own. (Good)

3. **Spontaneity.** Try to keep them guessing. If the enemy doesn't know what defenses I've planned then they can't prepare for them. (Chaotic)

4. **Diligent.** I'm getting paid to do a job, I'll see it to its completion. (Lawful)

5. **Sadist.** I like to hurt people and being a guard makes it legal. (Evil)

6. **Meaningful.** It may not be glamorous but what I do is of value. (Any)

Bond:

1. I once saved the life of an important noble. I keep a medallion he gave me as a reward.

2. During one of my stints as a security guard I found a stray cat. It still travels with me.

3. I'm not an alcoholic, but I perform better after having a drink.

4. I work better as part of a team; we can watch each other's backs.

5. After 6 months guarding a caravan the boss stiffed us on our wages and left us out in the middle of nowhere. I want my pay.

6. Someday I'll be the leader of my own mercenary company.



Flaw:

1. Someone I was hired to bodyguard died under my watch. The family still blames me. Even worse, I blame myself.
2. I am suspicious of everyone. It is very hard for me to trust anyone.
3. Once I am on a job nothing will dissuade me from completing it.
4. I was once a soldier but left under a cloud.
5. I hate organized crime and will do anything to crush it wherever I find it.
6. I was tasked to protect an artifact from a cult. I failed and my goal is to recover it one day.

HUNTER

Hunting has been with us since the dawn of time. It was one of the key components of every hunter-gatherer society before cultures changed. Civilizations may have grown, but hunting has remained an essential part of every community. A hunter has a broad range of skills. They can trap, stalk, and survive in the wilderness. They can also kill with skill.

Skill Proficiencies: Nature, Stealth

Tool Proficiencies: One type of vehicles (land)

Languages: One of your choice

Equipment: A set of travel clothes, a belt pouch containing 10gp

Feature: Experienced Tracker

Your experience means you know more about the wilderness and its inhabitants than others do. When making a Wisdom (Survival) roll for tracking, on a successful roll you always know what type of creature made the tracks.

Suggested Traits:

Hunters tend to be people who enjoy being self-sufficient. They like the robust lifestyle of living off the land. They like the challenges. This can carry over into a life of adventure as they push themselves to a new level.

Personality Trait:

1. I talk to the animals. I know they can't understand me but I do it anyway.
2. I enjoy eating my meat raw.
3. I have a slight limp from an old knee injury.
4. I make sure to exercise at least once a day.
5. I do not eat before going hunting.
6. I only wear furs and leather.

7. My hair, including facial hair, is always long and out of control.

8. I do not bath when hunting.

Ideal:

1. **Equilibrium.** Everything has its place in the world. Everything is hunted and eaten by something else. It is the way of the world. (Neutral)

2. **Provider.** I only hunt for food and to keep the community safe. (Good)

3. **Merciful.** I like the hunt but not the kill. Sometimes I only tag a target and let it live knowing I could have killed it if I wanted to. (Chaotic)

4. **Controlled.** We should not over-hunt in areas. (Lawful)

5. **Sadist.** I enjoy killing. I do not do it for food or to protect. I do it for the thrill of the kill. (Evil)

6. **Stable.** Hunting keeps the animal population under control. (Any)

Bond:

1. I hunt monsters now. I keep a tally of which monsters I've killed and am constantly seeking new ones to add to my list.

2. I made my first kill with this bow. I've had better bows since then but I keep this one anyway.

3. My parent was a big game hunter with a name for killing the rarest of creatures. I hope to emulate them.

4. I keep this rabbit's foot as a good luck charm.

5. Seeing the bonds formed by the animals, I feel compelled to show that same loyalty to whatever group I am with.

6. This cap was made from my first kill.

Flaw:

1. I was hunting some rabid wolves only to discover they were werewolf lycanthropes. They now hunt me.
2. I no longer hunt common animals (*Monster Manual, Appendix A: Miscellaneous Creatures*) anymore and will not attack them.
3. I lost my family to a rabid bear. I will not let something like that happen to someone else.

4. There was a hunting accident and a young person was maimed. The family blames me...and they are right.
5. I am uneasy around people and they can tell.
6. I wonder what it would be like to start hunting people.



LABORER

Every society requires common laborers; those who do the jobs no one else wants. Often the jobs are physically demanding or tedious. There could be a number of reasons why you once did this for a living – paying off a debt, family business, or no other opportunities as a youth. The thing is, you left that world for a life of adventure!

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: One related to your former job

Languages: One of your choice

Equipment: A set of simple clothes, a tool related to your former job worth 12g or less

Hard Labor

There are a variety of jobs that require hard labor. You can choose what work you once did or you can roll/pick from the following list.

Occupation

1. Miner
2. Farmer
3. House Servant
4. Tradeskill
5. Common Labor
6. Construction

Feature: The Common Folk

Every community has a large segment of common laborers. You fit in naturally with them; there is no play acting that you are one of them. Thus they tend to immediately trust you and are willing to provide information and rumors about the local area and its people.

Suggested Traits:

Being a laborer is a hard life but it toughens a person up, both physically and mentally. The work can be hard and full of drudgery. You managed to cope with both and came out ahead.

Personality Trait:

1. I am impatient. If someone is explaining something I will want them to hurry it along.
2. I never knew the cultured side of society so I study it and try to emulate it as much as I can.
3. There are procedures for doing things for a reason. I like to know what they are, even if I later end up breaking them.
4. One thing we did to make the work pass faster was to sing along to chants. I still find myself singing at odd times.
5. I am not afraid to ask clarifying questions.
6. I seem to always look on the negative side of life.
7. I am always punctual.
8. I never had much before. I like to show off my new wealth and status.

Ideal:

1. **Hardworking.** Work hard, work fast. (Neutral)
2. **Conscientious.** I do the best job I can at everything I do. (Good)
3. **Indolent.** All that matters is getting the job done. How well it is done is not relevant. (Chaotic)
4. **Agreeable.** There is a place for everyone in society. Not everyone can be a king. (Lawful)
5. **Snobbish.** I was good enough to leave that life behind and I have no respect for anyone still doing that sort of work. (Evil)
6. **Confident.** I can accomplish any task no matter the difficulty. (Any)

Bond:

1. I fell in love with a fellow worker. They are still there paying off a debt and cannot leave. I left to try and make some money to free them sooner.
2. I worked closely with the same people during the time I was a laborer. They are

good people and I consider them all to be a close friend.

3. I got along with my former employer and they actually helped me get into my new profession. I owe them a debt of thanks.

4. I worked to cover a debt for my alcoholic father. I completed the debt and moved on. However, my father still has a drinking and I'm not sure what to do about that.

5. Despite working hard I never broke a bone or got a scar. I aim to keep my beauty intact.

6. I work to support my family. I am hoping this new career will be better.

Flaw:

1. I worked as a laborer to fulfill a debt my invalid father incurred. I fled before fulfilling that debt.

2. Some of the people in the work gang stole supplies. We were all arrested and I

was forced to flee for my life. I am still hunted, but I also would like to see revenge on those that stole for bringing this upon me.

3. It is hard for me to see the suffering of other people. I simply got used to it so it seems natural to me.

4. When I am on a task I will not let social niceties interrupt me. This makes me rude to other people.

5. I cannot stand for a worker to be beaten. I will make sure it ends right away.

6. A merchant house bought out our job site and then fired us all. They then brought in their own people that they were paying even less. While I am happy that gave me the impetus to start my new career, I still harbor ill feelings to the merchant house that destroyed the livelihood of so many people.



MERCENARY

You were part of a mercenary unit. You sold your life to fight in other people's wars. However, the mercenary is always looked down upon as a second rate soldier and never given enough resources to get the job done properly. In fact, most employers would rather the mercenaries die in battle as it saves on costs. You didn't die. Instead you mustered out with a small pouch of coins and freedom to make your own choices.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of gaming set

Equipment: A unit insignia, a set of common clothes, a set of bone dice, a belt pouch containing 10gp

Feature: Secret Code

You know a secret, coded language which was used by your former unit. This language is a series of hand gestures which allows for communication without speaking. You are able to quickly teach others you trust how this language works. After one week of teaching it can be assumed that a person knows the language.

Suggested Traits:

The camaraderie of a tight military unit where life and death are on the line forms a bond that can be carried over in a civilian life. However, it can also be too easy to carry over part of the military life, making a non-military life difficult.

Personality Trait:

1. When it comes to personal grooming, I have a morning ritual I adhere to every day.
2. When times get hard, I have to crack a joke to lighten things up.
3. I naturally follow orders.
4. I like to travel light. If it doesn't fit in one rucksack I won't bring it.

5. I keep all my weapons and armor as polished as possible.

6. I dislike politicians as they meddle in affairs they know nothing about.

7. Shoes are the most important thing to me. Keeping my feet dry can be a lifesaver.

8. In combat situations, I expect people to follow my orders and grow annoyed if they do not.

Ideal:

1. **Duty.** I was just following orders. (Neutral)

2. **Involved.** The ultimate goal of war is to bring peace. (Good)

3. **Pre-Emptive.** War is the extreme response to eliminate those who would harm us. Hit them before they hit us. (Chaotic)

4. **Organization.** One thing I learned while in the military - following the structure of command will keep you alive. (Lawful)

5. **War.** I enjoy killing people. War was legalized murder for me. (Evil)

6. **Necessity.** War is something that is inevitable. It is best to be prepared for it so it can be concluded as efficiently and quickly as possible. (Any)

Bond:

1. This shield saved my life countless times. I won't go anywhere without it.

2. I received a medal for bravery in battle. I wear it proudly.

3. There was a commander on the other side that I still want to see dead.

4. During one battle I was able to save a family caught in the wrong place. I still look out for them.

5. We had a mangy dog as a unit mascot. I took him with me when I left.

6. Not everyone in my unit mustered out when I did, but they are still family to me. I would do anything for them.

Flaw:

1. I've seen enough death to last a lifetime. I try to avoid combat as much as possible now.
2. The unit fell into disrepute due to something I failed to do. I carry this shame with me.
3. My hesitation caused the death of one of my comrades. I still blame myself and so do his family.
4. I rarely get a full night's rest as I suffer nightmares from the horrors I've seen in battle.
5. I am always on high alert, never able to appear calm or in control. This makes it hard in personal interactions.
6. Sometimes I have flashbacks and think I'm back in a past battle.



PILGRIM

Sometime in your past you committed to go on a holy journey. It may have to visit a particular holy place or a series of important locations to your faith. Perhaps you finished the journey and moved on to other things in your life, or maybe you are still on your pilgrimage. However, you still carry the memories of your journey and the devout beliefs that sustained you throughout it.

Skill Proficiencies: Religion, History

Languages: Two of your choice

Equipment: A set of common clothes, holy symbol, prayer book, a belt pouch continuing 10gp

Feature: Aid and Comfort

In any given community it is highly likely there will be people of the same faith as yours. They will provide lodging and food as long as you are in that community. They may even be persuaded to give additional aid as requested, such as local information or even putting themselves into danger for your cause.

Suggested Traits:

The belief in a god or religion can bring together people who otherwise would have little in common. It also helps define their relationships and actions. For many people, they are defined by which religion they follow.

Personality Trait:

1. Before I do anything else at the start of the day, I offer up a prayer to my god.
2. After meeting a new person, one of the first things I try to do is discover which god they worship.
3. I took to the more somber teachings of my faith. Thus I have a glum outlook on life.

4. I can't help myself and feel the need to let other people know about my deity.

5. I make it a point to thank every person that provides me some sort of aid or service.

6. I am trying to better understand the world and my faith. This means I ask a lot of questions. Sometimes people don't like those questions, but I need to know.

7. My personal grooming is a reflection of my devotion to my god. Thus I try to look my best at all times.

8. I like to quote religious texts as responses to questions or as a parable in related situations.

Ideal:

1. **Benevolence.** I have faith in my god, but people are free to form their own opinions on which god to worship. (Neutral)

2. **Kindness.** The purpose of our worship is to make the world better for everyone. (Good)

3. **Thoughtful.** I love to have philosophical discussions on the nature of the gods. Sometimes I'll even take up a contrary position to better explore a topic. (Chaotic)

4. **Devout.** By holding true to the words of our god, the world will be a better place. (Lawful)

5. **Zealot.** There is no true god except for my god. Anyone who worships another god is a heretic. (Evil)

6. **Faithfulness.** Worshipping my god brings me joy and a sense of well-being. (Any)

Bond:

1. My mother is a high ranking member of the church. I work to make her proud.

2. The village where I grew up in needs a full-time minister. When I retire I am hoping to settle there.

3. My father was a traveling priest and faith healer, who turned out to be a charlatan. I work to absolve the memory of his sins.

4. Sometimes I hear voices in my head that guide me. I don't know if they are from my god, but so far they have not steered me wrong.

5. I have been tasked to carry a holy icon of our order. I must display it for all to see, but more importantly, I must keep it safe.

6. I see all those who worship my god as family members. A worshipper of my god can count on me for aid.

Flaw:

1. I have begun to lose faith in my god.

2. I am disgusted by those who try and use their faith as a means to give themselves

more power and control over other people. I will oppose those people wherever I find them.

3. I have faith that my god will protect me in all things. This mean sometimes I may seem to be reckless.

4. While I allow the foolhardy to believe in their own false gods, I become violent when someone says something bad about my god.

5. I tithe far more than required. I can't help myself from giving to those less fortunate than myself.

6. I automatically trust anyone who claims to be a fellow worshipper of my god.



PRODIGY

You are at that time between being a child and a young adult. As a youth you were recognized as having exceptional talents in one area. Perhaps that area is the one that you now pursue (as defined by your class). Perhaps you had natural aptitude with swords, understand nuances of the holy writs, can clearly see lines of magic, or can take apart and put back together mechanical devices such as locks. You can approach the subject with a unique eye, seeing it in ways others cannot. People often talked about how you are destined for great things – can you live up to it?

Skill Proficiencies: Investigation, Perception

Languages: Two of your choice.

Equipment: A set of fine clothes, a trinket, a belt pouch containing 10gp

Feature: Working Knowledge

You see things differently. You want to understand how something works and how to improve upon it. Once you have seen how something works, you will be able to reproduce it. Halve the time needed to learn a new skill during Downtime.

Suggested Traits:

Being seen as a prodigy is hard. People expect so much from you. You don't feel different or special, but people keep saying you are. You're not sure what they say is true, but the more they say it, the more it changes you.

Personality Trait:

1. I often find myself repeating myself to make sure people understand me.
2. Whenever I receive a compliment, I try to give one in return.
3. I am always willing to share my knowledge. Sometimes I forget not everyone wants advice.

4. I tend to talk in shortcuts and abbreviations that other people don't seem to understand.

5. I often have a running conversation with myself.

6. I try hard to be friendly so as to not scare people off.

7. I assume most people are out to use me. It is hard for me to trust.

8. I like to know what people are thinking about a topic.

Ideal:

1. **Aloof.** My gift places me outside of normal society. I do not have much in common with other people. (Neutral)

2. **Gifted.** My gift belongs to the world. I will use it to make the world a better place. (Lawful)

3. **Distracted.** I am always chasing the latest idea that pops into my head. (Chaotic)

4. **Humble.** I'm not so sure about what everyone says about me, but I will do whatever I can to help others. (Good)

5. **Elitist.** Everyone is right. I am special and better than everyone else...and they need to keep that in mind. (Evil)

6. **Conformist.** I work hard to fit in. (Any)

Bond:

1. One particular teacher helped to bring out my gifts. Even though they no longer teach, I owe them a debt of gratitude.

2. I am always writing down ideas as they come to me. Sometimes I can barely keep up with them. My notes are everywhere and I should really organize them at some point.

3. I had almost no friends growing up since all the other children saw me as too different. There was, however, one person who still accepted me and was my best friend. I still cherish their friendship and would do anything for them.

4. I have a tattoo that I got to try and fit in. It now reminds me about acceptance and individuality.

5. I still have the notes from my first experiment. Some days I hate it and other days I cherish it.

6. I have another hobby (such as calligraphy, cooking, dance, drawing, etc.) to show I can do other things than what I am known for.

Flaw:

1. I am a sham. The gifted one is really my younger sibling. I only took credit for all of their accomplishments since they wouldn't. Things kind of escalated from there.

2. I was given an offer I couldn't refuse from a local criminal organization. They want me to use my talents for them, something I do not want to do.

3. I will go to any lengths to prove myself, even if it means taking risks.

4. The pressure of being "gifted" is getting to me. Sometimes it can paralyze me into inaction.

5. I get angry when someone questions my abilities.

6. I was beaten as a child to make me stop questioning and to try to get me to conform to doing things "as they were meant to be". I still bear the scars both physically and mentally.



SAVAGE

You are a child of unbridled passion. While others may act all “civilized”, you came from a society that remained true to its bestial heritage. However, something brought you out from your tribal way of life and integrated you into society. You may now be living and working amongst those more civilized but you still remember the burning passions that once drove you.

Skill Proficiencies: Survival, Athletics, and Perception or Nature

Equipment: A set of common clothes and a belt pouch

Feature: Plain Speech

You grew up in a society that revered plain speech and no lies. People said what they meant. You can tell when someone is not being completely honest with you. You gain advantage on checks to see if someone is lying to you.

Suggested Traits

You now balance a life between your old world where you barely lived above an animal and your new world of interaction with society. It is a hard struggle to find your way between the two. However, there are things you are able to bring to situations that others more “civilized” than you cannot.

Personality Trait

1. I show my emotions readily and expansively. Whether I am sad, happy or in between, it is obvious what I am feeling.
2. I never kill an animal for sport.
3. I make sure to smell new people to get a better sense of who they are.
4. I am curious about everything.
5. I find big words to be useless. I speak simple and use only as many words as I need.

6. I do not acknowledge a person’s right to command me until they can best me in a contest.

7. I grow impatient quickly, especially when a person is giving a long-winded speech.

8. I speak loudly to make sure everyone can clearly hear me. There is no room for confusion.

Ideal

1. **Carefree.** You cannot change a storm, only survive it. (Any)

2. **Brutal.** The strong take what they will. (Evil)

3. **Untamed.** I let instinct guide me where it will. (Chaotic)

4. **Family.** There may be alphas and betas, but I am loyal to family, even those I have chosen after birth. (Lawful)

5. **Tested.** In life we are always being tested. I greet these challenges with enthusiasm. (Neutral)

6. **Simple.** I want nothing more than my basic needs. (Neutral)

Bond

1. I carry a badger paw as a token of the tribe I came from.

2. I left my tribe to explore the rest of the world. Someday I will return to relate the tales of all I have experienced.

3. I was conscripted into the army. I have not been back to my tribe since then, but hope to do so someday.

4. I am the last of my tribe. I will make their spirits proud.

5. When I die I want there to be grand tales told of my life. I must give the bards stories.

6. I find the devices of the civilized world to be exotic and exciting. I carry this valuable object that I found soon after reaching these new lands. I still don’t know what it does. (This would be a common item of little to no value such as an ink-filled quill, fork, or horseshoe.)

Flaw

1. I have set the old ways aside. I am working to forget my savage past. This has alienated my tribe and left me alone in the world.
2. I left my tribe because I was fleeing from it. I killed a tribe member and am still hunted for it.
3. I only know 20 words. (Make a list of 20 words you currently know.)

4. I do not groom myself as well as those in civilization. This is a turn-off to others.
5. I am very uncomfortable in places where large numbers of people gather. Cities practically drive me insane.
6. It is a struggle to contain my inner rage. I am prone to sudden bursts of violence.



SCAVENGER

A family needs supplies. A village needs supplies. An army needs supplies. You excel at scrounging supplies from every possible location. Sometimes you outright steal things; sometimes you know who has what you are looking for and what they want for it. There are different approaches whether you are in the city or out in the wilderness, but you can function in both.

Skill Proficiencies: Persuasion, Stealth

Languages: Two of your choice

Equipment: A set of traveler's clothes, a backpack, and a belt pouch containing 10gp

Feature: Scrounge

If you have a need you can find something to fill that need. It may not be the perfect item for the task at hand but it will do. Once per day you can scrounge one item worth 1gp or less.

Suggested Traits

You practice two disparate skills. One requires you to sneak around and steal – avoiding people. The other requires you negotiate and trade – seeking out people to interact with. You know which approach works best in any given situation.

Personality Trait

1. I do not like to eat uncooked foods.
2. I am forgetful about unimportant things.
3. I always talk sarcastically to someone I think is of low intelligence.
4. There is no reason to be a dirty slob if there is an alternative.
5. I enjoy sweets.
6. I always try to keep a few oddball things on my person. You never know what might be important to someone.
7. I could spend hours talking about the philosophy of property ownership.
8. I like a good joke.

Ideal

1. **Deal-maker.** You have what I need, what do you want for it? (Any)
2. **Entitled.** I take things because I can and I deserve them. (Evil)
3. **Uninhibited.** Possessions belong to no one so no one should care if I take this. (Chaotic)
4. **Restrained.** I only take enough to do the job and no more. (Lawful)
5. **Unbiased.** I'm not out to ruin other people's lives, just to fulfill our needs. (Neutral)
6. **Fair.** There is no reason both sides can't get what they want in a trade. (Good)

Bond

1. The first thing I ever appropriated was a stick doll. I still keep it.
2. I don't do it often, but once I trust someone I trust them implicitly.
3. I made this backpack myself and it is a prized possession.
4. I got to ride a horse once while doing a supply run. I really enjoyed it. If I ever get a horse of my own I'll make sure to take good care it.
5. I got an ornate key in a trade, but I don't know what it opens.
6. I have a pet ferret I was going to train to steal for me. It is untrainable, but I keep it anyway.

Flaw

1. I assume everyone is out to take advantage of me. It makes placing trust in someone hard. Thus I come across as unfriendly.
2. I once made a deal in my favor for some supplies. Turns out I had taken advantage of an organization run by a lich. They are still looking for me.
3. While procuring some items I was viciously attacked by a guard dog. I am still terrified of all dogs now.

4. I'm so used to lying to get what I want that I've forgotten how to tell the truth.

5. I once appropriated a unicorn's horn from a warehouse. They don't know I have it but they are still looking for it. This also means I haven't been able to unload it either.

6. I still owe some hard people from a deal. Seems my supplier let me down. Now I'm being hunted by the group I made the deal with while I'm still trying to get the supplies I already paid for. It's a mess.



SCOUT

There are those whose job it is to walk into the unknown. They find where the enemy is before a battle. They make the world smaller by exploring the hitherto undiscovered regions of the world. They are the ones who explore by going there and seeing it for themselves. Being able to bring back the information is what sets apart the skilled scouts and the bad scouts.

Skill Proficiencies: Stealth, Survival

Languages: Two of your choice

Equipment: A set of traveler's clothes, 50' silk rope, a trinket, and a belt pouch containing 10gp

Feature: One with Nature

You are adept at living off and blending into the land. You become one with the area you find yourself. You have an innate sense of direction. You are always able to retrace your steps in any environment. This allows you to eventually get back to a point you are familiar with.

Suggested Traits:

You are an explorer into the unknown. You are often the first into an area no one has been to before. You have to be able to deal with anything. Hidden terrain can impede your progress or cause injury while you are alone. Native populations of either sentient beings or savage monsters can inhabit the land you have been tasked to map and explore.

You must be self-reliant, but having some competent friends along can help.

Personality Trait:

1. I always eat whatever the local food is, that way I do not smell foreign.
2. I like to have a contingency plan for every mission.
3. I like to make paintings of places I've seen.

4. I always dress to blend into whatever surroundings there are, whether in the wild or urban.

5. I prefer to wait and watch before acting.

6. I rarely talk louder than a whisper.

7. Getting dirty is part of a good camouflage. I just forget to clean up most of the time.

8. Ever since one bad mission, I make sure to bring extra food.

Ideal:

1. **Mission Oriented.** I am good at completing my assigned tasks. What happens with the information I gather is outside my area of responsibility. (Neutral)

2. **Concerned.** Whenever I meet a new race or peoples, I make sure any potential contact will not harm them. (Good)

3. **Wild.** The world is an untamed place and I fit right in. (Chaotic)

4. **Expansionism.** Expanding the boundaries means we can bring all society has to offer to new people and lands. (Lawful)

5. **Greed.** People are always willing to pay well for information, even those who didn't do the hiring in the first place. (Evil)

6. **Pioneer.** The best part is being the first person to somewhere new. (Any)

Bond:

1. On one mission I discovered a lost tribe of people. I decided to not reveal their presence for fear of what would happen to them if I did.

2. My single most important piece of equipment? This rope has saved my life multiple times, I wouldn't go anywhere without it.

3. I've kept a copy of every map I've ever done for someone. It is fairly extensive.

4. While scouting a new area I was captured by a cannibalistic tribe. I managed to escape with a small trinket which I now keep as a

memento. However, I suspect they want it back.

5. My mother was a famous druidess. While I cannot access her divine magics, I still seek emulate her love for nature.

6. I am too close to the animals; I can't stand to eat meat anymore.

Flaw:

1. I used to be a scout in the military until one of my reports was wrong and hundreds of soldiers lost their lives. I still say my report was solid, but that didn't stop them from kicking me out of the military and blaming me.

2. I am perpetually disappointed in the abilities of other people.

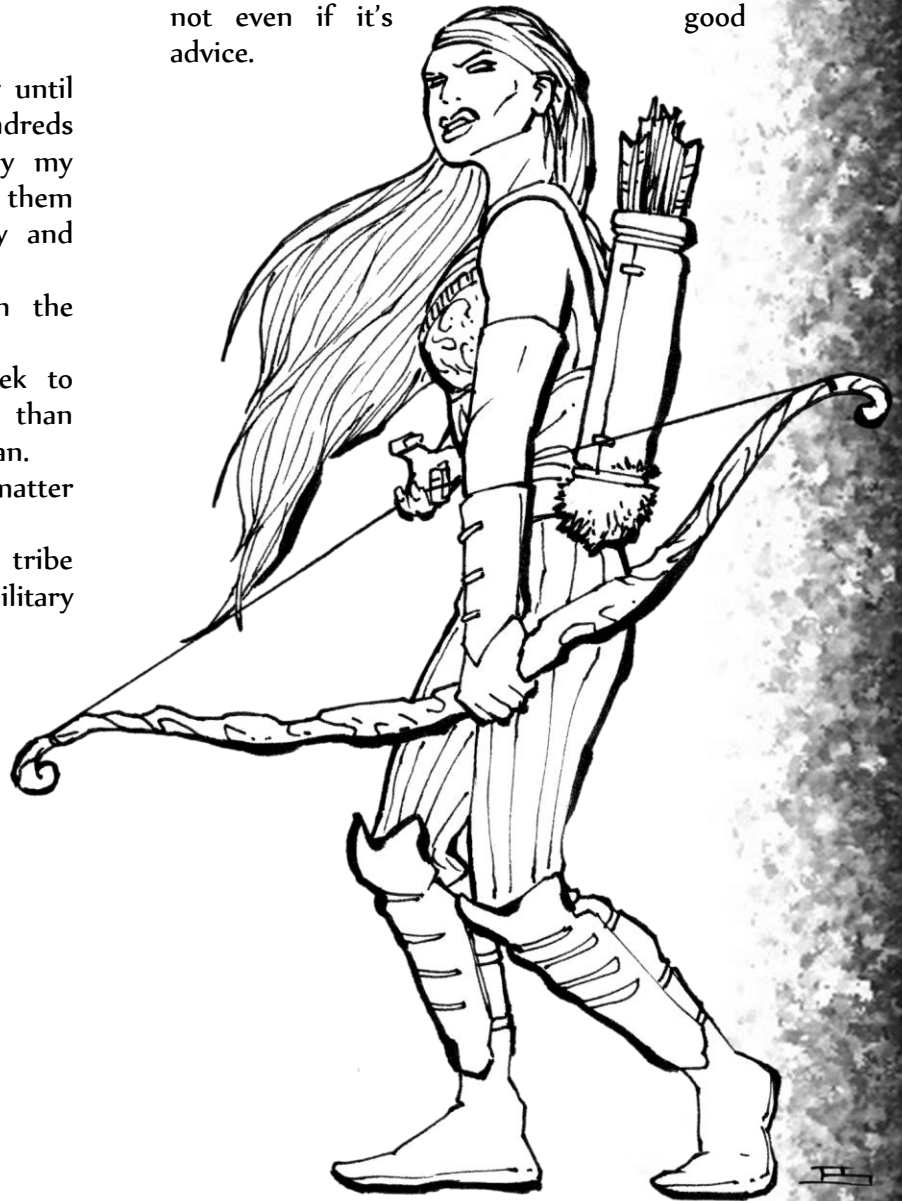
3. I am opposed to beings that seek to exploit the world or people weaker than them simply because they think they can.

4. I'm good at following orders no matter what they are.

5. On one mission I discovered a lost tribe of people. Using my report, the military

moved in and that tribe no longer exists. I left the military soon thereafter but not before making some enemies in the hierarchy.

6. There is no one better than me in the wilderness. When it comes to the wilderness, I won't take advice, not even if it's good advice.



SLAVE

You were once a slave to another. You were effectively property of another being. Even in an enlightened society there can still be slaves and there can be many reasons for why it can happen. Perhaps this was the punishment for a crime attributed to you, perhaps you needed to pay off a debt, perhaps you were a soldier in a losing battle or perhaps you were just in the wrong place at the wrong time. That has changed now, but it was an unforgettable time.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: One related to your former job

Languages: One of your choice

Equipment: A set of simple clothes, a tool related to your former job worth 12g or less

Life of Burden

Slaves usually are assigned one type of job. You can choose what work you did as a slave or you can roll or pick from the following list.

1. Miner.
2. Farmer.
3. House Servant.
4. Tradeskill.
5. Common Labor.
6. Soldier.

Feature: Make Do Without

You have known what it is like to not have things beyond just your freedom. Your food and water requirements are halved. You require half a pound of food and half a gallon of water a day. However, anything less than that and you suffer normal consequences.

Suggested Traits

Being a slave is a hard life. There are no freedoms and your life is not your own, you have no choices. This makes you naturally

inclined to be subservient. However, you can endure more than others can.

Personality Trait

1. I never make eye contact.
2. I never speak first.
3. I flinch if someone raises a hand near me.
4. I never complain.
5. I see pleasure in everything now that I am free.
6. I am a better follower than leader.
7. I refuse to show any signs of weakness.
8. Sometimes I catch myself automatically doing what someone else tells me to do.

Ideal

1. **Thoughtful.** I weigh all factors in the decisions I make. (Neutral)
2. **Anarchist.** I would see all authority destroyed. (Evil)
3. **Obstinate.** I will never obey another person's commands, even if that might be the wise thing to do. (Chaotic)
4. **Obedience.** I always obey those who are above me. (Lawful)
5. **Cynical.** Everyone is only out for themselves. I won't hurt others for my gain but I am hesitant to help others unless it helps me also. (Neutral)
6. **Self-assured.** I make my own decisions now. (Any)

Bond

1. I was released by my owner. I owe them a debt.
2. I fell in love with another slave, but we were separated when they were sold to another owner. I do not know where my love is now.
3. I have scars I cannot hide.
4. I was taken from my homeland. I would like to visit it again one day.
5. I bought my freedom but now owe money to those who gave it to me.

6. I still have the chains that bound me as a reminder of what my life was like before.

Flaw

1. I escaped from my master and am still hunted.

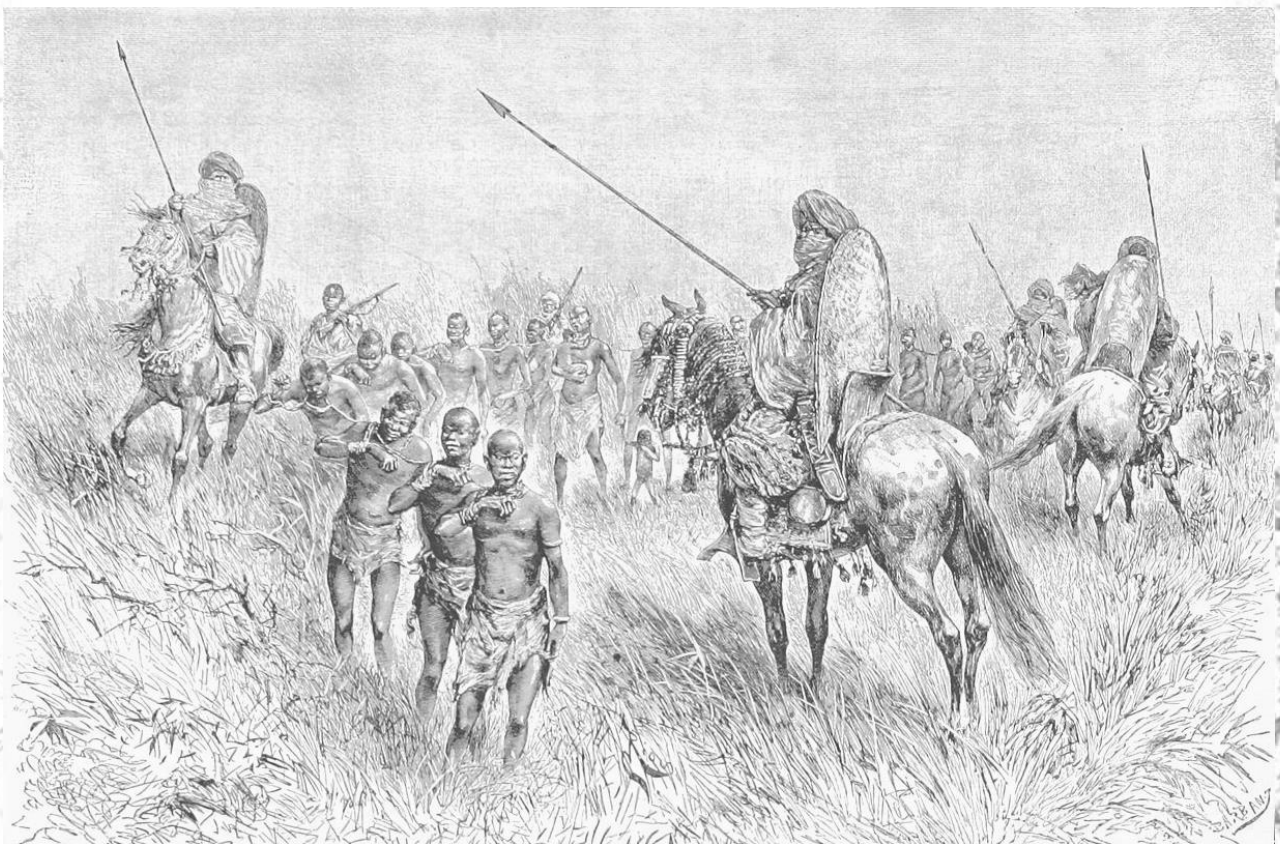
2. I will never do without again. I seek to accumulate money and items no matter what.

3. I cannot abide someone owning a slave. I seek to free other slaves.

4. I panic if I am restrained in any manner.

5. I still have a fear of the race my master was one of.

6. I was a slave in charge of other slaves. I was forced to be as cruel to them as my masters were cruel to me. I am still haunted by what I was forced to do, especially since some of those slaves are now free as well.



SQUIRE

A squire is there to learn. You were made to learn about the past, about combat, about social graces, about loyalty. Along the way you worked for the betterment of your knight. You might still be a squire or maybe you have left the service of your knight. Either way, you still carry the aura of noblesse.

Skill Proficiencies: History, Perception

Tool Proficiencies: One type of vehicles (land)

Languages: One of your choice.

Equipment: A set of fine clothes, a belt pouch containing 10gp

Feature: Aura of Nobility

You might not be a knight or a true member of nobility, but carry yourself that way. Also, however tenuous, you do have connections to nobility through your association with your knight. People instinctively treat you differently. This means you will often find yourself invited to gatherings hosted by nobility. You will find a room will suddenly be available in a full inn. There are all sorts of small ways people react to your supposed station.

Suggested Traits:

A squire must be diligent. You had to exemplify all the qualities of a knight without actually being one. You had to do all the work of a knight, and more, but without the perks of being a knight. This has given you understanding of humility and society.

Personality Trait:

1. I am courteous to everyone.
2. I enjoy long walks.
3. I have a sweet tooth.
4. I enjoy reading about history.
5. I recite the code of knighthood every morning.

6. I am a slow reader. I reread every page to make sure I have the understanding correct.

7. I smile, even if I am sad.

8. I am grossed out by snails and slugs.

Ideal:

1. **Thorough.** We must attend to the little things to accomplish great things. (Any)

2. **Noblesse Oblige.** It is the responsibility of a knight, and a squire, to help those less fortunate. (Good)

3. **Activist.** The rigid structure of society is designed to keep those in power and to keep everyone else downtrodden. This is wrong. (Chaotic)

4. **Loyal.** Death is the only thing that will stop me from serving those in authority. (Lawful)

5. **Heartless.** Society needs to have those who lead and those who follow. I will be a leader and use those who follow for my betterment. (Evil)

6. **Diligent.** Duty never ends. (Neutral)

Bond:

1. I have a code of knighthood that I strive to follow.

2. There was a noble's child that caught my eye. I hope to someday earn the right to court them.

3. I once had a horse of my own. He was slain in a battle. One day I will gain another horse and take much better care of it.

4. I ignore insults to myself, but I will avenge the honor of someone I care for.

5. I came from a noble family that lost their place in society. I seek to restore my families place.

6. I keep a book where I write the wise sayings on my knight.

Flaw:

1. My knight is an almost perfect being. I hate it. I left his service and now work to surpass him in all things.

2. My knight was killed in battle with brigands. No one but me knows he died and I am trying to make the world believe he is still alive.

3. I failed my knight at a crucial moment. He ended my squireship and said if he ever saw me again he would kill me.

4. I detest those who act without honor.

5. I will have vengeance against anyone who besmirches my honor.

6. I fear nothing.





TOUCHED

There is something wrong with you. People have said you are - “not right in the head”, “crazy”, “the village idiot”, “a freak”, “not with it”, “unbalanced”. For some reason you look at the world from a different mental state. There could be many reasons for this. This has kept you at a distance from the rest of society. However, this has given you the benefit of being able to look at things from a different perspective than everyone else and at times this can be beneficial.

Skill Proficiencies: Insight, Perception

Languages: Two of your choice.

Equipment: A set of common clothes, a belt pouch containing 10gp

The Voices in Your Head

There is something that sets you apart from the rest of normal society. You can create your own reason or choose/roll from the following list.

1. You are possessed by a being from another plane.
2. You hear voices from a being of the far realm.
3. You suffered a head injury.
4. All living things have a spirit and you can hear them all.
5. Your ancestors speak to you.
6. You were born mentally challenged, but you can still function in society.
7. You have multiple personalities.
8. You have burgeoning psionic abilities that may, or may not, manifest.

Feature: The Voices Speak To Me

You hear voices. Sometimes all the time, sometimes they come and go. At times the voices have useful bits of information. Once per long rest you can ask your DM if there is any helpful information in any of the voices in your head. In addition, there may be times when the DM just gives you some information – how accurate or beneficial it is will be something you and the group will need to discover for yourselves.

Suggested Traits:

You will never be able to completely understand the rest of humanity. Your perspectives will forever be altered. This makes interaction with other people difficult and at times almost impossible. It is good you have found a group of people that accept you.

Personality Trait:

1. I mumble a lot.
2. When excited I yell.
3. When frustrated I punch objects.
4. I never make eye contact when talking to someone.
5. In each sentence I speak, I always say the name of the person I am talking to.
6. It takes me a few to notice when someone is talking to me.
7. I say whatever I think regardless of social improprieties.
8. I talk slowly.

Ideal:

1. **Manic.** There are so many choices to be made and so many opinions to consider. (Any)
2. **Benign.** I see the voices as a gift I can use to help other people. (Good)
3. **Crazy.** I do whatever the voices tell me to. (Chaotic)
4. **Structured.** I work very hard to control the voices and not let them control me. I have organized my mind into compartments to better control my mind. I carry this system of organization over into the everyday. (Lawful)
5. **Psychotic.** The voices are always telling me to hurt other people. (Evil)
6. **Burdened.** I hear the voices, but they do not control me. I make my own decisions. (Neutral)

Bond:

1. I have a twin with the same problems. We grew up alone together and early in life had no one else to rely on. I may have moved on with my life, but there will never be anyone closer.
2. My mother's love kept me sane through the difficult times. She is the most important person to me in this world.
3. The voices have told me of a place far away that is full of wonder and beauty. I hope to find it one day.
4. I have a small item (feather, copper coin, polished stone, etc.) that helps me to focus.
5. Growing up the only friend I had was the pet animal. When I left home I brought the pet with me.
6. I write down all the things I say. I may have missed something important.

Flaw:

1. There is nothing wrong with me. I fake it all to gain sympathy.
2. I was experimented on by a cabal of wizards. I managed to escape but they still hunt me.
3. I often speak with random nonsense words.
4. There are times where I become confused and I'm not sure if it is the voices talking to me or a real person.
5. Every so often I just ignore people for long periods of time.
6. I need people to believe in me. Thus, if I give my word on something I fulfill it no matter what, even if I later find out it is wrong.



TRAVELING MERCHANT

Traveling the world in search of new markets and new products is exactly where you want to be. Anyone can open a shop in a town and grow fat, but exploring new marketplaces is where the action is...along with the potential for even greater profits. Wheeling and dealing is your way of life and the best place to do that is out in the world.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of vehicles (land)

Languages: One of your choice

Equipment: A set of traveler's clothes, 15 gp of trade goods, a belt pouch containing 5gp.

Feature: Well Prepared

To get far as a traveling merchant you have to be prepared and you are. Choose or roll on the following table to determine what extra assets you start with.

1. Mule and cart.
2. 10gp worth of trade goods.
3. Another trinket.
4. A Comfortable Lifestyle already paid for the next month.
5. A Modest Lifestyle paid for the next year.
6. A *potion of healing*.

Suggested Traits:

Traveling merchants are that rare breed of accountant and explorer. While making money is important, just as essential is seeing new places and interacting with new people.

Personality Trait:

1. I look at everything as a balance sheet. I am always calculating cost and potential profit.
2. I make sure everyone knows the shortest path between two points.
3. Knowing how essential animals are to my business, I make sure to always treat them right.

4. When I am excited, I tend to talk very fast.

5. When I'm not working, I like to spend my time fishing.

6. I enjoy talking about the local politics.

7. I believe in teaching people about fiscal responsibility.

8. I may have to look good when negotiating with a potential client, but I'm not afraid to get down and dirty when it's called for.

Ideal:

1. **Materialism.** Gold is a measuring stick for how well you are doing in life. (Neutral)

2. **Charity.** Everyone has to start somewhere. I had some help starting out, so when I can, I pass that aid along. (Good)

3. **Gambler.** To hit it big, you have to take risks. (Chaotic)

4. **Society.** I am part of the process that keeps society moving forward. (Lawful)

5. **Greed.** Everyone else is just a person carrying my gold. (Evil)

6. **Explorer.** To see the world and make a living at it - is there really anything better than that? (Any)

Bond:

1. My ledger book includes a list of every place I've ever visited with the local commodities and relative values of each.

2. The startup costs were huge; I am still paying off the debt to my lender.

3. I have a monetary goal for retirement and keep a constant tally of how close I am getting to it.

4. I have a spouse and children that I send my profits back home to. I miss them but the job keeps me on the road.

5. I enjoy writing about my travels. One day I'll see them published.

6. I hope to one day buy myself a title of nobility.

Flaw:

1. I used to have a business partner but he was a lousy merchant. I had to break away and start my own business. He took it personally and harbors resentment.
2. I understand small gains and losses, but if ever a really big score came along I'd do anything to gain it.
3. I hate being on the losing end of a deal, really, really hate it.
4. I dislike spending money. I'd rather do without, and suffer for it, than spend gold.

5. When I was first starting out, I sold a trinket to raise some quick money. I now regret it and have been looking for it ever since.
6. When things don't go my way I get depressed and sullen.



TRAVELLER

Some would call you vagrant, vagabond, tramp, drifter, but they just don't understand. You are gripped with wanderlust and enjoy the simple thrill of traveling from place to place, experiencing something new every day. You are most comfortable on the road and staying in one place for too long begins to get on your nerves. This might be a week or a year, but eventually you need to move on.

Skill Proficiencies: Nature, Survival

Languages: Two of your choice.

Equipment: A set of traveler's clothes with sturdy shoes, a walking stick (that can act as a staff), a rucksack with 5 gp

Feature: Home on the Road

You have adapted to always being on the move and not having a home to live in; you make your home wherever you stop for the night. You are able to find shelter, or build it quickly, while traveling. This means you can stay dry and warm outside of urban areas. You can also find food and water for 1d4 people daily, assuming there is any food and water in the area.

Suggested Traits

Being tied down to one place is antithesis to who you are. Being on the move is where you feel the most comfortable. This does mean you are the perpetual stranger and people tend not to trust you, but that is fine since you'll be gone soon anyway. The world is a huge place and you intend to see all of it.

Personality Trait

1. I hum the same tune when nervous or unsure.
2. I can't help letting people know where I've been.
3. I'm not sure when my next meal will be so I am constantly eating something.

4. I have no sense of personal space.
5. I may not tell outright lies, but I will certainly embellish a deed.
6. Whittling is how I spend much of my time.
7. My mustache is a thing of beauty and perfection. Keeping it groomed is time well spent.
8. I make sure to think through a question thoroughly before answering.

Ideal

1. **Change.** Anytime something becomes stagnant is the time to change it. (Chaotic)
2. **Gain.** I try to take as much from an area before moving on. (Evil)
3. **Respect.** I am only visiting; I should leave things as I found them. (Lawful)
4. **Individualism.** I won't stop you from doing what you wish, don't try to stop me. (Neutral)
5. **Amiable.** There is so much for all to see and enjoy in this world. (Any)
6. **Nurture.** As I make my way through the world, I try to leave it better than I found it. (Good)

Bond

1. I have my favorite walking stick which I am never without.
2. The book I carry is a record of every place I've ever been.
3. I will see something no one else has ever witnessed before.
4. I know the location of a hidden vale that if revealed to the rest of the world would cause its destruction.
5. There are tales of a lost city. I will find it one day.
6. I search for my father. All I have is his name, but I know I will find him before I die.

Flaw

1. I can't bring myself to retrace my steps. I'll take the long way around if that is an option.
2. I am running from someone I have wronged and must stay constantly on the move.
3. I am impatient and brusque with other people which makes me appear surly.

4. I am uncomfortable touching other people and avoid it as much as possible.
5. Personal freedom is more important than anything else.
6. I left behind a spouse and child and it now brings me great shame.



WATCHMAN

Every settlement has some form of law enforcement. These are the people who protect the local government and keep its citizens safe. They are the ones that hunt down the thieves, smugglers, murderers and enemy spies. If a community has a crisis, they are the ones people turn to for help. It is also a rigid lifestyle and many watchmen often leave that way of life to explore other possibilities that allow them more freedom.

Skill Proficiencies: Insight, Investigation

Languages: Two of your choice.

Equipment: A set of fine clothes, a belt pouch containing 10gp

Feature: Prodigious Memory

You are able to remember details long after they were relevant. Once per a long rest you can recall the specifics of anything you have encountered before.

Suggested Traits:

People relied on you. That is a strange feeling that brings a connection between yourself and others. You may not be a watchman anymore but you still carry it with you.

Personality Trait:

1. I try to answer a question with another question.
2. I like to wear casual clothes now. I've had enough of uniforms.
3. I prefer to lead a conversation.
4. I try to be courteous at all times.
5. I do not lie.
6. I enjoy playing games requiring skill over those that involve luck.
7. I like to accurately know what time it is.
8. I love baked goods.

Ideal:

1. **Equitable.** Laws are designed to eliminate the need to be subjective. It treats everyone the same. (Neutral)
2. **Virtuous.** The laws are in place to help society. I try to remember that. (Good)
3. **Compromised.** I will do what is best for society, even if that means I have to break its laws to do so. (Chaotic)
4. **Rigid.** The law must be upheld above all other concerns. (Lawful)
5. **Grasping.** The law was put in place by those in power, to keep those in power. I intend to use it for myself to gain that power. (Evil)
6. **Imprecise.** Upholding the law has its good and bad points. The trick is to know which is which. (Any)

Bond:

1. I am used to working with a team. I become uncomfortable if I have to work solo.
2. I still have my badge of office. While I can no longer wear it publicly I treasure the positive things that happened to me while I was still a watchman.
3. I have great respect for watchmen and will aid them if it requested of me.
4. One of my fellow watchmen lost his life pursuing some smugglers. I take care of his wife and child by sending them whatever gold I can.
5. I have a book full of notes detailing suspected criminals. It is no longer relevant to my new course of occupation but I still keep it.
6. On a raid of a smugglers den, I recovered an odd item (trinket). No one wanted it and it wasn't needed for the case so I kept it. I still wonder what its purpose is.

Flaw:

1. There is no tolerance for misconduct. I use extreme force to get people to comply with doing the right thing.
2. I was accused of corruption and lost my job. I was then run out of town. I will go back some day and prove my innocence.
3. I may not be a watchman anymore but I still feel compelled to help anyone in distress.
4. I have no sympathy for criminals and still work to bring them down.
5. I was on the take while I was a watchman, taking payouts from the local thieves' guild to look the other way. I had to leave that job when the heat got too much. Now I think they have sent someone after me and I don't know if it's the law enforcement or the thieves' guild.
6. I unjustly pursued an innocent. I left in shame and work to redeem my name.



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