

A MAZONS vs VALKYRIES



BACKGROUNDS AND HOMELANDS

Bloodstone Press™

Character backgrounds and starting languages
for the Amazons vs Valkyries campaign setting



ΒΛΑΣΤΡΟΝΥΔΣ ΑΥΔ ΗΘΥΕΛΑΥΔΣ



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INTRODUCTION

Welcome to the Backgrounds and Starting Languages supplement for the Amazons vs Valkyries adventure setting. This file features six backgrounds for player characters: Athlete, Exile, Farmer, Huntress, Professional, and Slave. These backgrounds are in addition to those in the core rules. The last section of this file covers homelands and languages for PCs.

Athletes compete in individual or team sports, vying for prize money and prestige.

Exiles have been forced from their homes, either on an individual basis or as part of a group.

Farmers of goats, cattle, and crops are ubiquitous. Everybody knows a farmer.

Huntresses survive on their stalking skills, feeding themselves directly or trading their catches for supplies and gold.

Professionals do specialized jobs that require education and interpersonal skills.

Slaves were captured in war, kidnapped by pirates, or living in poverty. They have spent years in servitude and are now free.

The **Homeland and Starting Languages** rules from the [Campaign Primer](#) are provided at the end of this document. They now include guidelines for characters whose culture differs from their heritage.



ATHLETE

You are a professional athlete with a history of wining events. You may be from a large Mediterranean city, a small Celtic town, or some place in between. While you may have some other occupation to help put food on the table, your primary focus is winning the games. You travel from town to town, participating in local tournaments and regional competitions, aiming for a national or international championship. Whether you dream of taking the gold at the Heraen Games, winning local acclaim at the Midsummer Games, or dominating the Highland Games, you spend your time training, learning the nuances of the sport, and developing muscle memory.

Champion athletes command respect in every society. Their feats of prowess grant them personal meetings with aristocrats and heroic status among the populace.

Skill Proficiencies: Acrobatics, Athletics

Tool Proficiencies: One type of gaming set

Equipment: A ribbon, medal, belt, rod, wreath, or other trophy you have won, a set of traveler's clothes, a costume for events (optional – some events are performed nude), a pouch containing 10 gp.

D10	Event	d10	Event
1	Archery	6	Javelin or axe throw
2	Chariot race	7	Lifting
3	Fighting ¹	8	Swimming
4	Footrace ²	9	Team sports
5	Horse race	10	Weight throw ³

¹Fighting includes boxing, wrestling, glima, and pankration.

²Footraces include the hoplitodromia, sprints, distance, and jumping.

³Weight throw includes caber toss, hammer toss, keg toss, and shot put.

ATHLETE EVENT

There are many types of athletes, and within athletic leagues and similar organizations, individuals have particular specialties. Even athletes who operate outside of such organizations have a preference for certain athletic events over others. Choose your preferred athletic event, or roll on the table below.



FEATURE: PRO ATHLETE

As a top athlete, you can perform public stunts and feats, demonstrating your ability. This might be at a tavern or inn, but could be part of a festival, circus, or stage act. At such places and events, you receive free lodging and food of a modest standard as long as you perform each day. Additionally, your performance increases your popularity. People who recognize you usually have a positive attitude toward you.

Between adventures you can compete in tournaments and events to earn a comfortable lifestyle, per the “Practicing a Profession” downtime activity.

You can also find contacts and make friends at gymnasiums, arenas, and athletic clubs. Promoters who travel the sporting circuits with their entourages of athletes, trainers, and assistants are a sort of mobile athletic club that you may encounter in any city or town. Among such groups, you receive free lodging and food and earn a modest or comfortable income (depending on the wealth of the employer) if you work as a trainer per the “Practicing a Profession” downtime activity.

Athletic clubs and private promoters often use incentives to entice athletes to join their operation. If you pay 3 gp per month to join one of these clubs, you gain health insurance, a retirement account, free promotion for your events, and a small fund that you can use to offset legal fees if you are accused of a crime.

SUGGESTED CHARACTERISTICS

Athletes have a dedication to rigorous training and fitness that influences every aspect of their lives. They may seem like meatheads, gym rats, or brutes, but some have intellectual attributes matching their physical prowess.

1d8 Personality

- 1 I am very competitive, and I like to win.
- 2 I get worked up before an event.
- 3 The first thing I do in a new town is look for the completion.
- 4 I never turn down an athletic challenge.
- 5 I expect others to cheat.
- 6 I like a good challenge.
- 7 I am very sensitive about my reputation and record.
- 8 I enjoy my status as a minor celebrity.

1d6 Ideal

- 1 **Honor.** I always compete fairly, even when I know my opponent is cheating.
- 2 **Freedom.** Sports are a good way for a talented young person to find success in the world.
- 3 **Charity.** I sometimes donate my time or winnings to worthy funds and organizations.
- 4 **Greed.** I gamble on my own events, feud with promoters, and chase endorsements.
- 5 **People.** Athletes comprise a subset of society that is only understood by those within it. I'm loyal to this adopted, insular family rather than an ideal.
- 6 **Redemption.** After losing an event, I am driven to make sure it never happens again.

1d6 Bond

- 1 Winning at sports is a great way to pay debts.
- 2 My winnings help support my family.
- 3 I was once the champ, but I lost the title. Now I plan to get it back.
- 4 I will become the greatest champion to ever participate in my event.
- 5 I've already mastered one event, now I am trying another.
- 6 The adoration of my fans is my sustenance.

1d6 Flaw

- 1 My competitive nature causes conflict with friends.
- 2 If I have to choose between my friends and my athletic career, I will choose my career.
- 3 I like the spotlight and am not a team player.
- 4 I have a weakness that sabotages me during major sporting events.
- 5 I aggressively confront all potential challengers.
- 6 I won an event due to an unfair advantage, and I'm ok with that.

EXILED

You have been in exile for much of your life. Perhaps you committed a crime or were aligned with the losing side of a political conflict. Whatever the reason, you were cast out from your hometown and not allowed to return. Besides being forced from your home, your possessions were forfeited. You have since lived in the wilderness, apart from society, and have developed survival skills.

If you return to the society that exiled you, any citizen of that society can legally kill you on sight.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Your choice of cook's utensils, leatherworker's tools, potter's wheel, or weaver's tools

Equipment: A set of common clothes or hides, stone knife, sharp stick, gourd, and one random item you have found or been given, such as a stool, tinder box, waterskin, or other item of 5 gp value or less.

ORIGIN

You committed a crime, were wrongfully accused, or belonged to a particular group that has been expelled from your homeland. Perhaps you were a member of an outlawed cult, committed manslaughter, offended the patriarch of your family, or were affiliated with a rebellion. Perhaps your hometown was conquered by an invading army and your entire family, social class, or tribe was cast into the wilderness.

Roll on the table below to determine the reason for your exile, or choose one that best fits your character.



D10	Reason	d10	Reason
1	Member of an illegal cult	6	Deceiving the courts (Greece)
2	Murder (Rome or Greece)	7	Theft, 3 rd offense (Greece)
3	Unfilial conduct (Egypt)	8	Manslaughter (exile ends when the victim's family forgives you)
4	Political conflict	9	Embezzling from the government (Persia)
5	Attempted murder	10	Forgery (Rome)

FEATURE: HARD SCRABBLE LIVING

Your time in the wilderness has taught you many subsistence skills. While in the same terrain type that you were exiled in, you can spend 2 hours searching to automatically find food, water, and shelter sufficient for yourself and up to five companions each day. In addition, you have adapted to life in the wild and developed a preternatural sense. When feral animals sense a dangerous change in the environment, such as an impending storm or earthquake, so do you.

VARIANT FEATURE: STRANGER IN A STRANGE LAND

You have found a new community to live in, far from the land that exiled you. Your exile may be a secret that you conceal with lies. You learn a new language of your choice, gain a new identity, and meet new acquaintances. You also know how to navigate this foreign society and can barter with locals to obtain basic food and lodging for yourself and up to five companions.

SUGGESTED CHARACTERISTICS

Being exiled is a traumatic experience that leaves deep emotional scars and can incite feelings of guilt, remorse, or revenge. While some exiles accept their situation and try to deal with it, others cling to the past and refuse to accept their fate.

1d8 Personality

- 1 I will never forget what life was like before exile. I frequently reminisce and maintain traditions.
- 2 I still worry about my family and friends back home.
- 3 Despite my exile, I am still fiercely loyal to my community.
- 4 I have learned a great deal from my time in the wilderness.
- 5 My hard life in exile has left me with no desire for material possessions.
- 6 With nothing left to lose, I can take every risk.
- 7 I never liked those people anyway.
- 8 If I can handle exile, I can handle anything.

VARIANT: OUT OF EXILE

You have completed your penance and are allowed to return to decent society. Perhaps the political winds have changed or your victim's family has forgiven you. Perhaps it has been revealed that you were wrongly accused. Whatever the reason, the verdict in your case has been overturned and you are allowed to return home. However, the stigma of your past still haunts you.

1d6 Ideal

- 1 **Honor.** Honestly, I deserve to be exiled (Lawful).
- 2 **Freedom.** Liberated from the constraints of society, I am finally free to do as I please.
- 3 **People.** I am loyal to my kin and my tribe, not an ideal.
- 4 **Political.** I believe in my political positions and will die for them.
- 5 **Redemption.** Exile has helped me see the good in everyone.
- 6 **Aspiration.** I will find a way to return home.

1d6 Bond

- 1 Exile has made me aware of a great evil only I can destroy.
- 2 I deeply value the friends I still have.
- 3 The hovel I live in is the only thing of value I have.
- 4 I've realized this is a better life and I never want to return to civilization.
- 5 My crimes were committed for the sake of the common good.
- 6 I owe my life to the person helped me when I was first exiled.

1d6 Flaw

- 1 I wish to punish those responsible for my exile.
- 2 I resent all of civilization.
- 3 Now that I am exiled, I can do whatever I want.
- 4 They should have exiled me long ago; I've done so many bad things.
- 5 My testimony would have exonerated an innocent man, but I remained silent and he got exiled too.
- 6 I am suspicious of everyone, especially those who seek me out.

FARMER

Farming is among the most common professions. Most rural people live on a farm or work on someone else's. You were raised on a farm, learning the ways of animals, plants, and seasons. You know how to survive harsh winters and cultivate crops and herds. You might be one of a dozen siblings working a small, rented plot or the scion of a large landowner with hundreds of acres under cultivation. Most farmers are somewhere between those extremes, owning a few acres and some livestock that support their families and provide a small surplus for the market.

Skill Proficiencies. Animal Handling, Nature

Tool Proficiencies. Your choice of two of the following: any gaming set, any musical instrument, brewer's supplies, carpenter's tools, cook's utensil, leatherworker's tools, potter's tools, or weaver's tools

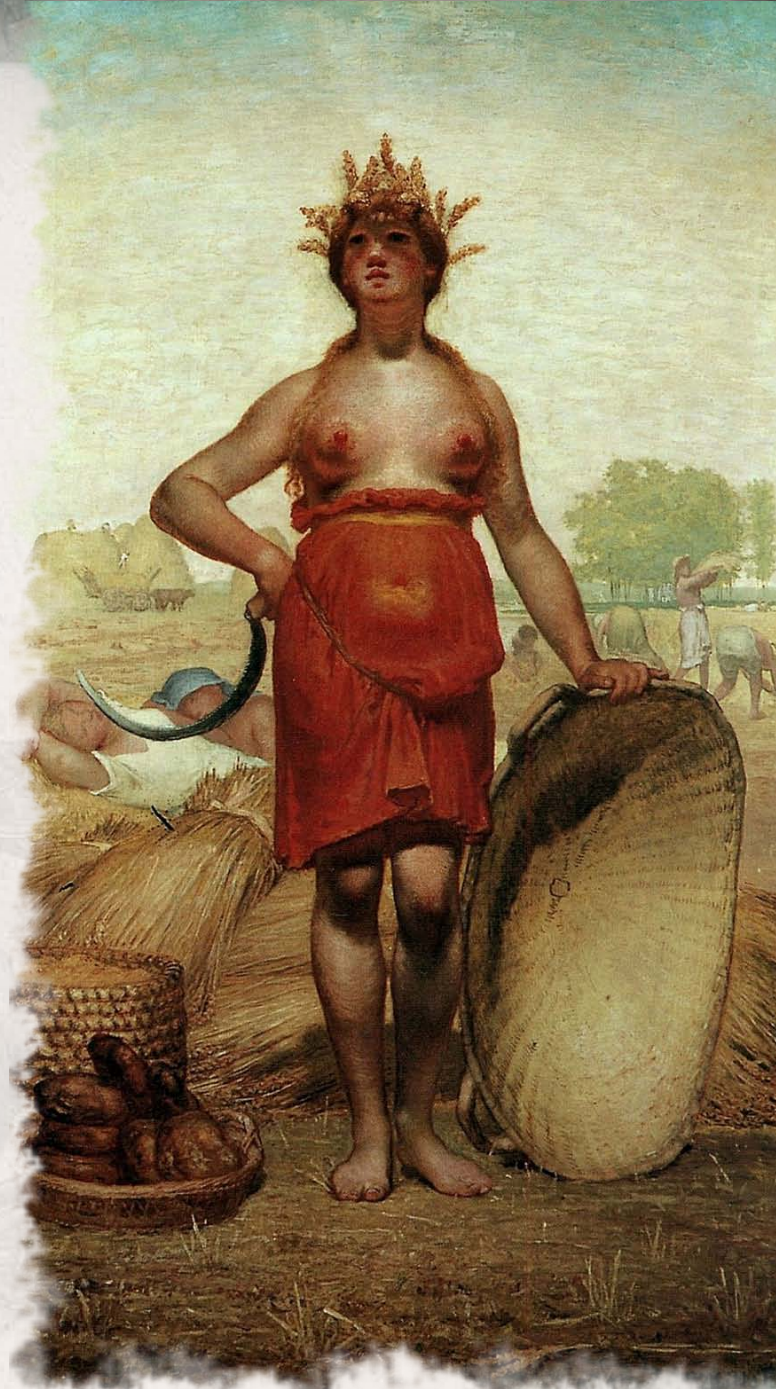
Equipment. A set of common clothes; a sickle, hayfork, or shovel; a cart worth 7 gp, livestock and crops worth 10 gp

SPECIALTY

Although your farm may have a variety of animals and crops, you primarily focus on one type of agriculture. You may be a shepherd, a swineherd, a wheat farmer or some other agriculturist.

Roll on the table below to determine your agricultural specialty, or choose one that best fits your character.

1d12	Specialty
1-2	Cattle
3-4	Goats/sheep
5	Swine
6-8	Staple crops
9	Fruit/vegetables
10-11	Fowl
12	Exotic or sacrificial animals/pets



FEATURE: ONE OF THE PEOPLE
 You can earn trust and temporary lodging at any farmhouse by simply offering your skills and labor for 2 hours. Help a fellow farmer finish up her daily chores, and she will likely give you a hot meal and a place to sleep. You can also use these relations to gain other small favors and assistance, such as hiding in the wagon to sneak into town, or information on local rumors.

SUGGESTED CHARACTERISTICS

The daily grind of fieldwork takes its toll on a person. Farmers tend to be cooperative and communal with their neighbors, but isolationist and distrustful of outsiders.

1d8 Personality

- 1 I know the lore of the farm/herd; let me tell you about it.
- 2 Whenever I visit a new place, I always notice the crops, animals, and soil.
- 3 My farm is a business and I'm trying to expand.
- 4 Early to bed, early to rise; I get more done before 6 AM than the army.
- 5 I prefer stability, consistency, and predictability, like the seasons.
- 6 I am competitive with other farmers and always try to have the biggest and best produce at harvest time.
- 7 I am more comfortable around plants and animals than people.
- 8 I see omens in weather patterns and animal behaviors.

1d6 Ideal

- 1 **Family.** My family and community need to eat. (Good)
- 2 **Nature.** By cultivating our crops and herds, we reap a thriving harvest. (Lawful)
- 3 **Simplicity.** The simple life provides all the necessities. (Neutral)
- 4 **Tradition.** Family, friends, work, and fun, these are the best ways to fill the passing seasons. (Neutral)
- 5 **Community.** I always help my neighbors, you never know when you may need a favor returned. (Good)
- 6 **Exploitation.** I extract every last bit of value from my land and herds. (Evil)

1d6 Bond

- 1 My family is tied to this land.
- 2 I will do anything to protect my farm.
- 3 My farm was destroyed by raiders or monsters. I will avenge it.
- 4 I am saving up to buy an estate with extensive farmland.
- 5 My farm is deep in debt and must be saved from the creditors.
- 6 I know the secrets of a strong harvest. I just need the right plot of land to settle down on.

1d6 Flaw

- 1 I distrust people who don't do honest labor.
- 2 I do things my way or I don't do them at all.
- 3 I have what I need to survive, I don't need anyone else.
- 4 I am quick to assume someone is trying to take advantage of me.
- 5 I am superstitious for good reason. My predictions are almost always right!
- 6 I would kill to expand my farm into an estate.



HUNTRESS

You feed your family with wild game, rather than farm animals or butcher's meat. You enjoy stalking in the wilds, challenging yourself against the elements and beasts, bringing home fresh food harvested from nature's bounty. You may have a nomadic or semi-nomadic lifestyle, or you might live in a small, rural community. You may even dwell on the edge of a large town and simply prefer the wilderness for your sustenance rather than civilization.

You might also hunt animals for their pelts rather than their meat. Perhaps you hunt certain creatures for their magical properties and sell your catch to witches and sorceresses.

Skill Proficiencies: Your choice of two from:

Nature, Perception, Stealth, and Survival

Tool proficiencies: Cook's utensils, leatherworker's tools

Equipment: A set of common clothes, a knife, hunting gear determined by your choice of preferred game (see table, below), and a recent kill/catch worth 2 gp

PREFERRED GAME ANIMAL

Big game, small game, trapping, and fishing are all within the huntress' domain. The type of game you hunt determines some of your equipment. Choose a preferred type of game animal or roll on the table below.

1d6	Preferred Game (Examples)	Equipment
1	Big Game (deer, elks, elephants)	Shortbow or 3 spears
2	Small Game (rabbits, squirrels)	Sling, net, and traps
3	Birds (ducks, geese, pheasants)	Shortbow or sling
4	Small aquatic (fish, crabs, clams)	Net, fishing pole, or traps
5	Large aquatic (sharks, whales)	3 javelins and a row boat
6	Uncommon (snakes, crocodiles)	Shortbow or 3 spears



FEATURE: MY WILDERNESS HOME

While in a wilderness that has game animals available, you can spend 2 hours hunting to automatically find enough food to feed yourself and up to five companions each day.

Additionally you know how to construct simple wilderness survival shelters. You can construct a shelter sufficient for up to five Medium creatures in 2 hours.

OPTIONAL FEATURE: HUNTING COMPANION

With this option, you acquire a loyal pet, such as a dog, which assists you in hunting. Work with your DM to determine this creature’s details.

SUGGESTED CHARACTERISTICS

Hunting is a way of life and instills certain characteristics in its practitioners. The risks and challenges of hunting create self-reliant, persistent, patient, individuals who are mindful of safety.

1d8 Personality

- 1 I love being in the wilderness, stalking prey in the early dawn.
- 2 I have the worst luck of any hunter I know.
- 3 I love tales of hunting and wilderness adventure, let me tell you one.
- 4 I am always evaluating other people’s hunting skills and comparing them to my own.
- 5 In every aspect of my life I am a consummate stalker, patient and deadly.
- 6 I feel a little sad for people who rely on the butcher for their meat.
- 7 I am an expert on the tools of my trade and love to share my knowledge.
- 8 I obsess about preparedness and constantly check my equipment.

1d6 Ideal

- 1 **Challenge.** The randomness of the hunt keeps it interesting.(Chaotic)
- 2 **Nature.** I am doing my part in the cycle of life. (Neutral)
- 3 **Honor.** Being a successful hunter is a badge of pride and distinction. (Lawful)
- 4 **Mastery.** I am the deadliest predator in the wilds. (Evil)
- 5 **People.** I am committed to my family and clan, not an ideal. (Neutral)
- 6 **Aspiration.** Legends of my hunting skills will reach distant lands and future generations. (Any)

1d6 Bond

- 1 I come from a long line of accomplished hunters. I want to make them proud.
- 2 There is a particular individual, large and succulent, that I have been trying to take down for several seasons.
- 3 Hunting is more than my subsistence, it is my job.
- 4 I always honor the gods of the hunt.
- 5 I dream of being the most famous huntress of all.
- 6 I keep trophies of my greatest kills.

1d6 Flaw

- 1 I openly disdain people who do not hunt.
- 2 I don’t care about balance or nature, I care about profit.
- 3 Poaching adds another layer of excitement to the hunt.
- 4 I hate eating farm raised meat.
- 5 My skills make me independent and put me in control of most situations. I do what I want and ignore advice.
- 6 I jealously guard my hunting ranges.

PROFESSIONAL

You have worked as a middleclass professional doing a job that requires classroom study and interpersonal skills. Your clients are usually governments, businesses, or wealthy citizens. In some cases, such as scribes and doctors, the middle class can afford your services.

Skill Proficiencies: Depends on your chosen professional field, below

Tool proficiencies: Abacus

Languages: One of your choice

Equipment: A set of clothes, a wax tablet and stylus, a reference book related to your profession, a pouch containing 15 gp.

PROFESSIONAL FIELD

Professionals have a particular set of skills related to their field of study. They are usually found in cities large enough to support several professionals practicing the same field. However, your profession may have a network of representatives in small, rural communities as well. Work with your DM to determine the nature of your profession. You can select your field from the table below or roll randomly.

1d8	Profession	Skill
1	Academic	History, Nature
2	Doctor/pharmacist	Insight, Medicine
3	Business manager	Insight, Persuasion
4	Inspector/Auditor	Insight, Perception
5	Diplomat	Insight, Persuasion
6	Bureaucrat/clerk	Investigation, Perception
7	Lawyer/advocate	Deception, Persuasion
8	Scribe	History, Religion

As an **academic**, you might be a teacher or instructor. You could be a sophist or an actual philosopher. You might even be a weapon instructor, sports coach, or scientific researcher.

As a **doctor or pharmacist**, you might specialize in diseases of the mind or women’s care. You could be a general practitioner or a veterinarian. You have likely had experience treating war injuries.

Business managers might be shop supervisors, factory bosses, caravan masters, or ship captains. A majordomo who supervises an estate may be a business manager.



Inspectors and auditors include tax collectors, court agents, offshore cargo inspectors, and government auditors. In Egypt, government agents monitor water usage.

Diplomats are professional lobbyists, advisors, and ambassadors who serve in the halls of power. As a diplomat, you are familiar with the inner workings of government.

Bureaucrats and clerks fill office buildings across the Mediterranean. They document everything from business transactions to marriages. Some work in licensing and permitting offices. Others provide government funds to widows or disabled veterans. In most Roman towns there is an office that collects, analyzes, and files reports of omens seen across the republic.

As a **scribe**, you earn a living making copies of manuscripts, books, and legal contracts. You may work for a library, a government office, or be a private contractor, taking jobs from fellow citizens. Scribes in Egypt often write Books of the Dead for their clients.

FEATURE: PROFESSIONAL CONTACTS

As an established and respected professional, you can rely on certain benefits from your peers and clients. Your fellow professionals will provide you with lodging and food if necessary, and pay for your funeral when needed. In some cities and towns, like-minded professionals congregate in certain areas of the agora or marketplace, creating a central location where you can meet other members of your profession and find patrons, allies, and clients.

1d8 Personality

- 1 I believe in providing the best possible service to my clients.
- 2 I have an inquisitive mind and love facts and details.
- 3 I'm arrogant about my job and the status it provides.
- 4 I can quote all the famous philosophers and quite a few infamous ones as well.
- 5 I'm contemptuous of people who can't keep up with my intellectual conversation.
- 6 I can talk for hours about my profession.
- 7 I sometimes donate my service to worthy clients.
- 8 I expect my professional reputation precedes me by now, and I am surprised when I meet people who don't know of my achievements.

1d6 Ideal

- 1 **Community.** The service I provide is an integral part of any functioning community. (Lawful)
- 2 **Proactive.** Practicing my profession is the best way I know to do something positive in the world. (Good)
- 3 **Order.** Whether I help people find justice, understand truth, recover their health, collect their dues, enlighten themselves, or run their business, the work I do reduces chaos in the world. (Lawful)
- 4 **Greed.** I picked this profession for the status and money. (Evil)
- 5 **People.** I got into this line of work to help the people I care about, not for an ideal. (Neutral)
- 6 **Aspiration.** I work day and night to master my profession and make a name for myself. (Any)

1d6 Bond

- 1 The school where I studied holds a special place in my heart.
- 2 I seek a patron or client who is worthy of my great skills.
- 3 The community of fellow professionals has made me the person I am today.
- 4 I pursued this career to obtain social status and respect.
- 5 One day I will prove that I am the greatest of all time at my profession.
- 6 Jealous rivals or malicious interlopers have destroyed my livelihood. Now it is time for revenge.

1d6 Flaw

- 1 I'll do anything to get a major contract with a wealthy client.
- 2 I am suspicious of most other people.
- 3 No one can ever know that I cheated on my final exams.
- 4 My ambition causes me to take on questionable clients.
- 5 I would kill to turn this job into an aristocratic title.
- 6 I can't stand it when someone else might be as good at my profession as I am.

SLAVE

Enslaved for much of your life, you have recently obtained your freedom. You may have been born into slavery, or perhaps your parents sold you when you were very young. Most likely, a foreign army attacked your hometown, hauling you and your kin away in chains. Pirates may have kidnapped your entire village and sold everyone into bondage. Perhaps someone in your family committed a crime, condemning your entire family to enslavement.

If you were lucky and educated, you may have been a bookkeeper, shop attendant, tutor, or scribe. More likely, you spent long, numbing hours at menial and dangerous tasks in a field, mine, mill, quarry, factory, temple, or estate.

Some slaves are convicted criminals, forced into servitude by the government for a specified amount of time, perhaps for life. Many slaves are owned by the government and distributed to state run farms, temples, factories, and mines as needed.

The hard work and rough conditions you endured have made you resilient and honed your survival instincts.

Skill Proficiencies: Athletics, Innuendo

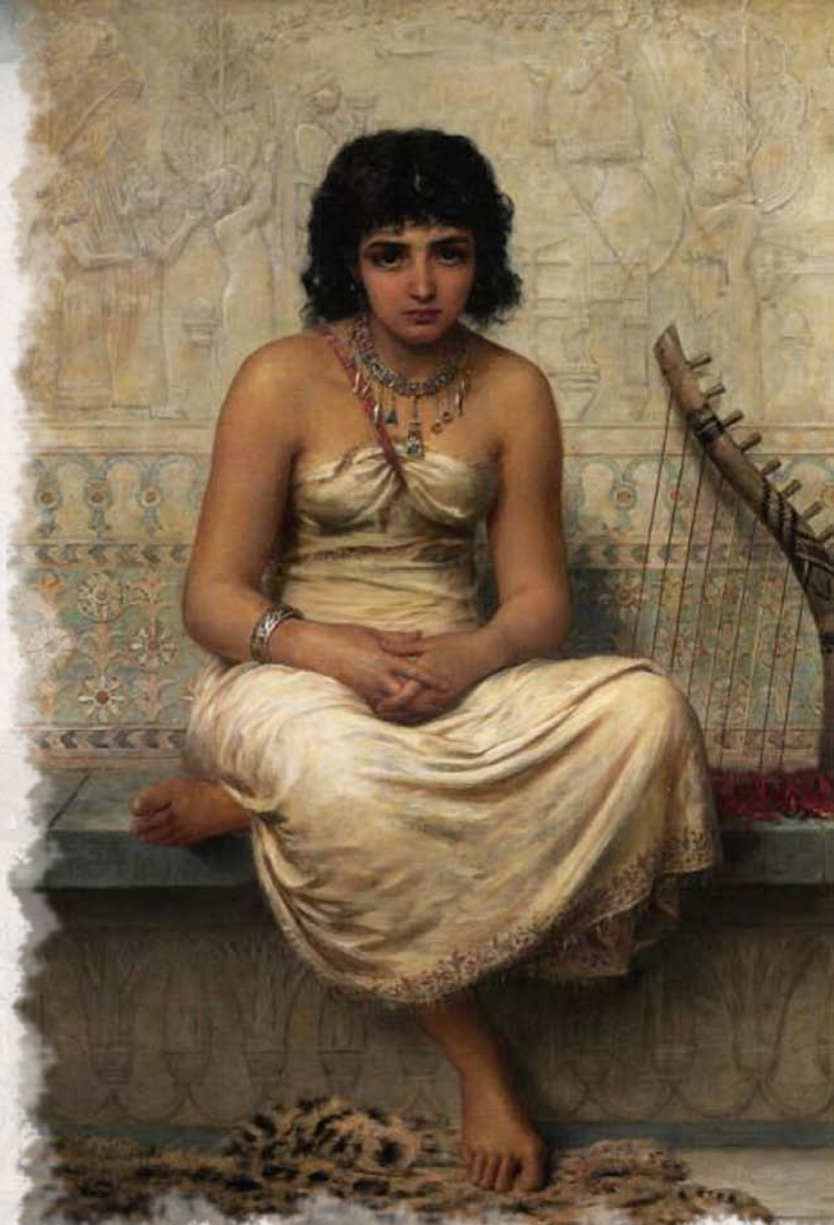
Tool proficiencies: One type of artisan’s tool or one musical instrument

Languages: One of your choice

Equipment: A set of clothes. A note from your ex-owner, a pouch containing 5 gp

WORK

The type of work you’ve done defines your early experiences. You can roll on the following table to determine your task during your time in servitude, or choose one that best fits your character.



d12	Work	d12	Work
1	Caregiver (nursemaid, elderly care, nanny, etc.)	7	Sex work
2	Fieldwork	8	Entertainer (dancer, musician, actress)
3	Warrior (gladiator or soldier)	9	Academic (bookkeeper, teacher)
4	Hard labor (mines, quarries, construction)	10	Law enforcement (Greece only)
5	Housework	11	Government work (clerk or custodian)
6	Shop work (craft or service)	12	Personal assistant

FEATURE: INSIDE INFORMATION

When powerful people hold meetings or begin plotting and scheming, they often forget about the person pouring their wine, strumming the lyre, standing by the door, or tending the fire. Some even entrust their slaves with secrets, relying on them to pass messages along and assist their machinations. Being familiar with the inner workings of your master's life, you have had access to sensitive or critical information.

ALTERNATE FEATURE: HARD

Long hours of strenuous work have toughened your body and built up your endurance. You have advantage on Constitution checks made to perform strenuous activity such as swimming, running, or fighting for a long period of time.

VARIANT RULE: FATIGUE

This setting uses the following fatigue rule: Characters can perform strenuous activity for a number of rounds equal to 3 + their Constitution modifier. After that time, they must make a DC 15 Constitution saving throw or gain 1 level of exhaustion. All levels of exhaustion gained this way are removed after the character completes a single short rest.

SUGGESTED CHARACTERISTICS

Being enslaved can profoundly impact a person's attitudes and traits. Some ex-slaves may be dedicated to freeing others and eradicating slavery, while others may seek to own slaves themselves. Some harbor deep feelings of revenge while others are broken by their experiences.

1d8 Personality

- 1 I am obsessed with exercising my freedom and independence to the fullest.
- 2 Although I know I am free, I still fear punishment and confrontation.
- 3 I have a lesson for every situation, drawn from my experiences.
- 4 I feel anxious when I am idle and other people are working.
- 5 Despite my freedom, I still eat and associate with slaves.
- 6 I sometimes get lost in my thoughts about my experiences and my family.
- 7 I would sooner die than be enslaved again.
- 8 I always help when I see someone struggling with their work.



1d6 Ideal

- 1 **Abolition.** Slavery is wrong and someone should do something about it. (Good)
- 2 **Obedience.** The best path to a good life is total obedience to authority. (Neutral)
- 3 **Hard work.** With hard work I can achieve anything, even freedom. (Neutral)
- 4 **Honor.** I may not like it, but it was the right thing to do. (Lawful)
- 5 **Family.** I would do anything for my kin. (Good)
- 6 **Power.** I can't wait to own slaves myself. (Evil)

1d6 Bond

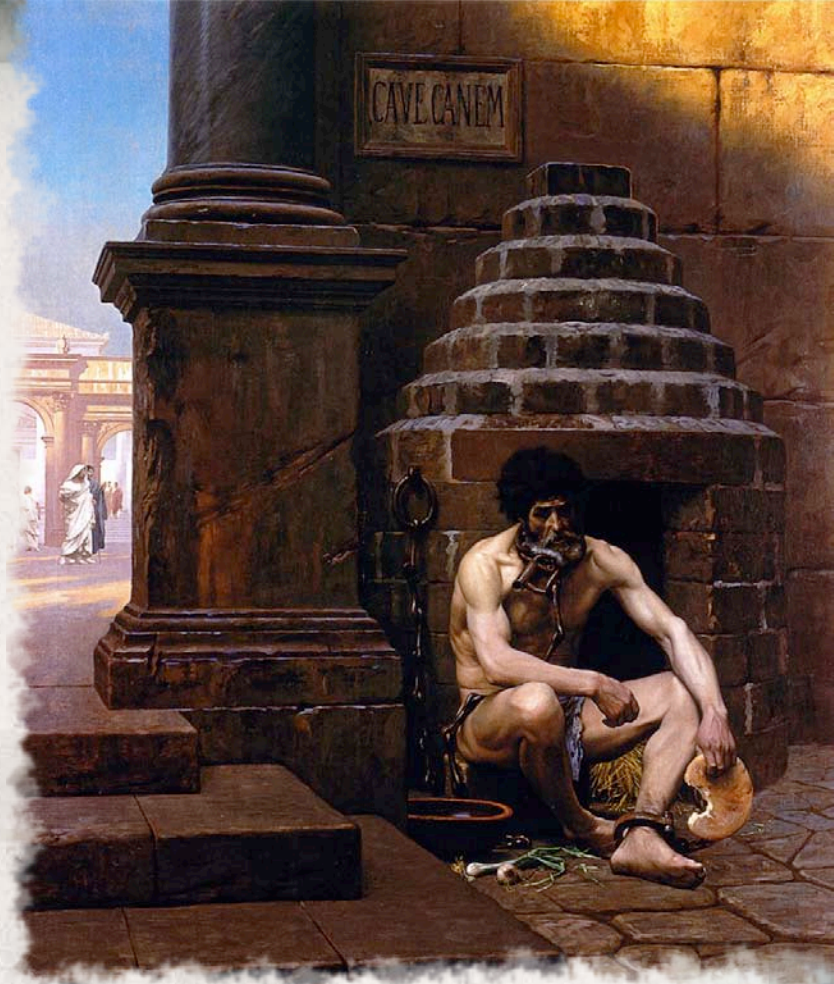
- 1 My blood relatives are the most important.
- 2 My culture lives in my heart and spirit.
- 3 I will never forget the master who treated me well.
- 4 I will make the most of my freedom and become wealthy and successful.
- 5 I feel deep empathy with other slaves.
- 6 Someone I love died when I was enslaved, now it's time for revenge.

1d6 Flaw

- 1 I avoid work. I've done enough already.
- 2 I seek to enslave others.
- 3 I am hostile to all slave owners.
- 4 I am plagued by nightmares of my past.
- 5 I distrust most people.
- 6 I still act/feel like a slave.

VARIANT: ESCAPED SLAVE

The slave background assumes you have acquired your freedom legitimately. You may have purchased it, earned it, won it, or otherwise obtained it through legal means. However, it is also possible that you have illegally escaped bondage and are living on the lamb. In this case, you must fear slave hunters and will have to deal with anything that distinguishes you as a slave, such as clothes (lack of), shackles, a collar, or a tattoo.



HOMELAND AND LANGUAGE

Players can choose a homeland from the Homeland and Starting Language table (next page) or roll randomly. Then roll for one language from the starting languages associated with your homeland.

Elves may choose Alfhiem as a homeland. Dwarves may choose Nidavellir. Giant kin may choose Jotunheim while Nymphs and fauns may choose Arcadia as a homeland. Starting languages for non-human races are covered in the [Races](#) supplement.

Common. While no Common language exists, there are two trade languages: Nordic and Koine Greek. Gaulish is also a very widely known language.

Complications. These language rules complicate military campaigns where mercenaries of different backgrounds must communicate. To facilitate communication, mercenaries are grouped by language, and their leaders are bilingual.

Exceptions. Obviously, people migrate and travel. It is certainly possible for someone with Celtic heritage to be born in Greece, Carthage, or Rome, for example. A child born into this circumstance has two starting languages; one learned from her family, and one learned from her homeland.

To randomly determine whether you live among a culture that differs from your ethnicity, roll a percentile die. On a result of 01-80%, your ethnicity and culture are the same. On a roll of 81% or higher, your ethnicity and culture are different. In that case, make two rolls on the Homeland and Starting Languages table. The first roll determines your ethnic heritage; the second roll determines your adopted culture. Work with your DM to determine the details of your migration.

Language Families. Characters can communicate with people who use a language that is within their same language family. Simple communication is easy, but communicating complex ideas or specific details takes twice as long. See the Languages Families table for a summary of language families.

Other languages. Extinct languages, prestige languages, secret languages, and code languages are available in this setting. See the [Languages supplement](#) for an exhaustive discussion.

Language Families

Family	Languages
Afro-Asiatic	Arabian, Chadic, Cushitic, Egyptian, Libyan, Meroitic, Punic*, South Arabian
Anatolian	Lycian, Lydian, Mysian
Balto-Slav	Baltic, Slavonic
Celtiberian	Celtiberian, Tartessian
Celtic	Brythonic, Galatian, Gaulish, Hibernian, Lepontic, Ligurian, Pritenic, Venetic
Germanic	Nordic
Hellenic	Doric Greek, Koine Greek, Phrygian*
Indo-Iranian	Avestan, Bactrian, Pali, Parthian, Persian, Scythian
Italic	Aequian, Latin, Messapien, Oscan, Umbrian, Vestinian
Nord-West	Belgican, Lusitanian
Semetic	Aramaic, Hebrew, Liburnian*, Phrygian*, Punic*
Thracio-Dacian	Dacian, Illyrian, Liburnian*, Thracian
Tyrsenian	Camunic, Etruscan, Nuragic, Raetic
Uralic	Finnic, Sami, Samoyedic
Vasconic	Aquitanian, Iberian

*These languages are hybrids and belong to more than one family.

Homeland and Starting Language

D100	Homeland	D100	Language Family	Starting Language (or Dialect)
01%	Amazonia	01-80%	Hellenic	Attic Greek or Koine Greek
		81-00%	Indo-Iranian	Scythian
2-4%	Arabia		Afro-Asiatic	Arabian (Hijazi or Nabataean)
5-6%	Aria	01-10%	Hellenic	Koine Greek
		11-00%	Indo-Iranian	Avestan or Bactrian
7-12%	Babylonia	01-30%	Hellenic	Koine Greek
		31-80%	Indo-Iranian	Persian
		81-00%	Semetic	Vernacular Aramaic
13-14%	Britannia		Celtic	Brythonic (Brytisć, Brythoneg, Brythonek, or Predeneg)
15%	Caledonia		Celtic	Pritenic
16-19%	Carthage	01-50%	Afro-Asiatic	Libyan
		51-70%	Celtiberian	Tartessian
		71-00%	Semetic/Afro-asiatic	Punic
20-21%	Cyrene	01-40%	Afro-asiatic	Libyan or Demotic Egyptian
		41-70%	Hellenic	Koine Greek
		71-00%	Semetic/Afro-asiatic	Punic
22-23%	Dacia		Thraco-Dacian	Dacian
24-29%	Egypt	01-70%	Afro-Asiatic	Libyan or Demotic Egyptian
		71-90%	Hellenic	Koine Greek
		91-00%	Semetic	Aramaic or Phrygian
30-33%	Gaul		Celtic	Gaulish, Ligurian, or Lepontic
34-36%	Germania		Germanic	Nordic
37-40%	Gothiscandza	01-80%	Germanic	Nordic
		81-90%	Uralic	Finnic
		91-00%	Balto-Slav	Slavonic
41-46%	Greece		Hellenic	Koine Greek
47%	Hibernia		Celtic	Hibernian
48-49%	Iberia	01-70%	Celtiberian	Celtiberian, or Tartessian
		71-00%	Vasconic	Aquitanian or Iberian
50-51%	Illyria	01-30%	Celtic	Gaulish
		31-00%	Thraco-Dacian	Illyrian or Liburnian
52%	India		Indo-Iranian	Pali
53-54%	Kush		Afro-Asiatic	Cushitic or Meroitic
55%	Kvenland	01-80%	Germanic	Nordic
		81-00%	Uralic	Finnic, Sami
56%	Libya		Afro-Asiatic	Libyan or Chadic
57-60%	Lysichia	01-40%	Anatolian	Lycian, Lydian, or Mysian
		41-70%	Hellenic	Koine Greek
		71-00%	Semetic	Aramaic or Phrygian
61-64%	Macedon		Hellenic	Macedonian or Koine Greek
65-67%	Mauretania	01-90%	Afro-Asiatic	Libyan
		91-00%	Semetic/Afro-asiatic	Punic
68-69%	Media		Indo-Iranian	Persian
70%	Meroe		Afro-Asiatic	Meroitic or Cushitic
71%	Noria		Celtic	Gaulish
72%	Numidia		Afro-Asiatic	Numidian
73%	Outer Scythia		Uralic	Samoyedic
74-75%	Parthia		Indo-Iranian	Parthian
76-81%	Persia	01-20%	Hellenic	Koine Greek
		21-90%	Indo-Iranian	Persian
		91-00%	Semetic	Vernacular Aramaic
82-87%	Phoenicia	01-20%	Afro-Asiatic	Demotic Egyptian
		21-40%	Hellenic	Koine Greek
		41-70%	Indo-Iranian	Persian
		70-00%	Semetic	Phoenician or Vernacular Aramaic
88-91%	Rome	01-20%	Celtic	Camunic, Gaulish, Lepontic, Ligurian, or Raetic
		21-30%	Hellenic	Koine Greek
		31-90%	Italic	Latin, Messapian, Oscan, Umbrian, or Vestinian
		91-00%	Tyrsenian	Aequian or Etruscan
92-93%	Sardinia	01-20%	Semetic/Afro-asiatic	Punic
		21-00%	Tyrsenian	Nuragic
94-95%	Scandza		Germanic	Nordic
96-97%	Scythia		Indo-Iranian	Scythian
98%	South Arabia		South Arabian	Sabaeen, Minaeic, Qatabanic, or Hadramitic
99-00%	Thrace	01-30%	Hellenic	Koine Greek
		31-00%	Thraco-Dacian	Thracian

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