

The following backgrounds are available to characters. Keep in mind modifications have been made to reflect the different needs of the Dead City Campaign, including primarily a lack of starting gear and changes to availability of services based on local connections. As always, personality traits, ideals, flaws, and the like are suggestions, feel free to design your own.

## Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshippers into the presence of the divine. You are not necessarily a cleric - performing sacred rites is not the same thing as channeling divine power.

Describe generally the kind of god you want to represent, and the DM will provide specific details about them. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

**Skill Proficiencies:** Insight, Religion

**Languages:** Two of your choice

**Feature:** Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. Should you find a temple or shrine of your deity you can expect to receive free healing and care for you and your companions, though you must provide any costly material components needed for spells.

Lay worshippers of your deity will also support you (and only you) as best they are able, providing you shelter, local information, and support within their capabilities, if necessary hiding you from hostile authorities (although they won't risk their life for you).

### **Suggested Characteristics**

Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

### **Personality Trait (d8)**

- 1 - I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
- 2 - I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
- 3 - I see omens in every event and action. The gods try to speak to us, we just need to listen.
- 4 - Nothing can shake my optimistic attitude.
- 5 - I quote (or misquote) sacred texts and proverbs in almost every situation.

6 - I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.

7 - I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.

8 - I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

### **Ideal (d6)**

1 - Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

2 - Charity. I always try to help those in need, no matter what the personal cost. (Good)

3 - Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)

4 - Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)

5 - Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)

6 - Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

### **Bond (d6)**

1 - I would die to recover an ancient relic of my faith that was lost long ago.

2 - I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.

3 - I owe my life to the priest who took me in when my parents died.

4 - Everything I do is for the common people.

5 - I will do anything to protect the temple where I served.

6 - I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.d6

### **Flaw (d6)**

1 - I judge others harshly, and myself even more severely.

2 - I put too much trust in those who wield power within my temple's hierarchy.

3 - My piety sometimes leads me to blindly trust those that profess faith in my god.

4 - I am inflexible in my thinking.

5 - I am suspicious of strangers and expect the worst of them.

6 - Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

## **Agent of the State**

In any advanced society, there exist people to battle the enemy of its people. But then, there also exist people to battle the people when they become the enemy of the state. You are a member of a clandestine organization in the service of the state. Operatives like you bear no official title, but are referred to in hushed tones as “scourgers”, “eyes”, or “hounds” by the terrified common folk. You are a secret agent. Your duty is to silence dissidents who would undermine the will of the state, and more importantly, the will of the Agency.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** Poisoner's kit

**Languages:** One of your choice

**Feature:** Invisible Eyes

Your duties have involved observing everyone around you and not being noticed. In an urban environment you have had time to familiarize yourself with, you gain Advantage on Deception rolls to blend in socially, and Insight rolls to notice someone else who is trying to do so.

### **Tragedy**

Happy people aren't selected to become Agents. The Agency preys upon talented individuals who have been broken by tragedy - in some cases, tragedy that the Agency has arranged for. A slightly broken mind is more easily reshaped and reeducated. Choose the tragedy that set you on this path, or roll on the Tragedies table.

### **Tragedy(d6)**

1 - **Familicide.** Through deceit or manipulation, the Agency convinced you to slaughter your own family.

2 - **Amnesia.** You were forced to train so hard and in such an extreme manner that it strained your mind beyond mortal limits, stealing away memories of your past.

3 - **Capture.** You were captured and tortured by agents from a rival city or country, and barely escaped.

4 - **Starvation.** A terrible blight afflicted your rural village, and many of your friends and family members starved to death. You survived, but only barely.

5 - **Disfigurement.** A prior event went wrong and scarred or dismembered you so gravely that others now shun you. Only the Agency showed you kindness after that day.

6 - **Vicissitude.** You were once the scion of a wealthy family who lost their entire fortune in the blink of an eye.

### **Suggested Characteristics**

Agents of the State are groomed to follow orders without question and to kill without mercy. The trauma that brings one into the order can fester even more strongly against the darkness of an Agent's assignments. Officially, no one ever leaves the Agency, but those desperate enough do whatever it takes to gain some measure of freedom.

### **Personality Trait (d6)**

1 - I prefer to keep my thoughts to myself.

2 - I indulge vice in excess to quiet my conscience.

3 - I've left emotion behind me. I'm now perfectly placid.

4 - Some event from the past keeps worming its way into my mind, making me restless.

5 - I always keep my word - except when I'm commanded to break it.

6 - I laugh off insults and never take them personally.

### **Ideal (d6)**

1 - Order. The will of the state is absolute. (Law)

2 - True Loyalty. The Agency itself is greater than any power, even the state. (Law)

- 3 - Death. The penalty for disloyalty is death. (Evil)
- 4 - Determination. I cannot fail. Not ever. (Neutral)
- 5 - Fear. People should not respect power. They should fear it. (Evil)
- 6 - Escape. The Agency is pure evil! I can't atone for what I've done for them, but I can escape with my life. (Any)

**Bond (d4)**

- 1 - The job is all that matters. I will see it through.
- 2 - My orders are important, but my comrades are worth more than anything. I would die for them.
- 3 - Everything I've done, I've done to protect someone close to me.
- 4 - If the state falls, all of civilization falls with it. I will hold back chaos and barbarism at any cost.

**Flaw (d4)**

- 1 - I drink to dull the pain in the back of my head.
- 2 - I go a bit mad when I see blood.
- 3 - I can hear the voices of everyone I've killed. I see their faces. I can't be free of these ghosts.
- 4 - Fear is a powerful motivator. I will do whatever it takes to prevent those who know what I am from seeing me fail, and from those I care about from knowing what I am.

## Anthropologist

You have always been fascinated by other cultures, from the most ancient and primeval lost lands to the most modern civilizations. By studying other cultures' customs, philosophies, laws, rituals, religious beliefs, languages, and art, you have learned how tribes, empires, and all forms of society in between craft their own destinies and doom. This knowledge came to you not only through books and scrolls, but also through first-hand observation - by visiting far-flung settlements and exploring local histories and customs.

**Skill Proficiencies:** Insight, Religion

**Languages:** Two of your choice

**Cultural Chameleon**

Before becoming an adventurer, you spent much of your adult life away from your homeland, living among people different from your kin. You came to understand these foreign cultures and the ways of their people, who eventually treated you as one of their own. One culture had more of an influence on you than any other, shaping your beliefs and customs. Choose a race whose culture you've adopted, or roll on the Adopted Culture table.

Culture (d8)

- 1 - Aarakocra
- 2 - Dwarf
- 3 - Elf
- 4 - Goblin

- 5 - Halfling
- 6 - Human
- 7 - Lizardfolk
- 8 - Orc

**Feature:** Adept Linguist

You can communicate with humanoids who don't speak any language you know. You must observe the humanoids interacting with one another for at least 1 day, after which you learn a handful of important words, expressions, and gestures - enough to communicate on a rudimentary level.

**Suggested Characteristics**

Anthropologists leave behind the societies into which they were born to discover what life is like in other parts of the world. They seek to see how other races and civilizations survive - or why they did not. Some anthropologists are driven by intellectual curiosity, while others want the fame and recognition that comes with being the first to discover a new people, a lost tribe, or the truth about an ancient empire's downfall.

**Personality Trait (d6)**

- 1 - I prefer the company of those who aren't like me, including people of other races
- 2 - I'm a stickler when it comes to observing proper etiquette and local customs
- 3 - I would rather observe than meddle
- 4 - By living among violent people, I have become desensitized to violence.
- 5 - I would risk life and limb to discover a new culture or unravel the secrets of a dead one.
- 6 - When I arrive at a new settlement for the first time, I must learn all its customs.

**Ideal (d6)**

- 1 - Discovery. I want to be the first person to discover a lost culture. (Any)
- 2 - Distance. One must not interfere with the affairs of another culture - even one in need of aid. (Lawful)
- 3 - Knowledge. By understanding other races and cultures, we learn to understand ourselves. (Any)
- 4 - Power. Common people crave strong leadership, and I do my utmost to provide it. (Lawful)
- 5 - Protection. I must do everything possible to save a society facing extinction. (Good)
- 6 - Indifferent. Life is cruel. What's the point in saving people if they're going to die anyway? (Chaotic)

**Bond (d6)**

- 1 - My mentor gave me a journal filled with lore and wisdom. Losing it would devastate me.
- 2 - Having lived among the people of a primeval tribe or clan, I long to return and see how they are faring.
- 3 - Years ago, tragedy struck the members of an isolated society I befriended, and I will honor them.
- 4 - I want to learn more about a particular humanoid culture that fascinates me.
- 5 - I seek to avenge a clan, tribe, kingdom, or empire that was wiped out.

6 - I have a trinket that I believe is the key to finding a long-lost society.

**Flaw (d6)**

1 - Boats make me seasick.

2 - I talk to myself, and I don't make friends easily.

3 - I believe that I'm intellectually superior to people from other cultures and have much to teach them.

4 - I've picked up some unpleasant habits living among goblins, lizardfolk, or orcs.

5 - I complain about everything.

6 - I wear a tribal mask and never take it off.

## Archaeologist

An archaeologist learns about the long-lost and fallen cultures of the past by studying their remains - their bones, their ruins, their surviving masterworks, and their tombs. Those who practice archaeology travel to the far corners of the world to root through crumbled cities and lost dungeons, digging in search of artifacts that might tell the stories of monarchs and high priests, wars and cataclysms.

**Skill Proficiencies:** History, Survival

**Tool Proficiencies:** Cartographer's tools or navigator's tools

**Languages:** One of your choice

**Feature:** Historical Knowledge

When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, you can determine the monetary value of art objects more than a century old.

**Suggested Characteristics**

Few archaeologists can resist the lure of an unexplored ruin or dungeon, particularly if such a site is the source of legends or is rumored to contain the treasures and relics of wizards, warlords, or royalty. Some archaeologists plunder for wealth or fame, while others consider it their calling to illuminate the past or keep the world's greatest treasures from falling into the wrong hands. Whatever their motivations, archaeologists combine the qualities of a scrappy historian with the self-made heroism of a treasure-hunting scoundrel.

**Personality Trait (d8)**

1 - I love a good puzzle or mystery

2 - I'm a pack rat who never throws anything away.

3 - Fame is more important to me than money.

4 - I have no qualms about stealing from the dead.

5 - I'm happier in a dusty old tomb than I am in the centers of civilization.

6 - Traps don't make me nervous. Idiots who trigger traps make me nervous.

7 - I might fail, but I will never give up.

8 - You might think I'm a scholar, but I love a good brawl. These fists were made for punching.

### **Ideal (d6)**

- 1 - Preservation. That artifact belongs in a museum. (Good)
- 2 - Greed. I won't risk my life for nothing. I expect some kind of payment. (Any)
- 3 - Death Wish. Nothing is more exhilarating than a narrow escape from the jaws of death. (Chaotic)
- 4 - Dignity. The dead and their belongings deserve to be treated with respect. (Lawful)
- 5 - Immortality. All of my exploring is part of a plan to find the secret of everlasting life. (Any)
- 6 - Danger. With every great discovery comes grave danger. The two walk hand in hand. (Any)

### **Bond (d6)**

- 1 - Ever since I was a child, I've heard stories about a lost city. I aim to find it, learn its secrets, and earn my place in the history books.
- 2 - I want to find my mentor, who disappeared on an expedition some time ago.
- 3 - I have a friendly rival. Only one of us can be the best, and I aim to prove it's me.
- 4 - I won't sell an art object or other treasure that has historical significance or is one of a kind.
- 5 - I'm secretly in love with the wealthy patron who sponsors my archaeological exploits.
- 6 - I hope to bring prestige to a library, a museum, or a university.

### **Flaw (d6)**

- 1 - I have a secret fear of some common wild animal - and in my work, I see them everywhere.
- 2 - I can't leave a room without searching it for secret doors.
- 3 - When I'm not exploring dungeons or ruins. I get jittery and impatient.
- 4 - I have no time for friends or family. I spend every waking moment thinking about and preparing for my next expedition.
- 5 - When given the choice of going left or right, I always go left.
- 6 - I can't sleep except in total darkness.

## **Charlatan**

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage.

You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink-colored liquid will surely cure that unseemly rash, this ointment - nothing more than a bit of fat with a sprinkle of silver dust - can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

**Skill Proficiencies:** Deception, Sleight of Hand

**Tool Proficiencies:** Disguise kit, Forgery kit

**Feature:** False Identity

You have created a second identity and are well practiced at quickly producing supporting evidence, such as documentation and disguises to support it. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

### **Favorite Schemes**

Every charlatan has an angle he or she uses in preference to other schemes. Choose a favorite scam or roll on the table below.

#### **Scam (d6)**

- 1 - I cheat at games of chance.
- 2 - I shave coins or forge documents.
- 3 - I insinuate myself into people's lives to prey on their weakness and secure their fortunes.
- 4 - I put on new identities like clothes.
- 5 - I run sleight-of-hand cons on street corners.
- 6 - I convince people that worthless junk is worth their hard-earned money.

#### **Suggested Characteristics**

Charlatans are colorful characters who conceal their true selves behind the masks they construct. They reflect what people want to see, what they want to believe, and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues.

#### **Personality Trait (d8)**

- 1 - I fall in and out of love easily, and am always pursuing someone.
- 2 - I have a joke for every occasion, especially occasions where humor is inappropriate.
- 3 - Flattery is my preferred trick for getting what I want.
- 4 - I'm a born gambler who can't resist taking a risk for a potential payoff.
- 5 - I lie about almost everything, even when there's no reason to.
- 6 - Sarcasm and insults are my weapons of choice.
- 7 - I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.
- 8 - I pocket anything I see that might have some value.

#### **Ideal (d6)**

- 1 - Independence. I am a free spirit—no one tells me what to do. (Chaotic)
- 2 - Fairness. I never target people who can't afford to lose a few coins. (Lawful)
- 3 - Charity. I distribute the money I acquire to the people who really need it. (Good)
- 4 - Creativity. I never run the same con twice. (Chaotic)
- 5 - Friendship. Material goods come and go. Bonds of friendship last forever. (Good)
- 6 - Aspiration. I'm determined to make something of myself. (Any)

#### **Bond (d6)**

- 1 - I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
- 2 - I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.

3 - Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.

4 - I come from a noble family, and one day I'll reclaim my lands and title from those who stole them from me.

5 - A powerful person killed someone I love. Some day soon, I'll have my revenge.

6 - I swindled and ruined a person who didn't deserve it. I seek to atone for my misdeeds but might never be able to forgive myself.

### **Flaw (d6)**

1 - I can't resist a pretty face.

2 - I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.

3 - I'm convinced that no one could ever fool me the way I fool others.

4 - I'm too greedy for my own good. I can't resist taking a risk if there's money involved.

5 - I can't resist swindling people who are more powerful than me.

6 - I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.

## Clan Member

The major kingdoms are far from the only bastions of culture to stand against the darkness. From the frozen north to the distant islands, numerous tribes have chosen to keep to their traditional lifestyle, living in harmony with the spirits of the wild. Where hunting and gathering aren't sufficient to support their population, many have turned to raiding the more "civilized" regions. This has garnered the tribes a reputation as barbarians and savages, but this ignores a rich history and a deep, abiding respect for nature.

Clan members are generally more at home traveling through the wilds than their urban counterparts. Their close ties with nature and the spirits of the wild also gives them a unique perspective on many problems, and they are less quick to condemn things they are unfamiliar with. Those that leave the tribe often make good guides, trackers, and mercenaries.

**Skill Proficiency:** Athletics, Survival.

**Languages:** Choose one standard language.

**Tool Proficiency:** Choose one tool proficiency.

**Feature:** Tribal Familiarity

By spending an hour in an area of natural wilderness and making a DC 10 Wisdom (Survival) check, you can identify signs of other humanoid activity in the area. You can determine the direction of any nearby settlements and if you are familiar with the area, you know what tribe or group they belong to and their general disposition towards outsiders.

**Suggested Characteristics**

Civilization has a way of obscuring the basic truths of life and the world, and Clan members live closer to those fundamental realities, for good or ill. This might mean you have no patience for

liars, bureaucracies, and other things that distance people from the consequences of their actions, though it might also mean you see no reason not to challenge anybody who offends you to battle on the spot.

### **Personality Trait (d8)**

- 1 - I am always ready for violence to break out, and never relax without a weapon on my person or near to hand.
- 2 - I collect trinkets and tokens from challenges I overcome, this might be a tooth from a monster, a chip of stone from a tall mountain, or a button from the shirt of a defeated rival.
- 3 - I am deeply suspicious of arcane magic, and view it as offensive to the spirits.
- 4 - I see signs and portents all around me, and examine seemingly meaningless events as potential messages from the spirits.
- 5 - I am hyper vigilant about anything that impunes my personal honor or respect, and am not shy about starting a brawl over it if necessary.
- 6 - I believe heavily in personal obligation and ties. It doesn't matter who ordered somebody to do something, if they harm me, or help me, they are personally responsible.
- 7 - I cannot help but start staring around slack jawed around the great works of civilization.
- 8 - When I die is far less important than the mark I live on the world. If I can die well, leave behind a good story, and have many strong offspring to offer sacrifices at my grave, all is well.

### **Ideal (d6)**

- 1 - Honor. There is nothing lower than abandoning an ally in battle, or betraying a given oath. (Lawful)
- 2 - Courage. To show physical fear of injury or death is unforgivably pathetic. (Any)
- 3 - Might. What is best in life is to crush my enemies, see them driven before me, and hear the lamentations of their spouses. (Evil).
- 4 - Freedom. A strong wind at my back is life itself. To be bound by the arbitrary rules of the city-folk is a horror. (Chaotic)
- 5 - Respect. Treat others with dignity, and demand the same in return. (Any)
- 6 - Responsibility. I hunt to feed my weaker kin. I fight to protect them. The Clan exists for the strong to shield the weak. (Good)

### **Flaw (d6)**

- 1 - I can chug mead and beer with the best of them, but I'm vulnerable to the potent liqueurs of the city-folk. Sadly I never learn the lesson.
- 2 - Coming from a culture of respect and honor, I'm a gullible sap when it comes to the tricks of the charlatan. At least the first time.
- 3 - I have a hard time understanding the difference between a battle and a raid, and can get distracted chasing a fleeing foe or looting a treasure while my allies are still in danger.
- 4 - I want to find a strong and worthy mate, and when I find someone who catches my eye, can make a fool of myself posturing and showing off to impress them.
- 5 - My greed is simple and uncomplicated. I want a giant mound of treasure to set in front of my chair, that others may stare at me in awe.

6 - Sometimes everything just goes red and battle becomes a chaotic explosion of violence with no tactics or restraint possible.

## Criminal

You are an experienced criminal with a history of breaking the law. You have spent a lot of time among other criminals and still have contacts within the criminal underworld. You're far closer than most people to the world of murder, theft, and violence that pervades the underbelly of civilization, and you have survived up to this point by flouting the rules and regulations of society.

**Skill Proficiencies:** Deception, Stealth

**Tool Proficiencies:** One type of gaming set, thieves' tools

**Feature:** Criminal Protocol

You know the ins and outs of how criminals organize and conduct themselves. Whenever you have some time to explore in a community, you can quickly locate the local criminal network. Convincing them to trust you is another matter, but you know how to properly introduce yourself and get a meeting with potential contacts.

### Specialty

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life, or roll on the table below.

### Specialty (d8)

- 1 - Blackmailer
- 2 - Burglar
- 3 - Enforcer
- 4 - Fence
- 5 - Highway robber
- 6 - Hired killer
- 7 - Pickpocket
- 8 - Smuggler

### Suggested Characteristics

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

### Personality Trait (d8)

- 1 - I always have a plan for when things go wrong.
- 2 - I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

3 - The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.

4 - I would rather make a new friend than a new enemy.

5 - I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

6 - I don't pay attention to the risks in a situation. Never tell me the odds.

7 - The best way to get me to do something is to tell me I can't do it.

8 - I blow up at the slightest insult.

### **Ideal (d6)**

1 - Honor. I don't steal from others in the trade. (Lawful)

2 - Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

3 - Charity. I steal from the wealthy so that I can help people in need. (Good)

4 - Greed. I will do whatever it takes to become wealthy. (Evil)

5 - People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)

6 - Redemption. There's a spark of good in everyone. (Good)

### **Bond (d6)**

1 - I'm trying to pay off an old debt I owe to a generous benefactor.

2 - My ill-gotten gains go to support my family.

3 - Something important was taken from me, and I aim to steal it back.

4 - I will become the greatest thief that ever lived.

5 - I'm guilty of a terrible crime. I hope I can redeem myself for it.

6 - Someone I loved died because of a mistake I made. That will never happen again.

### **Flaw (d6)**

1 - When I see something valuable, I can't think about anything but how to steal it.

2 - When faced with a choice between money and my friends, I usually choose the money.

3 - If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.

4 - I have a 'tell' that reveals when I'm lying.

5 - I turn tail and run when things look bad.

6 - An innocent person is in prison for a crime that I committed. I'm okay with that.

## **Entertainer**

You thrive in front of an audience. You know how to enthrall them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

**Skill Proficiencies:** Acrobatics, Performance

**Tool Proficiencies:** Disguise kit, one type of musical instrument

**Feature:** By Popular Demand

You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

### **Specialty**

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

### **Routines (d10)**

- 1 - Actor
- 2 - Dancer
- 3 - Fire-eater
- 4 - Jester
- 5 - Juggler
- 6 - Instrumentalist
- 7 - Poet
- 8 - Singer
- 9 - Storyteller
- 10 - Tumbler

### **Suggested Characteristics**

Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

### **Personality Trait (d8)**

- 1 - I know a story relevant to almost every situation.
- 2 - Whenever I come to a new place, I collect local rumors and spread gossip.
- 3 - I'm a hopeless romantic, always searching for that "special someone".
- 4 - Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
- 5 - I love a good insult, even one directed at me.
- 6 - I get bitter if I'm not the center of attention.
- 7 - I'll settle for nothing less than perfection.
- 8 - I change my mood or my mind as quickly as I change key in a song.

### **Ideal (d6)**

- 1 - Beauty. When I perform, I make the world better than it was. (Good)
- 2 - Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
- 3 - Creativity. The world is in need of new ideas and bold action. (Chaotic)
- 4 - Greed. I'm only in it for the money and fame. (Evil)
- 5 - People. I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)

6 - Honesty. Art should reflect the soul; it should come from within and reveal who we really are.  
(Any)

### **Bond (d6)**

- 1 - My instrument is my most treasured possession, and it reminds me of someone I love.
- 2 - Someone stole my precious instrument, and someday I'll get it back.
- 3 - I want to be famous, whatever it takes.
- 4 - I idolize a hero of the old tales and measure my deeds against that person's.
- 5 - I will do anything to prove myself superior to my hated rival.
- 6 - I would do anything for the other members of my old troupe.

### **Flaw (d6)**

- 1 - I'll do anything to win fame and renown.
- 2 - I'm a sucker for a pretty face.
- 3 - A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
- 4 - I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
- 5 - I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
- 6 - Despite my best efforts, I am unreliable to my friends.

## **Fey-Blessed**

The powerful and fickle fey-folk of your area have taken note of you, and your existence pleases them. Whether you were born under a lucky star, had a favorable run-in with a nature spirit, or simply were in the right place at the right time, the nature spirits favor you with small gifts and boons. You find small trinkets in your shoes when you wake up in the morning. Beasts of the forest and field are more receptive to your presence and your training. Will this blessing somehow turn into a curse later in your life? That remains to be seen!

**Skill Proficiency:** Animal Handling, Nature

**Tool Proficiencies:** One musical instrument

**Languages:** Sylvan and one other common language

**Feature:** Fortune of the Forest

When you find yourself in the areas of the world outside of civilization, your blessed nature in the eyes of the fey come in handy. When you are lost, or in need of food or water, or trying to build a fire or a makeshift shelter, there's a 50% chance that you gain assistance from a creature of the wild. This might take the form of a squirrel leading you to a sheltered cave or a fresh, clean spring.

### **Suggested Characteristics**

The blessing of the fey may have been granted because of who you are, or you may be who you are because of that blessing. While the blessing is often a boon, those who have the attention of the fey often find that it sometimes comes with some unpredictable and not always positive consequences.

### **Personality Trait (d6)**

- 1 - My grace and joy at the wonders of life are infectious and raise the spirits of those around me.
- 2 - My mood changes to match the weather in my area.
- 3 - I spend every second of my free time playing tunes that I hear in my dreams.
- 4 - I have the personality that matches one of the wild beasts that live in the area.
- 5 - I find my solace in the small times of peace and solitude in an otherwise chaotic world.
- 6 - There is always hope, even when the dread and evil are at their worst.

### **Ideal (d6)**

- 1 - Nature, and the creatures in it, must be protected at all costs.
- 2 - The blessing of the fey that I received is a power, and like any power it is meant to be exploited.
- 3 - Everything in the world is in balance, and anything that breaks that balance must be destroyed.
- 4 - Individuality is the most important part of life. Those who aren't free aren't really alive.
- 5 - We don't know what others have been through. Judge not.
- 6 - The only beauty is perfection.

### **Bond (d6)**

- 1 - I care for a small forest creature that is always nearby. It is my best friend.
- 2 - I have a small, tightly knit group of friends that mean the world to me.
- 3 - An older relative has always been my guiding light in this dark world.
- 4 - The love of my life passed on, but I keep a token from them close to me at all times.
- 5 - My commitment to an ideal is the only bond I need. As long as I'm true to that, I'm true to myself.
- 6 - One of my adventuring campaigns is my closest ally. After all, they are the people I must trust to survive.

### **Flaw (d6)**

- 1 - I'm special, and everyone should know it.
- 2 - I often forget what I'm doing and start daydreaming about a far-off paradise.
- 3 - I know the correct answer to all of life's problems, and I'm happy to share my wisdom with everyone.
- 4 - I overindulge in some of the less healthy habits.
- 5 - I hold others to high expectations that I could never reach myself.
- 6 - I have trouble deciding on the best course of action, especially in tense situations.

## **Folk Hero**

You come from a humble social rank, but you are destined for so much more. Already the people of your home village regard you as their champion, and your destiny calls you to stand against the tyrants and monsters that threaten the common folk everywhere.

**Skill Proficiencies:** Animal Handling, Survival

**Tool Proficiencies:** One type of artisan's tools, vehicles (land)

**Feature:** Rustic Hospitality

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

**Specialty**

You previously pursued a simple profession among the peasantry, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened that set you on a different path and marked you for greater things. Choose or randomly determine a defining event that marked you as a hero of the people.

**Defining Event (d10)**

- 1 - I stood up to a tyrant's agents.
- 2 - I saved people during a natural disaster.
- 3 - I stood alone against a terrible monster.
- 4 - I stole from a corrupt merchant to help the poor.
- 5 - I led a militia to fight of an invading army.
- 6 - I broke into a tyrant's castle and stole weapons to arm the people.
- 7 - I trained the peasantry to use farming implements as weapons against a tyrant's soldiers.
- 8 - A lord rescinded an unpopular decree after I led a symbolic act of protest against it.
- 9 - A celestial, fey, or similar creature gave me a blessing or revealed my secret origin.
- 10 - Recruited into a lord's army, I rose to leadership and was commended for my heroism.

**Suggested Characteristics**

A folk hero is one of the common people, for better or for worse. Most folk heroes look on their humble origins as a virtue, not a shortcoming, and their home communities remain very important to them.

**Personality Trait (d8)**

- 1 - I judge people by their actions, not their words.
- 2 - If someone is in trouble, I'm always ready to lend help.
- 3 - When I set my mind to something, I follow through no matter what gets in my way.
- 4 - I have a strong sense of fair play and always try to find the most equitable solution to arguments.
- 5 - I'm confident in my own abilities and do what I can to instill confidence in others.
- 6 - Thinking is for other people. I prefer action.
- 7 - I misuse long words in an attempt to sound smarter.
- 8 - I get bored easily. When am I going to get on with my destiny?

**Ideal (d6)**

- 1 - Respect. People deserve to be treated with dignity and respect. (Good)
- 2 - Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)

- 3 - Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)
- 4 - Might. If I become strong, I can take what I want—what I deserve. (Evil)
- 5 - Sincerity. There's no good in pretending to be something I'm not. (Neutral)
- 6 - Destiny. Nothing and no one can steer me away from my higher calling. (Any)

#### **Bond (d6)**

- 1 - I have a family, but I have no idea where they are. One day, I hope to see them again.
- 2 - I worked the land, I love the land, and I will protect the land.
- 3 - A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
- 4 - My tools are symbols of my past life, and I carry them so that I will never forget my roots.
- 5 - I protect those who cannot protect themselves.
- 6 - I wish my childhood sweetheart had come with me to pursue my destiny.

#### **Flaw (d6)**

- 1 - The tyrant who rules my land will stop at nothing to see me killed.
- 2 - I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
- 3 - The people who knew me when I was young know my shameful secret, so I can never go home again.
- 4 - I have a weakness for the vices of the city, especially hard drink.
- 5 - Secretly, I believe that things would be better if I were a tyrant lording over the land.
- 6 - I have trouble trusting in my allies.

## Guild Artisan

You are a member of an artisan's guild, skilled in a particular field and closely associated with other artisans. You are a well-established part of the mercantile world, freed by talent and wealth from the constraints of a feudal social order. You learned your skills as an apprentice to a master artisan, under the sponsorship of your guild, until you became a master in your own right.

**Skill Proficiencies:** Insight, Persuasion

**Tool Proficiencies:** One type of artisan's tools

**Languages:** One of your choice

**Feature:** Guild Training

Almost more important than being skilled in your craft, you are skilled in the politics of your craft. You can quickly identify the local structures, whether it is an old boy network of craftsmen or an organized guild with byzantine laws. As long as you are willing to play by their rules, and pay your dues, you know how to be seen as an asset rather than a threat.

Once you have made the necessary arrangements, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a

central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

Dues can vary, but generally equate to around 5 gp per month. If you can't, or don't, pay your dues, expect your benefits to be suspended until you catch up with your debt.

### **Specialty**

Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger realm. Work with your DM to determine the nature of your guild. You can select your guild business from the Guild Business table or roll randomly.

### **Guild Business (d20)**

- 1 - Alchemists and apothecaries
- 2 - Armorers, locksmiths, and finesmiths
- 3 - Brewers, distillers, and vintners
- 4 - Calligraphers, scribes, and scribes
- 5 - Carpenters, roofers, and plasterers
- 6 - Cartographers, surveyors, and chart-makers
- 7 - Cobblers and shoemakers
- 8 - Cooks and bakers
- 9 - Glassblowers and glaziers
- 10 - Jewelers and gemcutters
- 11 - Leatherworkers, skinners, and tanners
- 12 - Masons and stonecutters
- 13 - Painters, limners, and sign-makers
- 14 - Potters and tile-makers
- 15 - Shipwrights and sail-makers
- 16 - Smiths and metal-forgers
- 17 - Tinkers, pewterers, and casters
- 18 - Wagon-makers and wheelwrights
- 19 - Weavers and dyers
- 20 - Woodcarvers, coopers, and bowyers

### **Suggested Characteristics**

Guild artisans are among the most ordinary people in the world—until they set down their tools and take up an adventuring career. They understand the value of hard work and the importance of community, but they're vulnerable to sins of greed and covetousness.

### **Personality Trait (d8)**

- 1 - I believe that anything worth doing is worth doing right. I can't help it—I'm a perfectionist.
- 2 - I'm a snob who looks down on those who can't appreciate fine art.
- 3 - I always want to know how things work and what makes people tick.
- 4 - I'm full of witty aphorisms and have a proverb for every occasion.
- 5 - I'm rude to people who lack my commitment to hard work and fair play.
- 6 - I like to talk at length about my profession.
- 7 - I don't part with my money easily and will haggle tirelessly to get the best deal possible.
- 8 - I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

### **Ideal (d6)**

- 1 - Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
- 2 - Generosity. My talents were given to me so that I could use them to benefit the world. (Good)
- 3 - Freedom. Everyone should be free to pursue his or her own livelihood. (Chaotic)
- 4 - Greed. I'm only in it for the money. (Evil)
- 5 - People. I'm committed to the people I care about, not to ideals. (Neutral)
- 6 - Aspiration. I work hard to be the best there is at my craft. (Any)

### **Bond (d6)**

- 1 - The workshop where I learned my trade is the most important place in the world to me.
- 2 - I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.
- 3 - I owe my guild a great debt for forging me into the person I am today.
- 4 - I pursue wealth to secure someone's love.
- 5 - One day I will return to my guild and prove that I am the greatest artisan of them all.
- 6 - I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

### **Flaw (d6)**

- 1 - I'll do anything to get my hands on something rare or priceless.
- 2 - I'm quick to assume that someone is trying to cheat me.
- 3 - No one must ever learn that I once stole money from guild coffers.
- 4 - I'm never satisfied with what I have—I always want more.
- 5 - I would kill to acquire a noble title.
- 6 - I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.

## **Hermit**

You lived in seclusion - either in a sheltered community such as a monastery, or entirely alone - for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

**Skill Proficiencies:** Medicine, Religion

**Tool Proficiencies:** Herbalism kit

**Languages:** One of your choice

**Feature:** Discovery

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

### **Specialty**

What was the reason for your isolation, and what changed to allow you to end your solitude? You can work with your DM to determine the exact nature of your seclusion, or you can choose or roll on the table below to determine the reason behind your seclusion.

### **Life of Seclusion (d8)**

- 1 - I was searching for spiritual enlightenment.
- 2 - I was partaking of communal living in accordance with the dictates of a religious order.
- 3 - I was exiled for a crime I didn't commit.
- 4 - I retreated from society after a life-altering event.
- 5 - I needed a quiet place to work on my art, literature, music, or manifesto.
- 6 - I needed to commune with nature, far from civilization.
- 7 - I was the caretaker of an ancient ruin or relic.
- 8 - I was a pilgrim in search of a person, place, or relic of spiritual significance.

### **Suggested Characteristics**

Some hermits are well suited to a life of seclusion, whereas others chafe against it and long for company. Whether they embrace solitude or long to escape it, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society.

### **Personality Trait (d8)**

- 1 - I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
- 2 - I am utterly serene, even in the face of disaster.
- 3 - The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.
- 4 - I feel tremendous empathy for all who suffer.
- 5 - I'm oblivious to etiquette and social expectations.
- 6 - I connect everything that happens to me to a grand, cosmic plan.
- 7 - I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
- 8 - I am working on a grand philosophical theory and love sharing my ideas.

**Ideal (d6)**

- 1 - Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)
- 2 - Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)
- 3 - Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)
- 4 - Power. Solitude and contemplation are paths toward mystical or magical power. (Evil)
- 5 - Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)
- 6 - Self-Knowledge. If you know yourself, there's nothing left to know. (Any)

**Bond (d6)**

- 1 - Nothing is more important than the other members of my hermitage, order, or association.
- 2 - I entered seclusion to hide from the ones who might still be hunting me. I must someday confront them.
- 3 - I'm still seeking the enlightenment I pursued in my seclusion, and it still eludes me.
- 4 - I entered seclusion because I loved someone I could not have.
- 5 - Should my discovery come to light, it could bring ruin to the world.
- 6 - My isolation gave me great insight into a great evil that only I can destroy.

**Flaw (d6)**

- 1 - Now that I've returned to the world, I enjoy its delights a little too much.
- 2 - I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.
- 3 - I am dogmatic in my thoughts and philosophy.
- 4 - I let my need to win arguments overshadow friendships and harmony.
- 5 - I'd risk too much to uncover a lost bit of knowledge.
- 6 - I like keeping secrets and won't share them with anyone.

## Lapsed Inquisitor

You spent years traveling the countryside as a member of the Inquisition, seeking out heretics and blasphemers, daemon and arcanist. Your work uncovered hidden evil that likely saved the lives of countless innocents. However, on more than one occasion the zeal of yourself or others brought low individuals who were themselves innocent.

After a crisis of conscience, you left the ranks of the inquisitors. Leaving those ranks is itself a dangerous prospect, but you could no longer abide. Maybe someone you love and care for started asking certain questions or advancing ideals that would have led to their destruction. Maybe you did. Maybe the last investigation you performed opened your eyes to new realities.

Now you are living with a target on your back. Your former peers don't take kindly to people leaving their ranks. Those whom you persecuted have not forgotten your deeds. But life must still be lived, and there's more than one way to find and destroy the evil in the world.

**Skill Proficiency:** Arcana, Religion

**Tool Proficiencies:** Land-based vehicles

**Languages:** One of the following: Abyssal, Celestial, Infernal

**Feature: The Inquisitor's Stare**

You've seen more fear and pain each day than most people see in a lifetime. With a mere glance, you can tell if someone is hiding something, if they are in pain, and if they are about to succumb to injuries. Once per day, you can automatically succeed on a Wisdom (Insight) check or know if a living creature is at less than 10% of its maximum hit points.

**Suggested Characteristics**

You find yourself in constant conflict between your old mind set and your new life. The motivations and beliefs that led to your inquisitional pursuits were strong, and the feelings and experiences that turned you from that path were equally strong.

**Personality Trait (d6)**

- 1 - Whatever I believe is true at the moment is the only truth.
- 2 - The various realities you have seen make it hard for you to know what is true and what is not.
- 3 - I feel great shame over my actions as an inquisitor.
- 4 - I believe that my enemies are waiting around every corner.
- 5 - When I get tense, I like to dance and pray to relieve the tension.
- 6 - No matter what you've seen or done, I can top that.

**Ideal (d6)**

- 1 - Heretic ideas are dangerous and evil, but must be conquered with compassion rather than violence.
- 2 - The unexamined life is a blessing that should not be overlooked... or overanalyzed
- 3 - Life is too short to not live it to its fullest.
- 4 - Progress is an arch daemon's playground.
- 5 - Nothing means anything. Life is futile and uncaring.
- 6 - Children are the only ones who can make the world right.

**Bond (d6)**

- 1 - The person who made me see the error in my inquisitioning ways keeps me grounded.
- 2 - My old amulet of office never leaves my neck, a reminder of what I was and what I can never become again.
- 3 - I adopted the pet of one of my former victims. I care for it as penance for all the lives I destroyed.
- 4 - My former assistant left the Inquisition with me, and I feel beholden to lead them on a better path.
- 5 - The spirit of someone who died at my hands has become my friend and confessor.
- 6 - Although I have left the Inquisition, my former mentor still holds an important place in my heart.

**Flaw (d6)**

- 1 - I still exhibit some of the fear and hatred that drove me as an inquisitor.
- 2 - When things don't go my way, I sulk and pout.
- 3 - The terrors of my past occupation make others likely to fear and hate me.
- 4 - I have a difficult time remaining calm when I know someone is lying to me.

- 5 - I can be quite a coward when I don't have the upper hand in a conflict.  
6 - I keep close watch on my finances and never forgive a debt.

## Noble

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields significant political influence. You might be a pampered aristocrat unfamiliar with work or discomfort, a former merchant just elevated to the nobility, or a disinherited scoundrel with a disproportionate sense of entitlement. Or you could be an honest, hard-working landowner who cares deeply about the people who live and work on your land, keenly aware of your responsibility to them.

Work with your DM to come up with an appropriate title and determine how much authority that title carries. A noble title doesn't stand on its own - it's connected to an entire family, and whatever title you hold, you will pass it down to your own children. Not only do you need to determine your noble title, but you should also work with the DM to describe your family and their influence on you.

Is your family old and established, or was your title only recently bestowed? How much influence do they wield, and over what area? What kind of reputation does your family have among the other aristocrats of the region? How do the common people regard them?

What's your position in the family? Are you the heir to the head of the family? Have you already inherited the title? How do you feel about that responsibility? Or are you so far down the line of inheritance that no one cares what you do, as long as you don't embarrass the family? How does the head of the family feel about your adventuring career? Are you in your family's good graces, or shunned by the rest of your family?

Does your family have a coat of arms? An insignia you might wear on a signet ring? Particular colors you wear all the time? An animal you regard as a symbol of your line or even a spiritual member of the family?

These details help establish your family and your title as features of the world of the campaign.

**Skill Proficiencies:** History, Persuasion

**Tool Proficiencies:** One type of gaming set

**Languages:** One of your choice

**Feature:** Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

**Suggested Characteristics**

Nobles are born and raised to a very different lifestyle than most people ever experience, and their personalities reflect that upbringing. A noble title comes with a plethora of

bonds—responsibilities to family, to other nobles (including the sovereign), to the people entrusted to the family's care, or even to the title itself. But this responsibility is often a good way to undermine a noble.

### **Personality Trait (d8)**

- 1 - My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 2 - The common folk love me for my kindness and generosity.
- 3 - No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
- 4 - I take great pains to always look my best and follow the latest fashions.
- 5 - I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
- 6 - Despite my noble birth, I do not place myself above other folk. We all have the same blood.
- 7 - My favor, once lost, is lost forever.
- 8 - If you do me an injury, I will crush you, ruin your name, and salt your fields.

### **Ideal (d6)**

- 1 - Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)
- 2 - Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
- 3 - Independence. I must prove that I can handle myself without coddling from my family. (Chaotic)
- 4 - Power. If I can attain more power, no one will tell me what to do. (Evil)
- 5 - Family. Blood runs thicker than water. (Any)
- 6 - Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

### **Bond (d6)**

- 1 - I will face any challenge to win the approval of my family.
- 2 - My house's alliance with another noble family must be sustained at all costs.
- 3 - Nothing is more important than the other members of my family.
- 4 - I am in love with the heir of a family that my family despises.
- 5 - My loyalty to my sovereign is unwavering.
- 6 - The common folk must see me as a hero of the people.

### **Flaw (d6)**

- 1 - I secretly believe that everyone is beneath me.
- 2 - I hide a truly scandalous secret that could ruin my family forever.
- 3 - I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 - I have an insatiable desire for carnal pleasures.
- 5 - In fact, the world does revolve around me.
- 6 - By my words and actions, I often bring shame to my family.

# One of the Taken

On the fringes of the civilized world, parents warn their children not to wander away from their homes, especially at night. The many creatures that haunt the forests, from the faerie-folk to the minions of the dark gods, spell doom for the innocent who stray too far into the darkness.

You failed to heed your parents' warnings, and you were taken. In fact, those who know of your experience use that word to describe you: Taken. You do not remember what happened to you while you were away, but through some mysterious and possibly fortunate circumstances, you wandered back into town after months or years of going missing. Maybe the fairies whisked you off to some magical realm. Maybe evil cultists of an Arch Daemon held you prisoner, planning to sacrifice you to their dark leader when the time was right, and you found a way to escape. Maybe some monsters warped and feral minions took a liking to you and kept you as a pet. Whatever your story, you can't remember your time away. But that doesn't mean you weren't changed by it.

**Skill Proficiency:** Nature, Survival

**Tool Proficiencies:** Tinker's tools or woodcarver's tools

**Languages:** Any one language

**Feature:** Insightful Flashbacks

While you don't remember your time away from the civilized world, you occasionally have glimpses of what happened. When you are making an ability check to know or remember something about a monster or some other piece of lore, you can reroll a check that gave you no information. If the new check provides information, you cannot use this ability again until you complete a long rest. This represents your subconscious mind reminding you of details you witnessed while you were lost.

**Suggested Characteristics**

As one of the Taken, your experiences changed and shaped you even if you cannot remember the exact details. Even more dramatically, how you were treated upon your return by those around you

**Personality Trait (d6)**

- 1 - I am easily startled, jumping at the slightest sound.
- 2 - Other people irritate me, but I love the company of animals.
- 3 - I cannot abide silence, so I surround myself with noise whenever possible.
- 4 - I often forget what day or month or year it is.
- 5 - I use the attention of my time missing to make myself important and noticed.
- 6 - I am restless, never satisfied with what I have or what I am, always seeking more.

**Ideal (d6)**

- 1 - Innocents need protection. I won't let what happened to me happen to others.
- 2 - That which does not kill you makes you stronger. Conflict begets strength.
- 3 - The world is a cruel place. In the end we are all ground down to dust.
- 4 - Mysteries abound, and the point of life is to solve as many of them as possible.

- 5 - The only way to avoid being a victim is to be the aggressor.
- 6 - Passing on your knowledge and wisdom to others ensures you will live forever.

### **Bond (d6)**

- 1 - You were taken with another, and that person was returned as well. You are bound to them forever.
- 2 - You were found with a strange object in the woods. That object never leaves your possession.
- 3 - While others shunned you on your return, your pet never left your side. This unusually long-lived pet means the world to you.
- 4 - When you returned, the community rallied around you to care for you. You guard that community fiercely.
- 5 - An elder who was also taken as a child listens to you and helps guide you on your path forward.
- 6 - A faerie grove in the forest near you is the only place where you are truly at peace.

### **Flaw (d6)**

- 1 - I suffer nightmares that I cannot recall when I wake, and the lack of sleep makes me prone to fits of anger.
- 2 - I seek money and power regardless of the cost to my soul.
- 3 - I am rude to others as I tend to speak what's on my mind rather than filtering myself.
- 4 - My quest for justice sometimes interferes with my common sense.
- 5 - I am indifferent to the suffering of others.
- 6 - I believe lies, which makes me easily duped by those with ill intent.

## **Outlander**

You grew up in the wilds, far from civilization and the comforts of town and technology. You've witnessed the migration of herds larger than forests, survived weather more extreme than any city-dweller could comprehend, and enjoyed the solitude of being the only thinking creatures for miles in any direction. The wilds are in your blood, whether you were a nomad, an explorer, a recluse, a hunter-gatherer, or even a marauder. Even in places where you don't know the specific features of the terrain, you know the ways of the wild.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** One type of musical instrument

**Languages:** One of your choice

**Feature:** Wanderer

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

**Specialty**

You've been to strange places and seen things that others cannot begin to fathom. Consider some of the distant lands you have visited, and how they impacted you. You can roll on the following table to determine your occupation during your time in the wild, or choose one that best fits your character.

### **Origin (d10)**

- 1 - Forester
- 2 - Trapper
- 3 - Homesteader
- 4 - Guide
- 5 - Exile or outcast
- 6 - Bounty hunter
- 7 - Pilgrim
- 8 - Tribal nomad
- 9 - Hunter-gatherer
- 10 - Tribal marauder

### **Suggested Characteristics**

Often considered rude and uncouth among civilized folk, outlanders have little respect for the niceties of life in the cities. The ties of tribe, clan, family, and the natural world of which they are a part are the most important bonds to most outlanders.

### **Personality Trait (d8)**

- 1 - I'm driven by a wanderlust that led me away from home
- 2 - I watch over my friends as if they were a litter of newborn pups.
- 3 - I once ran twenty-five miles without stopping to warn to my clan of an approaching orc horde. I'd do it again if I had to.
- 4 - I have a lesson for every situation, drawn from observing nature.
- 5 - I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.
- 6 - I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
- 7 - I feel far more comfortable around animals than people
- 8 - I was, in fact, raised by wolves.

### **Ideal (d6)**

- 1 - Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
- 2 - Greater Good. It is each person's responsibility to make the most happiness for the whole tribe. (Good)
- 3 - Honor. If I dishonor myself, I dishonor my whole clan. (Lawful)
- 4 - Might. The strongest are meant to rule. (Evil)
- 5 - Nature. The natural world is more important than all the constructs of civilization. (Neutral)
- 6 - Glory. I must earn glory in battle, for myself and my clan. (Any)

### **Bond (d6)**

- 1 - My family, clan, or tribe is the most important thing in my life, even when they are far from me.
- 2 - An injury to the unspoiled wilderness of my home is an injury to me.
- 3 - I will bring terrible wrath down on the evildoers who destroyed my homeland.
- 4 - I am the last of my tribe, and it is up to me to ensure their names enter legend.
- 5 - I suffer awful visions of a coming disaster and will do anything to prevent it.
- 6 - It is my duty to provide children to sustain my tribe.

### **Flaw (d6)**

- 1 - I am too enamored of ale, wine, and other intoxicants.
- 2 - There's no room for caution in a life lived to the fullest.
- 3 - I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
- 4 - I am slow to trust members of other races, tribes, and societies.
- 5 - Violence is my answer to almost any challenge.
- 6 - Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

## Plague Survivor

When you fell ill with the terrible plague, you assumed you would die from it, as had so many before you. Your neighbors shunned you, fearing that you would spread the disease to them and their families.

Then a miracle happened. A stranger came to you and offered to help. The stranger brought forth strange medicines, providing you with curative draughts and elixirs. And just as the disease reached its worst stages, the symptoms began to vanish. Before long, you were cured of the disease. The scars of the disease, however, still play across your body—an unsubtle reminder of the terrible scourge you faced.

The stranger left you after the treatments concluded, but you retained some of the knowledge that the healer used while caring for you. Those who marvel at your recovery also fear you: they harbor some suspicion that you made deals with dark powers to drive away the disease.

**Skill Proficiency:** Intimidation, Medicine

**Tool Proficiencies:** Herbalism kit

**Languages:** Any one language

**Feature:** Medical Marvel

Your dramatic and sudden recovery from the terrible plague you suffered - as well as the physical changes to your appearance because of the disease - has made you a marvel to the people around you. Though you may be treated differently as a strange oddity, your new status does have potential perks. You can ask for small favors, from meals to places to rest, and find the common folks willing to oblige, even if they are slightly afraid of you.

**Suggested Characteristics**

As a survivor of a deadly plague, you faced down a terrible fate and lived to recount the experience. Such a terrible experience, and the joyful escape from that fate, leaves a lingering effect on those who go through it.

### **Personality Trait (d6)**

- 1 - I'm overly conscious of what the disease did to my countenance.
- 2 - I hear the voices of all those who died from the disease, and I speak on their behalf.
- 3 - I have come to deeply respect the work of the alchemists and potion-makers of the world.
- 4 - I fear disease after having almost succumbed to one.
- 5 - I process everything I see and experience verbally.
- 6 - I prefer darkness and solitude to light and company

### **Ideal (d6)**

- 1 - Death is powerful and wonderful, a transformation rather than an ending.
- 2 - We should be judged for how we treat the powerless, not the powerful.
- 3 - Knowledge is the key to defeating any problem.
- 4 - Discipline and rigor are the best tools against the chaos of the world.
- 5 - Self-reliance is the key to survival. Others may let you down.
- 6 - One person's ideal is another's flaw. Ideals should be malleable.

### **Bond (d6)**

- 1 - I do what I do for all those suffering from horrible maladies. They deserve respect, empathy, and assistance.
- 2 - The book of cures that my doctor left me is incomprehensible to me, but I carry it with me everywhere.
- 3 - My pet was with me during my recovery, and it reminds me of all that I have.
- 4 - My parents never gave up on me, and I visit them whenever I can.
- 5 - I have a twin who I cannot stand but would do anything for.
- 6 - I owe my life to the itinerant healer who healed me.

### **Flaw (d6)**

- 1 - Cleanliness is the most important virtue, and no one around me is ever clean enough.
- 2 - One of the herbs that helped heal me is something I must take every day or I feel terrible.
- 3 - I'm easily distracted.
- 4 - When innocent people are being hurt, I fly into a blind rage that's hard to control.
- 5 - Since the plague could not kill me, I'm obviously indestructible.
- 6 - My appearance means more to me than it should.

## **Reformed Cultist**

Forces of light and darkness have battled over the fate of the world since its founding, the true Gods and the dark forces.

Those dark forces have ensnared the minds of power-hungry mortals for centuries, promising them a sliver of dark power in exchange for dedicating their souls to occult lore.

You once belonged to such a cult of the dark forces, perhaps sworn to demons, devils, the eldritch or stranger powers. Perhaps this faith only briefly tempted your rebellious, youthful spirit. Perhaps the cult gave you love and family when you had none, asking only your adherence to their prophet in exchange. Or maybe you were raised from birth to pay homage to gods of selfish cruelty - until one fateful day the veil was lifted, so that nothing stood between you and the horrifying truth.

However it happened, you were freed from the shackles of this poisonous sect. Yet you know that this group does not forgive betrayers. As long as you live, you will be hunted—and if the members of the cult think you dead, their hunt will begin again the second they learn they're wrong.

**Skill Proficiencies:** Deception and Religion

**Languages:** One of your choice

**Feature:** Fell Teachings

You were inundated with knowledge about one of the dark powers, perhaps a powerful Demon Lord, Arch Devil, or similar wicked being. You know things about these evil forces and the behavior of their followers unknown to those who live in the light. You are quick to recognize when a seemingly benevolent sect is actually a false front for an evil cult, and gain Advantage on Insight rolls to sniff out their true intentions, as well as Religion roles on information about dark gods and evil outsiders.

Additionally, you can work with your GM to create a secret that you learned during your time in the cult. This secret might be the seed of a conspiracy, a myth of a legendary hero whose true meaning has mutated over the years, or even the location of a fabled artifact of the gods.

**Suggested Characteristics**

The life of every former cultist is defined to some degree by the process of fleeing the past, and of trying to make a future away from the beliefs that once claimed them. Your bond is likely associated with those who gave you the insight and strength to flee your old ways. Your ideal might involve your desire to take down and destroy those who promote the evil you escaped, and perhaps finding new faith in a forgiving god.

**Personality Trait (d8)**

1 - I need a dagger close at hand at all times. Just in case they find me.

2 - I can't believe I'm out here fighting monsters. After everything I've been through, why can't I find a normal life?

3 - I need a stiff drink before I do anything stressful these days. I know it's a problem. Just...let me have this.

4 - Murder is okay when it's for a good cause! I didn't tear my past out by the roots so I could let evil people cause more harm.

5 - My past is filled with stories like you wouldn't believe. Ones that'll really make your skin crawl. Do you want to hear...?

6 - Yeah, I'm crying. I do that. Get over yourself.

7 - I know you've told me your name twice already, but that's not good enough. How can I be sure you are who you say you are?

8 - My mind is always racing. I can't... I just need to... you have to give me a second - or else I can't... organize my thoughts.

### **Ideal (d6)**

1 - Life. I've spent too long shackled to an evil master. No matter what happened before, I deserve my freedom now. (Chaotic)

2 - Redemption. People can change, but redemption must be something they choose for themselves. If they do, it is my duty to help them along that path. (Good)

3 - Power. When I abandoned the cult, it wasn't out of some misguided sense of righteousness. That pathetic organization was merely a shackle on my potential. (Evil)

4 - Vengeance. The cult has poisoned my life. I will see all its followers suffer. (Any)

5 - Hierarchy. The cult was vile, but its strength was in stability and organization. As long as good folk lack unity, evil will always triumph. (Lawful)

6 - Reparations. As a cultist, I harmed people whose names I'll never know. I feel obligated to repay my debt by aiding others. (Good)

### **Bond (d6)**

1 - My cousin escaped the cult with me. I lost track of them when we fled, but I know they're alive. I can feel it.

2 - I was saved from the cult by a priest of one of the true Gods. If not for that sign of faith, I would surely be lost.

3 - I was told by the person who saved me that a sage once said: "Life needs things to live." I don't know what that means, but I've dedicated my existence to finding out.

4 - One of my cultist parents had a change of heart when I was a teenager, and we fled together in the dark of night. I didn't want to leave, but I understand now that their courage saved my life.

5 - I was bested by a warrior when I fumbled a cult-ordered assassination. I don't know why that person took pity on me, but they gave me purpose when I was lost.

6 - Now that I've saved myself, the only person important to me is my former cult leader—because I've sworn that they'll die by my hand.

### **Flaw (d6)**

1 - I'm haunted by what I saw in those ritual chambers. Every time I see blood, I...oh, gods, I can't bear to even think about it.

2 - I ran from the cult long ago. But deep down, there's a part of me that still thinks they were right about certain things.

3 - I can't help but feel a rush whenever I see a life snuffed out before me. Just one more kill... just one more.

4 - Organized religion terrifies me. 'Good' Gods or 'Evil'...it doesn't matter. The sight of the faithful freezes my blood cold.

5 - Oh, I always tell the truth. Always. I've never had to keep a secret from anyone, so of course I'll be open with you.

6 - I don't trust easily. If you grew up being lied to about every little thing? The fundamental nature of the world? You wouldn't, either.

## Sage

You spent years learning the lore of the multiverse. You scoured manuscripts, studied scrolls, and listened to the greatest experts on the subjects that interest you. Your efforts have made you a master in your fields of study.

**Skill Proficiencies:** Arcana, History

**Tool Proficiencies:** Two of your choice

**Feature:** Researcher

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign.

### Specialty

To determine the nature of your scholarly training, roll a d8 or choose from the options in the table below.

#### Field of Study (d8)

- 1 - Alchemist
- 2 - Astronomer
- 3 - Discredited academic
- 4 - Librarian
- 5 - Professor
- 6 - Researcher
- 7 - Wizard's apprentice
- 8 - Scribe

#### Suggested Characteristics

Sages are defined by their extensive studies, and their characteristics reflect this life of study. Devoted to scholarly pursuits, a sage values knowledge highly—sometimes in its own right, sometimes as a means toward other ideals.

#### Personality Trait (d8)

- 1 - I use polysyllabic words that convey the impression of great erudition.
- 2 - I've read every book in the world's greatest libraries—or I like to boast that I have.
- 3 - I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
- 4 - There's nothing I like more than a good mystery.
- 5 - I'm willing to listen to every side of an argument before I make my own judgment.

6 - I... speak... slowly... when talking... to idiots,... which... almost... everyone... is... compared... to me.

7 - I am horribly, horribly awkward in social situations.

8 - I'm convinced that people are always trying to steal my secrets.

### **Ideal (d6)**

1 - Knowledge. The path to power and self-improvement is through knowledge. (Neutral)

2 - Beauty. What is beautiful points us beyond itself toward what is true. (Good)

3 - Logic. Emotions must not cloud our logical thinking. (Lawful)

4 - No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)

5 - Power. Knowledge is the path to power and domination. (Evil)

6 - Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)

### **Bond (d6)**

1 - It is my duty to protect my students.

2 - I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

3 - I work to preserve a library, university, scriptorium, or monastery.

4 - My life's work is a series of tomes related to a specific field of lore.

5 - I've been searching my whole life for the answer to a certain question.

6 - I sold my soul for knowledge. I hope to do great deeds and win it back.

### **Flaw (d6)**

1 - I am easily distracted by the promise of information.

2 - Most people scream and run when they see a demon. I stop and take notes on its anatomy.

3 - Unlocking an ancient mystery is worth the price of a civilization.

4 - I overlook obvious solutions in favor of complicated ones.

5 - I speak without really thinking through my words, invariably insulting others.

6 - I can't keep a secret to save my life, or anyone else's.

## Sailor

You sailed on a seagoing vessel for years. In that time, you faced down mighty storms, monsters of the deep, and those who wanted to sink your craft to the bottomless depths. Your first love is the distant line of the horizon, but the time has come to try your hand at something new.

Discuss the nature of the ship you previously sailed with your Dungeon Master. Was it a merchant ship, a naval vessel, a ship of discovery, or a pirate ship? How famous (or infamous) is it? Is it widely traveled? Is it still sailing, or is it missing and presumed lost with all hands?

What were your duties on board - boatswain, captain, navigator, cook, or some other position?

Who were the captain and first mate? Did you leave your ship on good terms with your fellows, or on the run?

**Skill Proficiencies:** Athletics, Perception

**Tool Proficiencies:** Navigator's tools, vehicles (water)

**Feature:** Ship's Passage

You know the lifestyle and lingo of seafarers. When you need to, if one is available, you can secure free passage on a sailing ship for yourself and your adventuring companions. Because you're working to pay for the passage, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage, including in battle if necessary.

### **Suggested Characteristics**

Sailors can be a rough lot, but the responsibilities of life on a ship make them generally reliable as well. Life aboard a ship shapes their outlook and forms their most important attachments.

### **Personality Trait (d8)**

- 1 - My friends know they can rely on me, no matter what.
- 2 - I work hard so that I can play hard when the work is done.
- 3 - I enjoy sailing into new ports and making new friends over a flagon of ale.
- 4 - I stretch the truth for the sake of a good story.
- 5 - To me, a tavern brawl is a nice way to get to know a new city.
- 6 - I never pass up a friendly wager.
- 7 - My language is as foul as an otyugh nest.
- 8 - I like a job well done, especially if I can convince someone else to do it.

### **Ideal (d6)**

- 1 - Respect. The thing that keeps a ship together is mutual respect between captain and crew. (Good)
- 2 - Fairness. We all do the work, so we all share in the rewards. (Lawful)
- 3 - Freedom. The sea is freedom—the freedom to go anywhere and do anything. (Chaotic)
- 4 - Mastery. I'm a predator, and the other ships on the sea are my prey. (Evil)
- 5 - People. I'm committed to my crewmates, not to ideals. (Neutral)
- 6 - Aspiration. Someday, I'll own my own ship and chart my own destiny. (Any)

### **Bond (d6)**

- 1 - I'm loyal to my captain first, everything else second.
- 2 - The ship is most important—crewmates and captains come and go.
- 3 - I'll always remember my first ship.
- 4 - In a harbor town, I have a paramour whose eyes nearly stole me from the sea.
- 5 - I was cheated out of my fair share of the profits, and I want to get my due.
- 6 - Ruthless pirates murdered my captain and crewmates, plundered our ship, and left me to die. Vengeance will be mine.

### **Flaw (d6)**

- 1 - I follow orders, even if I think they're wrong.
- 2 - I'll say anything to avoid having to do extra work.
- 3 - Once someone questions my courage, I never back down no matter how dangerous the situation.
- 4 - Once I start drinking, it's hard for me to stop.

5 - I can't help but pocket loose coins and other trinkets I come across.

6 - My pride will probably lead to my destruction.

## Soldier

War has been your life for as long as you care to remember. You trained as a youth, studied the use of weapons and armor, learned basic survival techniques, including how to stay alive on the battlefield. You might have been part of a standing national army or a mercenary company, or perhaps a member of a local militia who rose to prominence during a recent war.

When you choose this background, work with your DM to determine which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career. Was it a standing army, a town guard, or a village militia? Or it might have been a noble's or merchant's private army, or a mercenary company.

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiencies:** One type of gaming set, vehicles (land)

**Feature:** Military Rank

You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. Even soldiers from unrelated militaries are likely to react better to your decorum and understanding of protocol than they would to others. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

### Specialty

During your time as a soldier, you had a specific role to play in your unit or army. Roll a d8 or choose from the options in the table below to determine your role:

#### Role (d8)

- 1 - Officer
- 2 - Scout
- 3 - Infantry
- 4 - Cavalry
- 5 - Healer
- 6 - Quartermaster
- 7 - Standard-bearer
- 8 - Support staff (cook, blacksmith, or the like)

#### Suggested Characteristics

The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred.

#### Personality Trait (d8)

- 1 - I'm always polite and respectful.
- 2 - I'm haunted by memories of war. I can't get the images of violence out of my mind.

- 3 - I've lost too many friends, and I'm slow to make new ones.
- 4 - I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.
- 5 - I can stare down a hell hound without flinching.
- 6 - I enjoy being strong and like breaking things.
- 7 - I have a crude sense of humor.
- 8 - I face problems head-on. A simple, direct solution is the best path to success.

#### **Ideal (d6)**

- 1 - Greater Good. Our lot is to lay down our lives in defense of others. (Good)
- 2 - Responsibility. I do what I must and obey just authority. (Lawful)
- 3 - Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
- 4 - Might. In life as in war, the stronger force wins. (Evil)
- 5 - Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)
- 6 - Nation. My city, nation, or people are all that matter. (Any)

#### **Bond (d6)**

- 1 - I would still lay down my life for the people I served with.
- 2 - Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
- 3 - My honor is my life.
- 4 - I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
- 5 - Those who fight beside me are those worth dying for.
- 6 - I fight for those who cannot fight for themselves.

#### **Flaw (d6)**

- 1 - The monstrous enemy we faced in battle still leaves me quivering with fear.
- 2 - I have little respect for anyone who is not a proven warrior.
- 3 - I made a terrible mistake in battle that cost many lives—and I would do anything to keep that mistake secret.
- 4 - My hatred of my enemies is blinding and unreasoning.
- 5 - I obey the law, even if the law causes misery.
- 6 - I'd rather eat my armor than admit when I'm wrong.

## Urchin

You grew up on the streets alone, orphaned, and poor. You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

Others may be terrified to have lost everything. But for you? Having nothing is familiar terrain.

**Skill Proficiencies:** Sleight of Hand, Stealth

**Tool Proficiencies:** Disguise kit, Thieves' tools

**Feature:** City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

**Suggested Characteristics**

Urchins are shaped by lives of desperate poverty, for good and for ill. They tend to be driven either by a commitment to the people with whom they shared life on the street or by a burning desire to find a better life—and maybe get some payback on all the rich people who treated them badly.

**Personality Trait (d8)**

- 1 - I hide scraps of food and trinkets away in my pockets.
- 2 - I ask a lot of questions.
- 3 - I like to squeeze into small places where no one else can get to me.
- 4 - I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
- 5 - I eat like a pig and have bad manners.
- 6 - I think anyone who's nice to me is hiding evil intent.
- 7 - I don't like to bathe.
- 8 - I bluntly say what others are hinting at or hiding.

**Ideal (d6)**

- 1 - Respect. All people, rich or poor, deserve respect. (Good)
- 2 - Community. We have to take care of each other, because no one else is going to do it. (Lawful)
- 3 - Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things. (Chaotic)
- 4 - Retribution. The rich need to be shown what life and death are like in the gutters. (Evil)
- 5 - People. I help the people who help me—that's what keeps us alive. (Neutral)
- 6 - Aspiration. I'm going to prove that I'm worthy of a better life. (Any)

**Bond (d6)**

- 1 - My town or city is my home, and I'll fight to defend it.
- 2 - I sponsor an orphanage to keep others from enduring what I was forced to endure.
- 3 - I owe my survival to another urchin who taught me to live on the streets.
- 4 - I owe a debt I can never repay to the person who took pity on me.
- 5 - I escaped my life of poverty by robbing an important person, and I'm wanted for it.
- 6 - No one else should have to endure the hardships I've been through.

**Flaw (d6)**

- 1 - If I'm outnumbered, I will run away from a fight.
- 2 - Gold seems like a lot of money to me, and I'll do just about anything for more of it.
- 3 - I will never fully trust anyone other than myself.
- 4 - I'd rather kill someone in their sleep than fight fair.

5 - It's not stealing if I need it more than someone else.

6 - People who can't take care of themselves get what they deserve.