

5E Backgrounds (fanmade)

VILLAGE IDIOT

Every community has it's village idiot. In your home town, that happened to be you. You know what it feels like to be ridiculed and bullied and you hate to see it happen to other people. You have learned how to hide and run from those looking to beat you because you are different.

Skill Proficiencies: Athletics, Stealth

Tool Proficiencies: Any artisan tool set or gaming set.

Feature: Just an Idiot

People tend to dismiss you and treat you like a small child. They may talk about things in your presence better left unsaid. After all, an idiot isn't going to understand what they are talking about after all.

Personality:

1. I don't like being bullied. I will stand up for those who cannot stand up for themselves.
2. I may not be real smart, but I still have feelings.
3. People call me an idiot because they just don't understand me.
4. Stupid is as stupid does. I will use my mind to best of my ability.
5. People don't like getting shown up by an idiot. I enjoy making that happen.
6. I will show the world that even an idiot can make a huge difference.

IDEAL:

1. A promise is a promise. It is important to keep your word. Truthfulness
2. I will prove to everyone I have what it takes to get the job done. Resilience
3. Everyone should work together for the good of society. Community
4. Mean people need a good dose of their own medicine. Vengeance
5. We all have something to offer. Our gifts may just be different. Tolerance
6. Life is pretty random. You have to make the best with what you got. Acceptance

BOND:

1. Good friends are hard to come by. Even I know that's something you can't just find around the corner.
2. I will protect those I care about from any harm.
3. I can relate to the downtrodden and abused. I will give them all the help that I can.
4. What I am able to do I do very well. I will give every effort my best.
5. I don't give up on people, even when they have given up on themselves.
6. I will get the respect that I have earned someday.

FLAW:

1. I am not respected no matter what I do.
2. I may not be that smart but nobody else seems to know that I have NEEDS too.
3. I am an idiot. Maybe I should just do what everyone says. They know more than me right?
4. I let the opinions of other affect me too much. It's depressing.
5. My ideas are never considered even when they are good.
6. Yes I'm just a dummy. Say it again and I'll knock your teeth out.

EXECUTIONER

You had been tasked with the duty of carrying out death sentences, corporal punishments and possibly also torture. The methods may depend on your home area and its customs - whether axe, sword, noose, pyre or guillotine - but it is a dirty work that doesn't make you popular.

While the cliché is that of the hulking headsman with the great axe (and a cliché with some truth to it), the dingy reputation and the easy access to objectionable items like hands of murderers or mandragora have led to the birth of more than one rogue, arcane trickster or warlock coming from this background.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: Poisoner's kit

Languages: any language of your choice

Equipment: hempen rope (50') already knotted to a noose, a sharpened 10' pole (to display heads on), a sack (chopped-off head optional), common clothes including a black hood and a butcher's frock, the farewell letter of an infamous criminal (or wrongly accused convict) and a belt pouch containing 8gp

Background Feature: Scharfrichter's Stare

Both commoners and criminals are afraid of your reputation. Neither will report if you overstep the legal lines a bit (such as by not paying your food, or bruising a captive), and both kinds will be more likely to spill the beans just to get rid of you (or in the case of criminals, to keep you from scraping the beans out of them with a red-hot hook).

Those who have some standing in the community will not be so easily impressed by some dingy executioner, but maybe their servants will speak freely to you if you block their way in the right dark alley...

Personality:

1. When going gets weird and bloody, I remain calm and stoic.
2. I like to act tough and hardboiled when I feel that I've got the advantage, or that I need to secure it.
3. I do a lot of bad puns and quips in the face of death and the macabre.
4. I'm not a person of many words - I get by with a nod, a headshake or a single word as often as possible.

5. I am deferential to authority more than rulings - those chosen through merit, tradition, or birth understand the intent of the law even if the letter must be bent a bit.
6. Once a bad seed, always a bad seed - I am harshly judgmental of those who have erred even once.

Ideal:

1. Justice: Right or wrong, the law. (Lawful)
2. Redemption: No matter how wicked, anyone must be given a chance to repent before meeting their creator. (Good)
3. Community: My community cannot hold unless its people are kept safe from threats in their midst (Any)
4. Pragmatism: When some petty law get into the way of my job, it should wait out of sight in the antechamber while I take care of what needs to be done. (Chaotic)
5. Power: Life, Death, Dignity - I crave the moments when they step up the wooden stairs and all these things are at my fingertips. (Evil)
6. Truth: Before any justice can be meted out, it is important to draw out the truth no matter how. (Lawful)

Bond:

1. I've been forced to put my one true love to the sword, and have been grieving for her ever since.
2. There is this one criminal who could jailbreak before meeting his conviction. I will find him and give him what is his due.
3. No one is above the law - no one but this smug rascal who could get off scotsfree with that letter of the Cardinal. I will find her and make sure there is no loophole this time.
4. I have put a man to the sword only to learn later that he has been innocent. I will make up to his family best as I can.
5. I've led some very vile scum to the gallows, despite their powerful friends. Now I am on the run from them and their assassins.
6. While making my rounds in the dungeons, I have run into a man in an iron mask who doesn't appear on any records. I will need to find out his secret, and bust him out if he is innocent.

Flaw:

1. I have taken a significant bribe, and a certain crimelord knows it and can prove it.
2. I obey any legitimate authority, even when they might be wrong.
3. The bottle is the only thing that keeps the spectres of my former victims at bay.
4. I have sold hands of murderers and similar items of my handiwork to evil magic-users, or possibly even the darker powers behind them.
5. I display my gallows humour even to the point where it makes others uncomfortable - and beyond.
6. I take a memento of everyone I execute, and display it proudly.

MORTICIAN

You could have been a simple laborer for a local priest in some backwater village in Barovia, or you could be an undertaker running his own business in a city in a more developed domain. No matter where you exactly come from, your business boils down to putting the death beneath the earth.

The labour of an undertaker becomes the background of many a class, whether a hardy fighter, a cleric of death or an arcane warlock dealing with the forces that seek out the dead. For some strange reason, there are quite a few rangers with vulture companions among morticians.

Skill Proficiencies: Intimidation, Religion

Tool Proficiencies: land vehicles, carpenter's tools

Equipment: a hearse (as cart) and a black mule, a shovel or spade (stats as a club), fine clothes including a black top hat, carpenter's tools, a roll of measuring tape, a holy symbol (or 5 wreaths of garlic), raw material for three coffins and a pouch of extracted gold teeth worth 5gp

Feature: Rest for the Wicked

Whether through academic study or sheer experience, you know enough about bodies to do basic examination to automatically find out how long they have been dead and the cause of their death.

You also know the traditional banes of the undead that need to be added at their burial to keep them from rising. Any knowledge of the undead beyond that is beyond you, unless you have the necessary skills.

In addition, you can make bodies presentable and preserve them, even without access to disguise kits/herbalism kits or proficiency in either.

Personality:

1. I am full of tales of funny deaths, people buried alive and similarly macabre anecdotes of my work that make others feel queasy.
2. I speak in few words and move quietly.
3. Whenever anyone announces very brave or very foolhardy plans that make them likely to become my next customer, I bust out my tape and get their measurements to work on my next coffin.
4. In the midst of blood, gore and similar reminders of mortality, I like to bust out my picnic cloth, have a meal and offer a bite to anyone else.
5. I am full of ghoulish glee and gallows humour even and especially in the face of doom and gloom.
6. I am horribly, horribly awkward in social situations.

Ideal:

1. Relief: My primary duty is to give the due rest to the death, and to alleviate the pain on those who have survived them. (Good)
2. Wealth: Whenever there are the dead to bury - and advantage to be taken of them - I will be there. (Evil)
3. Faith: I give the dead and the living what is due to them by the will of the divine powers. (Lawful)
4. Equality: I have buried beggars and lords alike and guess what? In death we are all the same. So, no reason for anyone to act high and mighty in life either. (Chaotic)
5. Hedonism: Seeing untimely dead all day leaves you with nothing but the desire to make the best of any day left to you. (Any)
6. Tradition: The ancient traditions about life, death and everything inbetween must be preserved and upheld. (Lawful)

Bond:

1. One of my former customers has become a restless undead due to my insufficient precautions. I will need to track him down and grant him his much-desired rest.
2. I owe my life to the priest who took me for an undertaker when my parents died.
3. I will do anything to protect the church where I served.
4. I have sold hands of murderers and similar items of my handiwork to evil magic-users, or possibly even the darker powers behind them.
5. A corrupt noble once forced me to dress up the body of the victim of his crime such that the crime wouldn't be obvious. He may have gotten away with it, but I have not forgotten.
6. I've met the love of my life only when she was already dead and to be buried. The locket of her picture goes with me everywhere I go.

Flaw:

1. I need the bottle every evening to cope with my job.
2. I am terribly insensitive towards the feelings of others.
3. Having seen mortality every day, any promise of immortality - no matter how phony - will draw me in no matter what.
4. I am terribly superstitious.
5. I'm a pale, nocturnal creature that makes others around them uneasy.
6. I suffer from necrophilic urges, and try to keep them at bay.

Witness

Horrible beings and events plague the worlds of D&D and you were hit with the full exposure of one when you were just a child or youth, far from ready to bear it.

Maybe you got possessed by a demon and slaughtered your own kind, maybe some dark cult used you in their horrible rite to some eldritch power. You might be the only survivor from a town razed by a legion of undead or by some magical accident you gazed into alien realms .

Whatever the specific event, you were left broken and insane, but also possessing rare insights no mortal was ever meant to know.

After years you have regained some semblance of sanity and were released from whatever sanctuary you had. Or you're as unhinged as ever, but escaped your asylum. Whatever it may be, other than becoming a manic beggar, adventuring might very well be the only occupation you could fulfill.

Skills: Arcana or Religion, Insight
Languages: two of your choice

Equipment: Set of common clothes, one notebook or wooden sign covered with indecipherable scrawl or proclamations of coming doom, a single goldpiece of unknown origin.

Feature – The Horrors:

Once per long rest, you can decide to confront your fears and recall pieces of your traumatic experience. While doing this will disturb you and those around, you gain a piece of prophetic insight that is at least tangentially useful to current events.

Evidence, no matter how small, of the source of your trauma always triggers this ability.

Suggested Characteristics

Personality Traits

- 1 – My intense stare is always well focused on something. Something that is not there.
- 2 – When unoccupied, I draw disturbing but thankfully indiscernible scenes and diagrams.
- 3 – My idea of introducing myself is telling people that they will die horribly.
- 4 – I break out in fits of laughter at the most inopportune times
- 5 – I consider creatures cute or pretty, most would consider quite the opposite, such as worms, centipedes, zombies or hell hounds.
- 6 – When I don't have a fit of gloom, I am almost supernaturally happy and optimistic.
- 7 – Though I am well aware of the standards and norms of society. I just do not think they matter.
- 8 – I never raise my voice and whisper most of the time.

Ideal

- 1 – Survival. I know what awaits me after death. I must stay alive at any cost.
- 2 – Ascension. I have seen the worst of horrors, but I also got a glimpse of higher existence. I will discern and walk the path there.
- 3 – Revelation. The ignorance of others makes them defenseless. I have to show everyone what I saw.

4 – Sacrifice. I am already dead, now all that counts is to make my loss count, so others will not suffer as I did.

5 – Restoration. I just want a normal happy life, but know how broken I am. There must be some way to repair me.

6 – Oblivion. Nothing but utter destruction can end the torture, whether my own, my enemies or that of all existence.

Bond

1 – A kindly soul took me in and nursed me back to a semblance of humanity. I consider them my only family.

2 – Great heroes gave their lives to stop the horrors. I honor their memory whenever I can.

3 – I am irresistibly drawn to the site of my torture and even protect the place.

4 – I believe myself to be responsible for the events and seek nothing less than the forgiveness of those that died.

5 – I constantly seek out lore on the threat that befell me.

6 – I take comfort in a precious possession that signifies happier times to me.

Flaw

1 – To survive, I have sworn servitude to an unholy being, and my debt has yet to be called in.

2 – Only a certain vice can make me forget for a short time, so I indulge at every chance.

3 – My constant bouts of terror and lack of care leave me in deplorable hygienic condition, hurting my health and relation to others.

4 – I was not supposed to survive and the dark forces still aim to finish the job.

5 – A certain person or faction believes I am tainted and seeks to neutralize whatever threat I may pose.

6 – I believe that everyone considers me a freak. I flip out when I believe I am being pitied or stared at.

Graverobber

Congratulations, you have always been the quintessential adventurer, dedicated to taking dead peoples stuff.

Graverobbers come in a multitude of variations. The most petty stalk the slums and battlefields of the world for fresh corpses, rifling the pockets for some change and trinkets before dragging the poor sucker to the next necromancer or alchemist. One step above are those who break into graveyards to dig up the buried and breach mausoleums for fun and profit. Then there's those self styled scholars, who "explore" old necropolises, under the pretense of research. And who could forget the autodidact wannabe necromancer who digs out corpses to practice his arts and the blasphemer who does the whole thing just to spite others.

Skills: religion, stealth

Tools: choose one of thieves tools, vehicle (land) or alchemists tools

Languages: 1 (probably dead) language

Equipment: Dark set of common clothes, shovel, crowbar, curious collection of inscriptions and reliefs in charcoal rubbings, box filled with worthless baubles that couldn't be sold.

Feature – Dead Trail:

No graverobber stays alive long without a good portion of caution. You can identify and correctly interpret evidence of common undead, religious wards and traps and identify them automatically. You only exhibit this presence of mind at any kind of burial site.

Suggested Characteristics

Personality Traits

- 1 – I think blasphemy is the funniest thing in the world and I like sharing my humor.
- 2 – My nocturnal work has left me as pale and spooky looking as my “customers”.
- 3 – I collect holy symbols and give lip service to all gods equally. I think this puts me on the safe side.
- 4 – I am obsessed with historical trivia and recount it whenever, even though most tell me it is all utter bogus.
- 5 – I stay unperturbed at breaking graves and disturbing composing bodies, but I am superstitious in everyday activities.
- 6 – I use measures such as excessive smoking or perfume to hide the stench of death on me.
- 7 – I am so used to dealing with fences that I haggle in all my interactions.
- 8 – I am prone to morbid speculation on my own and my friends immediate future.

Ideal

- 1 – Wealth. Gems, gold and shiny trinkets, I love sound of coins, now everybody sing along.
- 2 – Equality. I dug up beggars and lords alike and guess what? In death we are all the same. So, no reason for anyone to act high and mighty in life either.
- 3 – Glory. They reject my scholarly works now, but I will make discoveries that will have scholars around the world singing my praise.
- 4 – Spite. Call me a looser? A freak? Think I am no good? I will show you no good, I will show you all, bwahahaha!
- 5 – Pragmatism. Why do what I do? I am good at it. That is the best one can do right? Get some food on the table, a roof that does not leak and always act professional, I say.
- 6 – Immortality. I have seen dead a plenty and it is not for me. I heard for some, the burial is just the start of eternity and one of these graves holds their secret.

Bond

- 1 – Hey, I have a lot of respect for the dead. In fact I once robbed my idols grave out of reverence. Still got the skull, tell him all my sorrows and dreams.
- 2 – I was once caught by an old gravedigger, but instead of squealing on me, he got me some hot chocolate and useful tips. I have been taking care of the old creep ever since.
- 3 – More than once I tracked down some nice heirloom only for my rival to take my prize. The reverse has happened just as often and the next time we always laugh it up over a beer.
- 4 – I became a grave robber because I wanted to solve a great mystery of historical significance. I've lost the trail but I have sworn to fulfill my quest.
- 5 – I came into the possession of a map to a legendary treasure, but I don't know what country it displays.
- 6 – My mentor up and disappeared. I have to find them, maybe out of honest concern or because they owe me something.

Flaw

- 1 – My job landed me a prize on my head back home and the bounty hunters could come knocking any day.
- 2 – The first graves I broke open were those of my own ancestors and I discovered a horrible family secret doing so. The shame lies heavy on me.
- 3 – My soul is forsaken unless I bring a relict I sold back to the priests.
- 4 – I once fought and killed a partner in crime in a dispute over the loot and I am pretty sure the greedy buggers body is still shuffling around somewhere.
- 5 – I am incapable of leaving behind any loot, even at the price of my life.
- 6 – I am far too good at my job and now some organization that is too unsavory even for me wants to recruit me with progressively greater pressure.

Slave

You were captured and enslaved. Or you were born into it. Life as a slave has been punishing, soul-crushing, but the bonds that claim your limbs will never claim your will to be free. You have been through hardships few others could comprehend. You understand the motivations of those with authority and have learned, often at great pain to yourself, how to blend in and escape notice from those that claim ownership of you. You have learned patience and when the moment was at hand - you escaped.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: Artisan tool-set (pick one type that reflects your life as a slave)

Languages: Two of your choice (regional)

Feature: Passive Presence

As long as you appear appropriately in a position of a servant or slave, you gain Advantage to any Charisma checks involving Deception, Persuasion, or Blending into a Crowd. As a former slave you will be branded or tattooed and will be marked as such forever.

PERSONALITY

- 1.
2. I'm fearful of authority, but not so much that I won't take petty vengeance where I can.
- 3.
4. I'm dutiful and punctual. I do my work out of pride of my own skills, not because I've been ordered.
- 5.
6. I am not a slave. I am a prisoner. No one shall own me. No one shall keep me. I will be free.
- 7.
8. I don't mind it so much. I bend like a tree in the wind. It could be worse. It can always be worse.
- 9.
10. I deserve this fate. If given another chance, I would prove myself worthy of being free. Deep down I'm still just a slave, if only in my mind.
- 11.
12. Let them come chase me! I piss in their drinks. I sleep with their spouse! I spit in their food. If they think they can break me, they will see my will is stronger than these shackles.
- 13.
14. Yes, master.
- 15.
16. I did not ask to become a slave. Fickle blows the winds of fate. Were that freedom possible? I'm not sure I'd risk it.

IDEAL

- 1.
2. **Condemnation** The rule of the magistrate said that I am sentenced to slavery where I still might die. So be it. (Lawful)
- 3.
4. **Desperation.** There is nothing I wouldn't do to be free. Nothing. (Chaotic)
- 5.
6. **Liberty.** By what right am I to be shackled against my will? By what rule of man or beast is this the natural order of things? I ask you - is this right? By my hand or another, I'll taste freedom again.(Good)
- 7.
8. **Regret.** The things I've seen. The things I've done. Never again.

- 9.
10. **Community.** These are my brothers and sisters. Our mothers are these shackles, our fathers are these chains. But make no mistake, we are family here. As true as those that share my blood.
- 11.
12. **Vengeance.** I will kill you. I will kill your overseers. I will burn your holdings to the ground. Then and only then, will I will be free. (Evil)

BOND

- 1.
2. I will do whatever it takes to protect my comrades. Even if it means tasting the whip for them.
- 3.
4. I was taken from my home. I must find my way back.
- 5.
6. The others slaves have forgotten what it means to be free. I must remind them.
- 7.
8. The master's family are overly kind to me. I should repay their kindness. But I might be punished for it.
- 9.
10. I trust no one that doesn't wear the same marks as myself. These marks have made me a stranger in a stange land, for all time.
- 11.
12. If I do my job properly, no one will accost me.

FLAW

- 1.
2. Speaking my mind will get me killed.
- 3.
4. If I don't do this right, I'll be horribly punished.
- 5.
6. Let them whip me for trying to escape. It's just what I planned all along to get into the healing shack, where I'll dig my next tunnel...
- 7.
8. When I'm free I plan on coming back for revenge!
- 9.
10. They got punished because they deserved it. That's why I do as I'm told.
- 11.
12. I won't leave here unless I do it with everyone. Yes, everyone.

Demagogue

Never a quiet one, you have lived your life advocating your chosen causes to the masses. Maybe you are a young idealist, speaking out against oppression and corruption or you have become a street preacher, warning that the end is near ,if people don't change their sinful ways. It might have always been just a job for you, nobles and merchants paying you to slander their enemies in the streets.

Whatever lead you to it, you have learned to talk in public, whip the mob into a frenzy and not be there when the authorities arrive.

Skill Proficiency: Performance, Persuasion

Proficiencies: Pick any 2 of these: disguise kit, painter's supplies, forgery kit, calligraphers supplies

Equipment: Collection of pamphlets and caricatures, chalk, eccentric set of common clothes, One hat or similar accessory to serve as your trademark, whistle, a pouch with 15 gp

Feature - Turning the Rumor Mill:

You are an expert on spreading the news, be they truth or vile lies. Once per week you can put a rumor into circulation in your current location. The rumor will persist for at least a month and might spread to other settlements.

In addition you have a bit of legal protection. If you are arrested or accused in court in a location where you have spend at least a week, an angry mob will gather, demanding that you are released and have your name cleared. The effectiveness of this depends on the nature of the local authorities of course.

Suggested Characteristics

Personality Traits

- 1 – I constantly reference heroes of the past and insist that they would be on my side
- 2 – I have a meaningful quote or entertaining anecdote for every occasion.
- 3 – Language is very important to me and I constantly correct others on their use of words, grammar and spelling.
- 4 – Whenever I'm of the stage, I'm actually quite shy and reserved.
- 5 – I speak with great motion, flailing my arms around at every word and exaggerated mimic expression.
- 6 – I am very concerned about my appearance, though my standards are eccentric and outside the “mainstream”
- 7 – I am very inquisitive in my social interactions, sometimes overly so.
- 8 – I am excitable. While I display a great range of emotion, calm and relaxed are not among them.

Ideal

- 1 – Manipulation. Most people are like sheep, to be used by those with the brains and agenda.
- 2 – Information. Knowledge is power and it belongs to everyone. When word can spread, justice and truth will triumph.
- 3 – Fame. There is no greater glory than the adoration of the masses and no greater disgrace than social ostracism.
- 4 – Anarchy. People are boring and things must be properly stirred for the sake of excitement.
- 5 – Conformity. We all must share the same beliefs and values for society to prosper
- 6 – Motivation. Everyone is in charge of their own destiny. But they must be pushed and given the proper leeway to make it real

Bond

- 1 – I follow the lead of a great idol, whom I style myself and my work after. An attack on them is an attack on me and I would do anything to get their approval.
- 2 – I depend on the approval and prosperity of my political party.
- 3 – My favorite tavern is my source of inspiration. Without the unique atmosphere I enjoy there, I would feel like losing my soul.
- 4 – I have a personal vendetta against a very popular person or group. I only live to see their reputation and fortune torn apart.
- 5 – Despite my many followers, there's only one person I only ever wanted to impress, but I'm still being ignored.
- 6 – My audience is as kin to me. I know them by name and know what happens in their life. When they suffer, I suffer. When they bleed, I bleed.

Flaw

- 1 – I can't bear being outside the center of attention. Hey you, look at me!
- 2 – I am a notorious provocateur. I often get into arguments and trouble, just for the sake of being contrary.
- 3 – Without orientation for myself, I always say and do what I think people want and expect me to.
- 4 – It is inconceivable to me, that my reasoning and argumentation could be flawed and I react aggressive to criticism.
- 5 – The vices I rant against the most, are the ones I am myself most prone to.
- 6 – Envy drives and consumes me. As long as someone has what I don't have, I can see no justice in the world.

Hedonist

Many an adventure comes from a life of hardship, poverty or heavy responsibility. You are not one of them.

Raised in the highest social circles, spoiled and with few boundaries, your existence has so far been one big party.

Such a lifestyle is rarely sustainable, of course. Maybe your relatives are finally fed up with your scandals and disowned you, maybe you slumped it with a particularly bad crowd and got involved in some bad events, you could have simply gotten bored with your decadence and seek new thrills or you had to find that your families fortunes weren't infinite after all and partied you way into bankruptcy. Other hedonists come to regret their ways and try to redeem themselves, turning their life by 180 degrees.

Skills: Persuasion, sleight of hand

Proficiencies: two gaming sets of your choice

Equipment: 2 Sets of fine clothes, 1 bottle of booze (good and very expensive stuff), a very fancy (and possibly quite lewd) but sadly incomplete gaming set, pouch with 25 gp.

Feature - Really Got Around:

People have long gotten used to you being involved in scandals and hearing the worst about you. You are completely immune to malicious slander and extortion.

In addition, whether you still carry on with your lifestyle or turned around, you know quite a bit of dirt on the rich and powerful. And when you don't, you know where to find it.

Suggested Characteristics

Personality Traits

- 1 – I am flirty with everyone, no matter my interest. It is as natural as breathing to me
- 2 – I know no shame. The scandalized looks I get just encourage me.
- 3 – I make a small bet or wager out of everything.
- 4 – I love shopping and am always on the look out for that one special store to set a trend with.
- 5 – I change my outfit and hair at least once per day.
- 6 – I always palm some small and insignificant thing from the places I visit.
- 7 – I have a fondness of exotic beasts and always want one as pet, no matter how unfeasible that would be.
- 8 – I try to make friends with everyone, but have a horrible memory for names and faces.

Ideal

- 1 – Thrill. The world is full of exciting new experiences. One should try everything at least once and ones worth can be measured by the amount of experiences made.

2 – Beauty. Everyone wants to be pretty and surrounded by pretty things. Life is too short to bother with the ugly.

3 – Worthiness. My previous lifestyle was morally wrong. I work hard to be taken serious and fulfill my stations responsibilities

4 – Rebellion. Break all taboos, shake all conventions and break out of the stuffiness. I am the best example that the establishment needs to be torn apart.

5 – Generosity. What good is wealth and joy when you keep them to yourself. Sharing is caring and nothing gives you a warmer feeling, than a gift well received.

6 – Love. It is all you need. Everyone should fall in love, always and repeatedly. Romance will prevail over everything.

Bond

1 – I was spoiled, but I only ever knew social warmth from the servants who raised me. They are the only ones who really know me.

2 – When I go out, I'll never do it without the "gang". Together we are the life of the party and without them, everything is bleak.

3 – I have a responsible sibling, whom I love for getting me out of trouble and whom I hate for always showing me up.

4 – There is a former friend or lover whom I hurt terribly. I want to make it up badly, but I don't dare getting close, because I believe I would only increase the pain.

5 – I have a great debt to someone poor, who is too proud to accept my help. I always dream up new schemes to repay it.

6 – My families estate is my identity and paradise. I would do anything to preserve it.

Flaw

1 – I willfully endanger and waste myself. I am fully aware that I am headed for self destruction and romanticize it.

2 – I'm ignorant to the realities of the "common" people. Without ill will, I am insensitive in my dealings.

3 – There is a powerful addiction controlling me and no matter how hard I try, I can't get away.

4 – I have unknowingly left a trail of ruined lives. Those so affected are out for my blood.

5 – I am extremely vain. Concern for my looks can stifle even my best intentions.

6 – My entitlement knows no bounds. I'm not only used to getting what I want, I am convinced I deserve it all.

Captive

You were the princess in the tower, the man in the iron mask, the hunchback in the bell tower, the apprentice kept in the tower by a paranoid and controlling master or the child married too far too young to a much older and envious spouse.

Whatever the reason, you have spend your life in isolation, confined and with little to no contact to anyone but your captors.

You might be naive, but your hardship has left you with valuable skills. Your senses are sharpened by years staring longingly at the one view of the outside world you ever knew and listening for your captors footstep. Your body was hardened by numerous escape attempts, scaling walls, swimming through moats and most of all the running. So much time spend running away.

Finally successful in escaping or inexplicably released, you are your own person at last, to take revenge, to see what was kept from you or to run, just run away as far as you can.

Skills: Perception, Athletics

Tools: one gaming set or musical instrument of your choice

Languages: one of your choice

Equipment: One set of common clothing, one very personal letter stolen from your captor, pouch with 10gp

Feature - Never Again:

You have spend your entire life trying to escape and no one will ever keep you now. Whenever you come upon a confinement, whether yours or an others, you immediately spot the weakest point in it and know how to exploit it.

Suggested Characteristics

Personality Traits

- 1 – I apologize a lot and have unfailing, but outdated, manners.
- 2 – I go through life with wide eyed wonder. I rarely watch where I am going and come of as a klutz.
- 3 – I enjoy the freedom of choosing my own clothing to much and go overboard when choosing my outfit.
- 4 – I am always eager to try something new.
- 5 – I often take pause to enjoy a simple sensation, such as the wind in my hair or the smell of fresh summer rain.
- 6 – Used as I am to living under observation, I have no sense of privacy or personal space.
- 7 – I am savvy and catch on quickly, but I play up my naivety so others underestimate me.
- 8 – I am prone to sudden bouts of philosophical navel gazing.

Ideal

- 1 – Companionship. I was lonely for so long. Friendship are the most important thing in the world.
- 2 – Independence. No one has any say in an others life. Don't let someone else keep you down.
- 3 – Vengeance. Those who have wronged me shall get to know my wrath.
- 4 – Exploration. The world has so much to offer and be seen. Let's get to it.
- 5 – Control. There are those who decide and those who are decided for and I have not been my own master for to long. It is time to turn the table.
- 6 – Caution. Every mistake is met with swift punishment. Better be safe than sorry.

Bond

- 1 – A mysterious stranger helped me escape and knows things about my past I don't. I need to find that person.
- 2 – There was a story I read or heard over and over during my captivity and I model my entire life on it.
- 3 – One of my captors or one of their servants always treated me well. Though they might be my nominal enemy, I consider them a friend and keep in touch.
- 4 – The reason for my imprisonment is still obscured to me and I will go to great lengths to find out.
- 5 – In my escape, I left behind my dearest possessions and I want to regain or at least replace them.
- 6 – I still remember having a life before captivity and seek out those who knew me then.

Flaw

- 1 – In my mind I am still caged. I still hesitate to do anything my captors forbade me.
- 2 – I am naive to the ways of the world and easily scammed.
- 3 – My isolation also kept me sheltered. Pain of body or heart easily leave me in tears.
- 4 – Unbeknown to me, I was imprisoned for my own protection. Those who would see me dead are now free to hunt me down.
- 5 – Caged life was simply. I am incapable of dealing with the scope and complexity of freedom and depend to much on others.
- 6 – My captors are still out there. They won't harm me, but have no scruple to strike against those close to me.

Envoy

Even in a fantasy world filled with bloody conflict, nothing gets done without skilled negotiators. You where a nobles herald, an orders spokesperson, a Diplomat in foreign lands, a negotiator for a trade cartel or the wry scoundrel, delivering the ransom notes and demands of a vile bandit lord.

Skills: Insight, Persuasion

Languages: two of your choice

Equipment: Set of fine clothes, letters of introduction from your patron, wrapped and sealed package you are to deliver in your patrons name (the content is worth at least 250gp), pouch containing 20gp.

Feature - Diplomatic Impunity:

Your confidence, poise and cool gives all but the most bloodthirsty killers pause. When faced with intelligent and relatable opposition, you can always attempt to negotiate and will be given the time to say what you have.

In addition you have a patron, who will attempt to shield you from legal trouble as long as you stay useful.

Suggested Characteristics

Personality Traits

- 1 – I am seductive and consider it another tool of my trade.
- 2 – Even the most insignificant interaction is an opportunity to trade for me.
- 3 – I use flattery in all conversations and compliment everyone I meet. Even my worst enemy
- 4 – I am proud of my cultivation and often talk of fine art and cuisine.
- 5 – My cosmopolitanism is plain for all to see, as my fashion is a mix drawn from many cultures.
- 6 – I am curious about things most consider insignificant and ordinary.
- 7 – I strive to teach my companions social graces and etiquette on every opportunity I get.
- 8 – I express everything with great gravitas.

Ideal

- 1 – Peace. Violence is a last resort and parlay is sacred. I go into battle only with great sorrow and go to great length to prevent it.
- 2 – Civilization. Cultivation and progress are the greatest values and barbarism is despicable. I put great stock in proper manners and process. The pleasantries of advanced settlements are well deserved.
- 3 – Tolerance. To each his own. All lifestyles and cultures are valuable. Respect that and don't interfere unduly.
- 4 – Fairness. Contracts kept and all necessary information shared for a deal to hold value. This is the basis of all interaction and to not respect it is a grave transgression.
- 5 – Prestige. Everything I do is targeted at increasing and showing my standing. It is all one can depend on.

6 – Cleverness. Life is a battle of wits and the smartest take the prize. Cheating, lying and other underhanded means are just more tools for the deserving to use.

Bond

- 1 – My greatest dream is to end a certain conflict that has been sweltering for ages.
- 2 – My patron brought me from rags to riches, I owe them everything.
- 3 – I gave up my most precious possession to secure a deal. I still seek for away to regain it.
- 4 – Someone very close to me has been imprisoned or enslaved. It is my dream to see them legally released.
- 5 – In my travels I have found true love, but the very same travels have put us far apart and estranged.
- 6 – I have heard of a place that encompasses everything I hold in high regard, but I always seem to travel in the opposite direction.

Flaw

- 1 – I always want to please everyone and always compromise.
- 2 – I am too hard a negotiator. I reject even the most reasonable offers, as long as I think I can get more.
- 3 – I have come to value the fine things in life a bit too much. A lavish feast, valuable gift or fine body to warm my bed can easily compromise my position.
- 4 – I once negotiated an incredible deal that left a third party in the dirt. Now they want my head on a pike.
- 5 – I am haughty and arrogant. When I don't want something from someone, I ignore them.
- 6 – When I deal with my Patron, I have no backbone. I approve of their every idea, no matter how heinous or stupid.

Bureaucrat

All but the most primitive societies have organizers and administrators, turning the wheels and keeping things running. They may be considered a necessary evil, the butt of jokes and subjects of rants. Or they may be admired, considered the most important members of society or even holy. Whatever it is, you are a member of this selected caste.

The life of adventuring may be considered an odd position for someone associated with drudgery and waiting. But there are many ways fate can conspire to thrust a bureaucrat into the wild.

For some it is just a natural part of their solemn duties, such as tax collector, investigator and census takers in border regions. Some loose out in the great game of office politics, getting sent out on bogus assignments. And then there are those who just throw up their hands in frustration or boredom, deciding that getting eaten by an owlbear is preferable to filing another b5075 gold VII process.

Skills: Investigation, History

Proficiencies: Forgery kit, calligraphers supplies

Equipment: Set of common clothes, forgery kit (papers, stamps and seals are authentic, but most don't belong in your hands), badge of office, key to your office, a satchel with letters containing death threads, pitiful begging for help and amoral offers, pouch with 15 gp.

Feature - Cut Through Red Tape:

Rules and regulations can stifle great kings, mighty swordsmen and archmages, but not you. Whenever there is a document to be obtained or a license to be bought, you can circumvent waiting lines, fines and standard response times. You always know what office is actually responsible, which document is really needed and who can be bribed how.

Suggested Characteristics

Personality Traits

- 1 – I collect motivational trinkets and display them wherever I stay.
- 2 – I'm an avid gardener and even when traveling, I have a little potted plant, that I perfectly groom and dote upon.
- 3 – I quote the rules and regulation in every conversation, whether it is appropriate to do so or not.
- 4 – I speak in a droning monotone.
- 5 – I can't help picking apart inaccuracies and double meanings in the words of others.
- 6 – I talk fast and will always use the most arcane words I can think of, even when I don't know their meaning or they don't exist.
- 7 – I take great pains to always look perfectly groomed and yet absolutely bland.
- 8 – I have a persistent nervous tick that is distracting. I am not aware of this, no matter how often it is pointed out to me.

Ideal

- 1 – Harmony. No one can stand on their own. We must all strive to help and respect one another.
- 2 – Improvement. Everything needs to be efficient and some adjustment can always be made to come closer to perfection.
- 3 – Stability. Change is chaos and chaos is destruction. Life is only bearable, when everything runs as intended.
- 4 – Ambition. Status is everything. I will do anything to advance and those who don't deserve to be stepped upon.

5 – Diligence. Sloppiness is a plague on the world. If something is to be done right, you have to take your time with it, always tripple check at least and have at least two more plans to fall back to.

6 – Absurdity. There is no point to anything and all order is a farce, just as well play along and enjoy the ride. Once one realizes this, everything becomes a joke.

Bond

1 – The office is my own little realm and a sanctuary from the worlds chaos. None shall enter unbidden, none shall move a single piece of paper out of place and, if you value your life, you certainly shouldn't threaten its existence.

2 – A relative got me into my position and I am indebted to them. I have a great need to prove my worth to this person.

3 – The symbols of office are no mere objects, they are a representation of my soul. My title and position give me purpose. Besmirching the symbols and good name of the regulations that give me authority is an attack on the very foundation of my existence

4 – I see no joy in my occupation, but I know that it affords me a small home and family to go back to. It's a small piece of heaven and my glimmer of hope.

5 – My life of duty and servitude was inspired by a great national event. I celebrate the year-day with great pathos and pomp. I am enthusiastic to find objects, people and knowledge on this event, but expectations are set and seeing them betrayed would shake me greatly.

6 – I have great comradery with my peers in occupation. I will always take time for them and stand in solidarity with them when they are in distress.

Flaw

1 – I rose to swift in the hierarchy and am now under constant attack from envious and petty rivals.

2 – I am under great pressure from my superiors. I depend on them and constantly need to suck up to them.

3 – I am a creature of habit and it makes me predictable and easy to trick.

4 – I categorize everything and everyone at first glance and treat everyone who lands in my “unworthy” folder with vicious disdain.

5 – The impact of my decisions is distant to me and I am ignorant to the consequences of my paperwork. What is a logical decision in my calculations has ruined lives.

6 – It is actually unthinkable for me to go against rules and regulations. It would never come to my mind that breaking a law to get what is wanted is even an option.

HEALER

Healers come in many varieties - from the academically trained physician to the villager who helps their neighbors in need with simple folk remedies and attentive care. All share the bond of working to treat people who are sick and injured. Very often this places them in positions of great respect in their communities and people travel from far and wide to seek their cures.

Healer Type:

- 1 - Herbalist
- 2 - Folk Healer
- 3 - Physician
- 4 - Barber
- 5 - Anatomist/Academic
- 6 - Witch-Doctor

Skills: Medicine and either Nature or Investigation

Tool Proficiencies: Healer's Kit and Herbalism Kit

Equipment: Healer's Kit or Herbalism Kit, a badge or article of clothing that identifies you as a healer, pouch with 20 Gold Pieces.

Feature: The Healer's Calm

Healers are almost universally seen positively. They can gain the trust of almost any intelligent creature that is sick or hurt if they present themselves as willing to help. Even hostile creatures will often let a healer approach them to render aid. This effect is instantly negated if the healer or their companions attacks, acts with hostility, or opening brandishes weapons.

Suggested Characteristics

Personality Traits

- 1 – You don't get into this business unless you like people. I have never met someone I couldn't relate to in some way.
- 2 – Do you know how long I studied to become a healer? You obviously don't know what you are talking about.
- 3 – I always prefer complicated explanations and treatments - they work better.
- 4 – I wear a badge that marks me as a healer a little too proudly.
- 5 – I keep detailed and methodical notes on my patients and their treatment.
- 6 – I always ask for any payment for my services up front.
- 7 – Sometimes you have to break the rules a little sometimes if it is in the name of helping others or advancing knowledge.
- 8 – I have a collection of preserved body parts. Do you want to see it?

Ideal

- 1 – Service. My calling is to help alleviate the suffering of the sick and wounded that fill the world. (Good)
- 2 – Excitement. People see me when there is a problem, and I love solving problems. (Any)
- 3 – Control. Death is an implacable foe, but with my skills I can change the world. (Lawful)
- 4 – Power. The power to heal gives me power over people. (Evil)

5 – Prestige. Healers are held in high regard in all societies and I like the perks that come with the job. (Chaotic)

6 – Knowledge. Imagine what more good can be done if we can only unlock the secrets of healing! (Good)

Bond

1 – I learned the healing arts after someone I loved died and there was nothing I could do to help them.

2 – It is my duty to pass on my skills and knowledge to the next generation of healers.

3 – There is a particular plague that has struck my people - my life's work is to find a cure.

4 – My fame as a healer is such that I am inundated with those seeking my help - sometimes more patients than I know what to do with.

5 – I will never refuse to aid those in need - even my sworn enemies.

6 – There are many charlatans who call themselves healers but are dangerous quacks. They must be exposed and stopped from hurting anyone else.

Flaw

1 – I care so much about the people who come to me that when I can't help it is a devastating blow.

2 – I treat my patients as problems to be solved rather than real people.

3 – I have a habit of self medicating with tinctures of my own creation.

4 – I treated a high ranking person who died - their kin blamed me and have sworn vengeance.

5 – I see sickness everywhere whether real or imagined, even in myself.

6 – I am not above charging the desperate a little extra for my help if it looks like they can afford it.

Amnesiac

You... don't even know who you were before becoming an Adventurer. You come up with so many different ideas of who you were, ideas that would keep you up at night. You adventure, dig through history, investigate on huge leads, hoping that they'd bring you one step closer to finding out who you truly are... That is if you even *want* to know who you are...

Skill Proficiencies

History, Investigation

Tool Proficiencies

One of your choice

Languages

One of your choice

Equipment

A trinket from your past, a set of commoner's clothes, and a belt pouch containing 5 gp.

Customization

A Loose End:

Work with your DM to figure out if your character's past will be important to the plot or something to preform as a side-quest. Once that's figured out, work with them to see what kind of past they have if it's plot important. If it's simply a side-quest or inconsequential to the plot, then think of something or roll a d6 on the table below. In both cases, select a third Skill to have a Proficiency in. You can work with a DM later on if you think it can create a hook so massive it could be tied to the plot.

- 1: You were simply a passenger on a ship that got shipwrecked. Why and how you got on the ship is up to you to decide. (Survival)
- 2: You're the child of a wealthy and powerful crime lord who rules a city with an iron fist. (Intimidation)
- 3: You were an assassin hired to kill anyone who would stand in the way of your employer. (Stealth)
- 4: You and a close family member were attacked by a monster. Whether the member lived or died is up to you to decide. (Nature)
- 5: You were a scholar of a magic school who walked in on a master sage doing something unethical. They wiped your memory so that you wouldn't remember their heinous act (up to you to decide what... or perhaps you were the one doing the heinous act). (Arcana)
- 6: You were a priest who was just walking down the village before you got beamed in the head by a rock (or perhaps a group of thugs). (Religion)

However, if you and the DM decide that your Loose End is important to the plot, but you and the DM can't figure it out, here's an idea:

DM-Fiat: You were the leader of a group that serves as the antagonist to the heroes. Keyword being were, as they consider you long dead and replaced you with the current leader. (Deception)

Feature

"Oh, I know that!":

Despite your amnesia, you clearly remember one specific field of knowledge, lore, or something else. Choose the field you want your character to know and write it down on your character sheet. If you fail your History roll regarding that field of knowledge, you can consult for the answer regardless unless it is otherwise impossible to know about it (i.e. it's unknown).

Suggested Characteristics

Amnesiacs are usually a wild card. Some want to continue living in blissful ignorance of who they are. Others are determined to find out who they are. How rude or nice they are is up to you to decide.

Personality Trait

- 1: I like to do something to capture the current moment, be it writing down a poem or drawing a picture.
- 2: I keep a notebook of all the things I'm supposed to know so I won't forget it.
- 3: I have a ribbon tied to my finger at all times... And I don't know why.

- 4: I get constant headaches when I want to think about my past.
- 5: I come up with a new story of who I was every time I am asked.
- 6: I worry that I'll forget the life I'm living right now.
- 7: I sometimes think about who my family was and where I fitted in.
- 8: I don't want to pay close attention to my past.

Ideal

- 1: Beginning - "This is a new, fresh start for me!" (Any)
- 2: Placement - "I will become a helpful member of my community, both from my past and my new future." (Lawful)
- 3: Improvement - "In order for me to be better in the future, I must know about my past." (Good)
- 4: Neglect - "Why bother searching for my past? It's in the past, after all." (Neutral)
- 5: Freedom - "Having no memories means having no obligations." (Chaotic)
- 6: Advantage - "Once I find out who I was, I'll use it to take what I want." (Evil)

Bond

- 1: A kindly old man took me in when he found me. I owe him a favor ever since.
- 2: I had a lover in my past who wants me to come back to her.
- 3: I hold onto my trinket, the only thing that I remember in my past.
- 4: The home I live in right now is the only home that matters to me.
- 5: I have a good idea who's responsible for my amnesia, and they will pay for it.
- 6: I remember only one person from my past. He holds the key to finding out about who I was.

Flaw

- 1: I will stop at nothing to find out who I was.
- 2: Every time I hit a dead end in learning of my past, I mentally shut down for a bit.
- 3: On top of forgetting my past, I also forgot basic stuff like eating.
- 4: I'm quick to forget things.
- 5: I will latch onto anything that will provide me at least an idea of who I was, even if it's an obvious trap.
- 6: I am almost certain that what I did in the past was bad, and I'm okay with it.

rifter

You've spent most of your life moving from place to place, never settling down in one location for long. Maybe your family was part of a traveling circus, or perhaps you are an outlaw on the run. As you've wandered, you've dealt with people of all backgrounds and from all walks of life.

Skill Proficiencies

Insight, Persuasion

Tool Proficiencies

vehicles (land)

Languages

Any two standard languages of your choice

Equipment

A set of traveler's clothes, souvenirs from various places you've called home, belt pouch containing 15gp

Feature

Contacts. You know someone (or someone knows you) in every place you've been to. You can find a place to hide, rest, or recuperate among people you know unless you've shown yourself to be a danger or too much of a nuisance to them. They will help you as much as they are able, but they will not risk their well-being for you.

Suggested Characteristics

Some drifters enjoy their wandering lifestyle, whereas others long for a place to call home. Whether they enjoy moving from place to place or yearn to settle down, the constant moving shapes a drifter's attitudes and ideals. Some develop an insatiable wanderlust and choose adventuring to fulfill it.

Personality Trait

d8 Personality Trait

1. I'm driven by a wanderlust that led me away from home.
2. I enjoy traveling to new places and making new friends over drinks and a meal.
3. I am tolerant of other races, religions, and nationalities.
4. Sudden changes don't unsettle me. In fact, I'm invigorated by them.
5. I love to talk about the amazing places I've been and the interesting people I've met.
6. I get bored easily. What can I do next?
7. I collect souvenirs from every place I've been.
8. I always have a plan for when things go wrong.

Ideal

d6 Ideal

1. **Freedom.** I want to be able to go anywhere when the mood strikes me.
2. **Independence.** Sticking in one place too long makes you forget to rely on yourself.
3. **Home.** One day I will find a place to call home.
4. **Knowledge.** The best way to learn about the world is to experience it.
5. **Change.** Things are always changing. It's best to change with them.

6. **Escape.** They'll never catch me.

Bond

d6 Ideal

1. I come from a noble family. One day I'll reclaim my lands and title from those who stole them from me.
2. I got on the bad side of the wrong person, and they will do anything to hunt me down.
3. I wish I did not have to leave my family behind.
4. I own little, but my honor and my word are my bond.
5. Where I lay my head is home, and I will fight to protect it.
6. I'm close to only a few people, but I will do anything for them.

Flaw

d6 Ideal

1. I don't always mean to, but I start trouble when I'm bored.
2. Don't ever lend me money. I forget to pay it back.
3. I'd pick a new face over my old friends.
4. Despite my best efforts, I am unreliable to my friends.
5. I will never fully trust anyone other than myself.
6. I envy people who call one place home, and I can't hide my resentment.

Undead Hunter

Hunting the undead is more an obsession than a profession. You have spent your life until now learning how to hunt the undead. You have scoured oral traditions, legends and scholarly lore about these vile abominations to learn how to find them, how to defend against them, and most importantly, how to destroy them.

Skill Proficiencies

Investigation, Religion

Tool Proficiencies

Herbalism kit

Equipment

A holy symbol, a wooden stake, a vial of holy water, a garland of garlic, a small mirror, a set of common clothes, and a belt pouch containing 10 gp.

Feature

Secrets of the Dead. You know all the common folklore about the abilities and weaknesses of common types of undead (what the typical village priest, shaman or elder would know about these creatures). Folk that know they are menaced by undead will give you any common supplies or equipment you need, as well as a place to stay, and information you need, in your pursuit of undead, so long as they don't knowingly have to put their lives or that of their loved ones at risk. When you attempt to learn or recall a piece of information about an undead or type of undead, necromancy, or items, gods, or rituals or other magic or lore related to the undead, if you do not know that information, you often know where you can find it, though obtaining it may require significant effort in some cases, or even be difficult or impossible to obtain.

Suggested Characteristics

Undead hunters are generally a dark and brooding sort, shunned by normal people due to their obsession (some would say insane obsession), but sought after when there is need at hand due to the threat of the undead. Undead hunters sometimes let their obsessive hatred of the undead get the better of them, by getting themselves in over their heads, or by hardening themselves to the point of losing their own humanity and compassion in order to make themselves strong enough to wipe out the obscenity against life that undead represent.

Personality Trait

1. I don't like to get too close to people. If they are turned someday, I may have to kill my own loved ones (again).
2. I am very compassionate to the family of those who've become undead or been killed by undead.
3. I cherish life and joy when not hunting, to forget the darkness of the undead for a time.
4. I pity each undead, for once they were alive and now exist in a state of abomination. I weep for each one I put to rest, but only when my task is done.
5. I have little patience for the follies of the living. The undead have no weaknesses, so we must be just as hard.
6. I am prone to dark and sullen moods because of the horrors I have seen and done.

Ideal

1. Duty. My work is essential and must be done at any cost. (Lawful)
2. Life. My work saves and protects and celebrates life, for undeath is its antithesis. (Good)
3. Death. Eternal rest is everyone's right. I help those who have lost their way to find it. (Lawful)
4. Vengeance. My loved ones were victims of the undead. I shall not rest until none walk the earth. (Any)
5. Faith. My faith decrees these vile things are abominations and we must destroy them. (Any)

6. Compassion. I must help those who are in danger from the menace of the undead, and release those who have already succumbed. (Good)

Bond

1. My village/town/neighborhood/region is afflicted by undead and I must cleanse it.
2. I am part of a network of other undead hunters, and whatever our differences, when it comes to hunting the undead, we are as one.
3. My loved one was turned by the undead, but I don't know where he/she is. One day I will find him/her and free him/her from that curse.
4. I released one from the clutches of undeath. The family saw it differently and now hunts me as a murderer.
5. My mentor was killed by a powerful vampire (or other undead) that probably now seeks me out to kill me or turn me too.
6. My loved one(s) was turned by the undead, but I cannot bear to destroy him/her/them yet. Perhaps when I've destroyed many undead, I will grow numb enough to do what must be done.

Flaw

1. I am stubborn and prone to taking risks when it comes to slaying the undead or those who create them.
2. I'm prone to drink, or other forms of intense entertainment when I'm not actively hunting, to forget the horrors I have seen and done.
3. I can be overzealous in spotting the signs of the undead, perhaps even sometimes when they are not involved.
4. My manners with the living are crude, since I spend so little time with them.
5. I am horrified of being turned undead, and will sometimes panic if it looks like that may happen.
6. I am unforgiving of those who fail to do what must be done against the undead.

Minion

You used to work for a madman. Laboring in the service of a gifted, deranged wizard or other spell crafter, you assisted in their research projects and grand experiments. You may have toiled to assemble custom experimental equipment in a ruined tower or family castle. Or, perhaps you travelled the lands to gather unusual flora and fauna as raw materials. Whatever the job, you worked to carry out your Master (or Mistress)'s visionary projects.

Work with your DM to determine who your employer was and what their research focused on. A well-established researcher will have published works, developed rivalries, and may even be known in foreign lands.

How did you enter the service of such a person? Were you a family servant or slave? Were you a lesser scholar pressed into work as an apprentice? Or have you simply worked for the Master as long as you can remember?

Just as important, how did you leave their service? Were you dismissed for some slight failure, or fired for making an absolute disaster? Did you fail to protect the Mistress when the locals stormed the castle with torches and pitchforks? Or, do you serve them still, traveling with adventurers to further some grand design?

Skill Proficiencies

Athletics, Arcana

Tool Proficiencies

Pick two: Alchemists' tools, Glassblower's tools, Tinker's tools, herbalism kit, poisoner's kit

Equipment

Travelers' Clothes, hooded lantern, oil flask, one tool kit with which you have proficiency.

Feature

You can always find work in a library, school, or similar institution in any large settlement. This will maintain you in a Modest lifestyle, and keep you informed of any news, rumor, or scuttlebutt in the field. You cannot learn information in this way if the local servants and laborers would not know it.

Suggested Characteristics

Those who have served a mad genius never get along with the general populace. They are often wary of crowds, suspicious of friendly advances, and never seem to grasp things like polite conversation. A typical minion is determined, supremely capable in their area of expertise, and truly ill at ease outside of it.

Personality Trait

Roll a d8 or select a trait from the table below:

1. I have seen too much, and cannot be fazed by the bizarre.
2. I consider the world in terms of masters, minions, and experimental subjects.
3. I get very sarcastic when worried.
4. I expect complete silence when working on an experiment.
5. I am enthusiastic and cheerful all the time.

6. I hate mundane solutions to interesting problems.
7. I collect samples from exotic plants and animals.
8. I love to tell stories about my Master...and show off the scars that go with them.

Ideal

1. Change. Collateral damage is fine and often necessary for proper research and understanding (Chaotic).
2. Cooperation. Play nice with the locals. We may need them later (Good).
3. Scholarly Rigor. There is no excuse for associating with criminals or sloppy note taking (Lawful)
4. Live and Let Live. Minimize disruptions to the world at large. You never know what experiments are in progress (Neutral).
5. Power. The weak were put here to work for the strong (Evil).
6. Progress. For SCIENCE! (Any).

Bond

1. I still work on my Master's last project, determined to prove them right.
2. I need to do great things to make up for my research failings.
3. I would die to recover a tome of forgotten knowledge.
4. I have discovered a great threat, and must rally allies against it.
5. I have a family I hope to return to, eventually.
6. I have a list of those who insulted my Master's work. Vengeance will come by my hand.
7. My work will improve the world as we know it.
8. I am determined to protect ordinary folk from experiments run amok.

Flaw

1. I get extremely paranoid around figures of authority.
2. I won't back down in an argument, even if I know I'm wrong.
3. I abandoned my Master when the angry mob attacked, and I'll probably run the next time disaster strikes.
4. I never learn from my mistakes.
5. I HAVE to play with any dangerous artifacts I find.
6. I am utterly naive when it comes to socializing.
7. Nonlethal? I don't know the meaning of the word.
8. I don't understand what's so bad about grave robbery.

Doctor

You were a surgeon, barber, country doctor, field medic, nurse, or other medical professional. Healing wounds, treating diseases, and creating medicines for others in need was how you spent your days. While illness and injury make many uncomfortable, they are areas in which you thrive. When others panic, you're working on a cure or stopping the bleeding.

Skill Proficiencies

Investigation, Medicine

Tool Proficiencies

Herbalism Kit, Poisoner's Kit

Equipment

A preserved medical anomaly (such as a deformed skull or appendix), an herbalism kit, a set of traveler's clothes, and a belt pouch containing 15 gp.

Feature

If you work as a healer during your downtime from adventuring you are able to afford a modest lifestyle for yourself. In addition, whenever you and your allies are in a civilized settlement, you are able to provide them with free medical care and hospital beds, provided they are sick or injured. This is provided as a professional courtesy from your others in the field of medicine.

Suggested Characteristics

Many doctors share a passion for healing the human body, whether or not they have bedside manner. Their studies and experiences have given them an edge and they are often the smartest person in the room. This quality can make some haughty know-it-alls, but those who are kind are often mentors who are sought out for advice by others. Many societies hold their healers in high esteem for good reason. It's up to you if this goes to your head or not.

Personality Trait

- 1 I often talk about bodily fluids and other subjects most find gross, but I do not.
- 2 I constantly give out unsolicited medical advice.
- 3 Where there is a problem I cannot solve or diagnose, I talk it through until I figure it out.
- 4 I can never give an answer with 100 percent certainty because nothing is certain... I think.
- 5 When I give instructions I just tell people what to do, never why.
- 6 I stare openly at people who have medical ailments.
- 7 When I see a problem which needs solving I become obsessed with finding the answer.
- 8 I speak up whenever I see a person doing anything I don't like.

Ideal

- 1 **Reason.** There are no coincidences because everything can be explained with logic. (Lawful)
- 2 **Charity.** All creatures have a right to proper medical care. (Good)
- 3 **People.** Governments do not have the best interest of their people at heart. (Chaotic)
- 4 **Knowledge.** True power over the anatomy can fix any problem. (Neutral)
- 5 **Mercy.** To take the life of any creature without first exhausting all other options is unthinkable. (Good)
- 6 **Independence.** I only provide help to those who ask for it. (Neutral)

Bond

- 1 A relative owns a scalpel I covet which has been in my family for generations.
- 2 An incurable disease took a loved one and now I'm determined to find a cure.
- 3 I am devoted to the school where I learned my trade and hope to return as a professor someday.
- 4 Whenever I'm in civilization, I feel drawn to other medical professionals and seek out their company.
- 5 I have a fascination with a particularly specialized field of medicine, such as leeching or amputation.
- 6 I have a precious research diary which contains all my medical observations and thoughts.

Flaw

- 1 My opinion is always factually correct.
- 2 If someone asks me a question and I don't know the answer I'll lie rather than say I don't know the answer.
- 3 Whenever someone does something even a little foolish I can't help but berate them.
- 4 I do not have a sense of humor, especially when it comes to jokes at my expense.
- 5 I am very worried about the long-term effects of magical healing, but I will rely on it in a pinch.
- 6 In cases of extreme suffering I will take the life of patients even when it is against their wishes.

From Another World, Plane, or Time

Through some unforeseen temporal disturbance you have been transported from your own time and home, be it in the future of this planet, or another planet or plane all together, to awaken in the world you currently find yourself. You may have a great deal of knowledge concerning your own time/home, but it is not guaranteed to be of any worth here. However, being from another place and time has granted you a type of insight not familiar to the dwellers of this time and place, allowing you to look at the world, its political struggles, cultural and racial issues, and all around you through a very different lens. But what history do you have, and how will it affect you in this world?

Skill Proficiencies

Insight, Investigation, Perception

Tool Proficiencies

Disguise Kit, Vehicles (varies by background)

Languages

Racial Defaults

Equipment

"Strange Outfit" representing the home of the displaced person. Strange currency made out of solid gold (worth 50GP). Small bag of holding (waist pouch) (1ft x 1ft x 1ft).

Customization

Be creative. This background can make for very interesting twists on other ones.

FURTHER PROFICIENCIES: If your character is a space pirate used to wielding pistols, give him some kind of proficiency to reflect that, like "Firearms". Or if he is a caveman used to wielding two giant clubs, give him some kind of two handed fighting proficiency. Work it out with your DM, but try not to overdo it, especially if you're starting at level 1. Make it something fun and worthwhile to play.

Default:

- 1) Love home realm.
- 2) Hate home realm.
- 3) Obsessed with how time works.
- 4) You think you are worth more/and/or smarter than you are.
- 5) Relatively normal person.
- 6) You hate time travel....you always throw up.
- 7) You love time travel...so much to do and see. You miss it. It's freedom.
- 8) Time travel is power!

Feature

REALLY not from around here:

Character is perceived strange by everyone who views them, and is considered an outsider in every circle despite further background details. Use base racial stats for declared race, with no limitations on skin, eye, hair color as character is very much "not from around here."

Character might have ties to a royal family on another planet, be a mortal descendant of some kind of god from another plane, or an alternate version of a person who exists in the world the game is currently taking place in. Perhaps they were a criminal being held for 10 life sentences on a space prison, or a being from a long dead planet who found their way to this one. Because your character has spent their entire life somewhere else, the game world can feel very odd at times. People will not recognize or respond to them in the same ways that they are used to being treated, and the character will look to his experiences to solve solutions in this world, which can be very good or very bad.

Suggested Characteristics

You were not born of this world. You are from another time and place, perhaps another world or reality. For whatever reason you've found yourself on this world. The character can feel disoriented and confused at times/all the time because this world can be very different from there own. Or it can be very similar. Depends on the background of the character.

Personality Trait

1D6

- 1) From several hundreds/thousands/more years of this worlds past. Less educated, but possibly familiar with the world around them somewhat.
- 2) From several hundreds/thousands/more years of this worlds future. Disoriented by the less evolved world around him/her.
- 3) From several hundreds/thousands/more years of another worlds past. Disoriented by the inability to recognize much of anything, possibly less education, but not necessarily.
- 4) From several hundreds/thousands/more years of another worlds future. Constantly confused by how unfamiliar and backwards this world is.
- 5) From another place that exists as part of the multiverse. Disoriented by the less etherial experience of being trapped in this plane.
- 6) Alternate reality. Same world, same time, very different because the world grew up in very different ways. The character has racial and cultural issues brought with them from their version of the world.

Note: #6 - Eberron, Dragonlance, Forgotten Realms, those would likely fall in this category. #5 is more the non-mortal/non-physical planes.

Ideal

1D8

- 1) Going home is my ultimate goal!
- 2) Dominating this new strange world would make me feel at home.

- 3) I want to make my own mark on this world!
- 4) I want to learn everything this world has to offer.
- 5) I want nothing to do with this world, and try to ignore it as much as possible.
- 6) I can elevate this world to a higher way of life than they currently experience.
- 7) This world is my new home, and I intend to make the most of it.
- 8) Discovering more about this world will help me discover myself.

Bond

1D8

- 1) My home world/time was war torn, and I thirst for that war constantly.
- 2) I was a scholar of a not yet discovered, or lost, way of knowledge that could uplift or destroy this world.
- 3) I have a relic/item from my own home that if stolen could unleash chaos.
- 4) I chose to come to this time/reality/plane, and have handheld item to return him. It must not be stolen, or I am forever stranded.
- 5) I am a spy from another world/reality learning what I need to in order to help plan an invasion of this one.
- 6) This world feels chaotic compared to the utopia I am from, I do not always know how to handle situations.
- 7) I am a convict who has escaped from my own world and am seeking to hid in this one.
- 8) I once committed an atrocious act on my home world/time/plane, and have come here to seek redemption so I can move on with my life.

Flaw

1D8

- 1) My world is so awesome I have to comment on it even though people think I'm crazy.
- 2) I am so intrigued by this world I will often do things considered "idiotic" to learn more about it.
- 3) I enjoy this worlds food a little too much, and often eat things when I don't know what they are. I am regularly sick as a result.
- 4) I feel superior to this world's inhabitants in every way, and am condescending whenever I interact with anyone or anything. I'll talk down to inanimate objects as well as people.
- 5) I'm paranoid everyone will discover where I am from.
- 6) I'm constantly worried that I will never get to go home for one reason or another.
- 7) I have trouble seeing these "people" as people sometimes because they are so different from my world's people.
- 8) Compared to these people I feel like an uncivilized barbarian, and I kind of act like it too.

