

CHANGELOG

NEW BACKGROUNDS

- (Un)retired Adventurer (5/17/2019)
- Dathomir Witch (1/21/2019)
- Clone Trooper (10/9/2018)
- Crime Lord (10/9/2018)

MISCELLANEOUS

- Formatting adjustments (10/9/2018)

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BARBARIAN

Though you might have only recently arrived in civilized lands, you are no stranger to the values of cooperation and group effort when striving for supremacy. You learned these principles, and much more, as a member of your tribe.

Your people have always tried to hold to the old ways. Tradition and taboo have kept your tribe strong while the kingdoms of others have collapsed into chaos and ruin. But for the last few generations, some bands among the tribes were tempted to settle, make peace, trade, and even to build towns. Perhaps this is why your tribe chose to raise up the totems among the people as living embodiments of his power. Perhaps they needed a reminder of who they were and from whence they came. The Chosen of your tribe led bands back to the old ways, and most of your people abandoned the soft ways of civilization.

Skill Proficiencies: Choose two from Animal Handling, Athletics, Nature, and Survival

Tool Proficiencies: One type of musical instrument or artisan's tools

Languages: One of your choice

Equipment: A hunting trap, a totemic token or set of tattoos marking your loyalty to your tribe, a set of traveler's clothes, and a pouch containing 100 cr

FEATURE: BARBARIAN HERITAGE

You have an excellent knowledge of not only your tribe's territory, but also the terrain and natural resources of the rest of the worlds. You are familiar enough with any wilderness area that you find twice as much food and water as you normally would when you forage there.

Additionally, you can call upon the hospitality of other tribes in times of need.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Animal Handler	5	Entertaining Competitor
2	Brawny	6	Crafter
3	Naturalist	7	Athlete
4	Survivalist	8	Weapon Expert

SUGGESTED CHARACTERISTICS

Often considered rude and uncouth among civilized folk, barbarians 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.

d8 Personality Trait

- 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.

d6 Ideal

- 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. (Light)
- 3 **Honor.** If I dishonor myself, I dishonor my whole clan. (Lawful)
- 4 **Might.** The strongest are meant to rule. (Dark)
- 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)

d6 Bond

- 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 Darkdoers 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.

d6 Flaw

- 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 species, 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.

CITY WATCH

You have served the community where you grew up, standing as its first line of defense against crime and wildlife. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own law enforcement forces.

Skill Proficiencies: Choose two from Athletics, Insight, Investigation, and Perception

Languages: Two of your choice

Equipment: A uniform in the style of your unit and indicative of your rank, a horn with which to summon help, a set of binders, and a pouch containing 100 cr

FEATURE: WATCHER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Brawny	5	Linguist
2	Empathic	6	Alert
3	Investigator	7	Athlete
4	Perceptive	8	Durable

SUGGESTED CHARACTERISTICS

Years of service in the City Watch have led to the rigid discipline most often seen in military service. Working with your comrades has created a strong family bond and pride in your community.

d8 Personality Trait

- 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 guard service 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.

d6 Ideal

- 1 **Greater Good.** Our lot is to lay down our lives in defense of others. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 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.

d6 Flaw

- 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 cost many lives— and I would do anything to keep that mistake secret.
- 4 My hatred of my enemies is blind 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.

CLONE TROOPER

You are one of millions; genetically engineered, identical specimens designed to be the perfect soldier. Created from a template provided by the legendary bounty hunter Jango Fett, you represent the latest and greatest evolution in galactic warfare.

Skill Proficiencies: Choose two from Athletics, Medicine, Perception, and Piloting

Tool Proficiencies: Your choice of demolitions kit, security kit, or slicer's kit

Languages: One of your choice

Equipment: Badge or emblem of your rank, your chosen tools, a set of common clothes, and a pouch containing 100 cr

CLONE SPECIALIZATION

While most clones serve as simple soldier, there are many specialized units. Roll a d8 or choose from the options in the table below to determine your specialization:

d8	Specialization	d8	Specialization
1	Trooper	5	Spec Ops
2	Commando	6	Ordnance
3	Jet Trooper	7	Officer
4	Medic	8	Scout

FEATURE: REPUBLIC RANK

You are a soldier of the Republic. Those loyal to the Republic will respect your status and defer to you if they don't outrank you. You can invoke your position to exert influence over other soldiers, requisition simple equipment, and gain access to military compounds affiliated with the Republic.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Brawny	5	Demolitionist
2	Medic	6	Bypasser
3	Perceptive	7	Slicer
4	Ace Pilot	8	Martial Adept

SUGGESTED CHARACTERISTICS

Clones are trained from birth to be the perfect soldier; over time, they also develop their own personalities. They are universally loyal to the Republic. While clones share genetic coding, no two are completely identical.

d8 Personality Trait

- 1 I always respect my commander.
- 2 I can stare down a krayt dragon without flinching.
- 3 I face problems head-on. A simple, direct solution is the best path to success.
- 4 I have a sense of humor. This is rare among my brothers.
- 5 I judge people by their actions, not their words.
- 6 I've lost too many friends, and I'm slow to make new ones.
- 7 I ask a lot of questions.
- 8 I'll settle for nothing less than perfection.

d6 Ideal

- 1 **Responsibility.** I do what I must and obey just authority. (Lawful)
- 2 **Might.** Strength, not compassion, wins battles. (Dark)
- 3 **Republic.** My brothers, the Republic, or people are all that matter. (Any)
- 4 **Greater Light.** We fight not for ourselves, but for countless of others that can't fight for themselves. (Light)
- 5 **Freedom.** Tyrants must not be allowed to oppress the people. (Chaotic)
- 6 **Live and Let Live.** Ideals aren't worth killing or going to war over. (Neutral)

d6 Bond

- 1 My honor is my life.
- 2 Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
- 3 Those who fight beside me are those worth dying for.
- 4 I fight for those who cannot fight for themselves.
- 5 I would still lay down my life for the people I serve with.
- 6 A proud commander once gave me a horrible beating, and I will take my revenge on any bully I encounter.

d6 Flaw

- 1 I have little respect for anyone who is of a lesser rank.
- 2 I obey the orders without, even if the orders cause misery.
- 3 I'd rather eat my armor than admit when I'm wrong.
- 4 I judge others harshly, and myself even more severely.
- 5 I am inflexible in my thinking.
- 6 I can't tell a lie for the life of me.

COURTIER

In your earlier days, you were a personage of some significance in a noble court or a bureaucratic organization. You might or might not come from an upper-class family; your talents, rather than the circumstances of your birth, could have secured you this position.

You might have been one of the many functionaries, attendants, and other hangers-on in Coruscant's upper echelons, or perhaps you traveled in Nar Shaddaa's baroque and sometimes cutthroat conglomeration of guilds, nobles, adventurers, and secret societies. You might have been one of the behind-the-scenes law-keepers or functionaries on Dromund Kaas, or you might have grown up on some other affluent planet.

Even if you are no longer a full-fledged member of the group that gave you your start in life, your relationships with your former fellows can be an advantage for you and your adventuring comrades. You might undertake missions with your new companions that further the interest of the organization that gave you your start in life. In any event, the abilities that you honed while serving as a courtier will stand you in good stead as an adventurer.

Skill Proficiencies: Choose two from Deception, Insight, Performance, and Survival

Languages: Two of your choice

Equipment: A set of fine clothes and a pouch containing 150 cr

FEATURE: COURT FUNCTIONALITY

Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Linguist
2	Empathic	6	Actor
3	Performer	7	Practiced
4	Survivalist	8	Gourmand

SUGGESTED CHARACTERISTICS

The noble court or bureaucratic organization where you got your start is directly or indirectly associated with your bond (which could pertain to certain individuals in the group, such as your sponsor or mentor). Your ideal might be concerned with the prevailing philosophy of your court or organization.

d8 Personality Trait

- 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, so I'm always taken aback when people haven't heard of me.

d6 Ideal

- 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. (Light)
- 3 **Freedom.** Everyone should be free to pursue his or her own livelihood. (Chaotic)
- 4 **Greed.** I'm only in it for the money. (Dark)
- 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)

d6 Bond

- 1 The location where I learned my trade is the most important place in the world to me.
- 2 I created a great work for someone unworthy to receive it. I'm still looking for someone worthy.
- 3 I owe someone 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 Dark forces that destroyed my place of business and ruined my livelihood.

d6 Flaw

- 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.

CRIME LORD

Few societies manage to eradicate crime altogether. In the underworld, someone always rises to the top, either through vision, organisation, or sheer intimidation. The life of a crime lord isn't for the timid. After conquering an unseen empire, the crime lord wages a daily struggle not only to stay on top, but also to stay alive.

Skill Proficiencies: Choose two from Deception, Insight, Intimidation, and Persuasion

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A fine set of clothes, a gaming set (one of your choice), and a purse containing 250 cr

CRIMINAL MOTIVATION

Of course, not every crime lord is bent on corrupting society and making a profit. Some use their criminal connections to wage guerilla wars against tyrants and despots. Indeed, some of the lesser-known heroes of the Rebellion began as smugglers or pirates, and eventually rose through the ranks of their organisation to provide a more noble direction for their groups' activities. Although some did so to remove an obstacle to making more money, others recognised that ridding the galaxy of the Empire's evil was a more important long-term goal. Choose the motivation behind your criminal enterprise, or roll on the table below.

d8	Motivation	d8	Motivation
1	Desperation	5	Malice
2	Freedom	6	Profit
3	Infamy	7	Respect
4	Love	8	Revenge

FEATURE: CRIMINAL NETWORK

You have access to an extensive network of organised crime. You know how to get messages to and from local contacts, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Entertaining Competitor
2	Empathic	6	Linguist
3	Threatening	7	Inspiring Leader
4	Charming Persona	8	Observant

SUGGESTED CHARACTERISTICS

Crime lords 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. Unlike common thieves, some crime lords even have some respect for law and authority, with whom they play a cat-and-mouse type game.

d8 Personality Trait

- 1 I always have a plan for what to do 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 My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 4 I would rather make a new friend than a new enemy.
- 5 I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
- 6 My favor, once lost, is lost forever.
- 7 If you do me an injury, I will crush you, ruin your name, and salt your fields.
- 8 I blow up at the slightest insult.

d6 Ideal

- 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. (Light)
- 4 **Greed.** I will do whatever it takes to become wealthy. (Dark)
- 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. (Light)

d6 Bond

- 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 The common folk must see me as a hero of the people.
- 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.

d6 Flaw

- 1 I secretly believe that everyone is beneath me.
- 2 When faced with a choice between money and my friends, I usually choose the money.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 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.

DATHOMIR WITCH

You are a part of one of the many Force-sensitive clans on Dathomir. You and your sisters, under the guidance of the Clan Mother, form powerful connections with one another and the untamed wilds of the planet. Your people are a matriarchal society of warriors who train in the art of war and the usage of both muscle and the Force in combat. While all clans have their own set of rules regarding Force usage, all the clans held one rule above all others: *"Never Concede to Evil."*

Skill Proficiencies: Choose two from Acrobatics, Animal Handling, Lore, or Nature

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A copy of your clan's book of laws, a set of traveler's clothes, and a pouch containing 150 cr

WITCH CLANS

Dathomir culture is built on the backbone of various clans. The clan you are a part of has its own history, allegiances, and feuds which shape your perspective. Choose an option or roll on the table below to determine your clan.

d8	Clan	d8	Clan
1	Singing Mountain	5	Frenzied River
2	Misty Falls	6	Great Canyon
3	Red Hills	7	Nightsisters
4	Dreaming River	8	Nightbrothers

FEATURE: MATRIARCHAL SOCIETY

Other Dathomir Witches know, and will look out for you. If you're ever in need of a place to stay, or a meal to eat, other Dathomir Witches will help you as long as your clans aren't feuding. This could be in the form of shelters, meals, even healing. If the Dathomir Witches are of your clan or a clan friendly to you, they may be willing to help you even at cost to themselves.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Acrobat	5	Herbalist
2	Animal Handler	6	Linguist
3	Loremaster	7	Force Sensitive
4	Naturalist	8	Force of Personality

SUGGESTED CHARACTERISTICS

Dathomir Witches are shaped by their training. They study their book of laws and use it to uphold order and prevent one's turn to the dark side. Their clan and the people around them affects their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8 Personality Trait

- 1 I try and bring my culture to outsiders.
- 2 I always put my clan first.
- 3 I follow my clan's book of law to the letter.
- 4 I once ran twenty-five miles without stopping to warn to my clan of an approaching rival clan. I'd do it again if I had to.
- 5 I place no stock in wealthy or well-mannered folk. Credits and manners won't save you from a hungry rancor.
- 6 I have a lesson for every situation, drawn from observing nature.
- 7 I feel far more comfortable around wildlife than I do society.
- 8 I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.

d6 Ideal

- 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 clan. (Light)
- 3 **Honor.** If I dishonor myself, I dishonor my whole clan. (Lawful)
- 4 **Might.** The strongest are meant to rule. (Dark)
- 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)

d6 Bond

- 1 My family and clan 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 am the last of my clan, and it is up to me to keep the traditions of my ancestors alive.
- 4 It is my duty to provide children to sustain my clan.
- 5 I suffer awful visions of a coming disaster and will do anything to prevent it.
- 6 I will bring terrible wrath down on those who disrespect my clan.

d6 Flaw

- 1 I stick to my traditions no matter what, even at the cost of others.
- 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 species, clans, 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.

FAR TRAVELER

Almost all of the common people and other folk that one might encounter throughout the galaxy have one thing in common: they live their lives without traveling more than a few miles from where they were born.

You aren't one of those folk.

You are from a distant place, one so remote that few of the common folk realize that it exists, and chances are good that even if some people you meet have heard of your homeland, they know merely the name and perhaps a few outrageous stories.

Although you find some of this land's ways to be strange and discomfiting, you can also be sure that some things its people take for granted will be, to you, new wonders that you've never laid eyes on before. By the same token, you're a person of interest, for good or ill, to those around you almost anywhere you go.

Skill Proficiencies: Choose two from Insight, Investigation, Perception, and Persuasion

Tool Proficiencies: Any one musical instrument or gaming set of your choice, likely something native to your homeland

Languages: One of your choice

Equipment: One set of traveler's clothes, any one musical instrument or gaming set you are proficient with, poorly wrought maps from your homeland, a small piece of jewelry worth 100 cr in the style of your homeland's craftsmanship, and a pouch containing 50 cr

WHY ARE YOU HERE?

To determine why you are so far from home, roll on the table below or choose from the options provided.

d6	Reason	d6	Reason
1	Emissary	4	Pilgrim
2	Exile	5	Sightseer
3	Fugitive	6	Wanderer

FEATURE: ALL EYES ON YOU

Your foreign nature attracts attention, yielding access to people and places you might not otherwise have, for you and your traveling companions. Noble lords, scholars, and merchant princes, to name a few, might be interested in hearing about your distant homeland and people.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Entertaining Competitor
2	Investigator	6	Linguist
3	Perceptive	7	Athlete
4	Charming Persona	8	Practiced

SUGGESTED CHARACTERISTICS

The distance you've traveled manifests itself in the way you speak and carry yourself.

d6 Personality Trait

- 1 I have different assumptions from those around me concerning personal space, invading others' space in innocence, or reacting to invasion of my own.
- 2 I have my own ideas about food, and I find the eating habits of others fascinating, confusing, or revolting.
- 3 I have a strong code of honor or sense of propriety that others don't comprehend.
- 4 I express affection or contempt in ways that are unfamiliar to others.
- 5 I honor my deities through practices that are foreign to this land.
- 6 I begin or end my day with small traditional rituals that are unfamiliar to those around me.

d6 Ideal

- 1 **Open.** I have much to learn from the kindly folk I meet along my way. (Light)
- 2 **Reserved.** As someone new to these strange lands, I am cautious and respectful in my dealings. (Lawful)
- 3 **Adventure.** I'm far from home, and everything is strange and wonderful! (Chaotic)
- 4 **Cunning.** Though I may not know their ways, neither do they know mine, which can be to my advantage. (Dark)
- 5 **Inquisitive.** Everything is new, but I have a thirst to learn. (Neutral)
- 6 **Suspicious.** I must be careful, for I have no way of telling friend from foe here. (Any)

d6 Bond

- 1 So long as I have this token from my homeland, I can face any adversity in this strange land.
- 2 The gods of my people are a comfort to me so far from home.
- 3 I hold no greater cause than my service to my people.
- 4 My freedom is my most precious possession. I'll never let anyone take it from me again.
- 5 I'm fascinated by the beauty and wonder of this new land.
- 6 Though I had no choice, I lament having to leave my loved one(s) behind. I hope to see them again one day.

d6 Flaw

- 1 I am secretly (or not so secretly) convinced of the superiority of my own culture over that of this foreign land.
- 2 I pretend not to understand the local language in order to avoid interactions I would rather not have.
- 3 I have a weakness for the new intoxicants and other pleasures of this land.
- 4 I don't take kindly to some of the actions and motivations of folk different from me.
- 5 I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst.
- 6 I have a weakness for the exotic beauty of the people of these lands.

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: Choose two from Animal Handling, Athletics, Nature, and Performance

Tool Proficiencies: One type of artisan's tools, biochemist's kit, or chef's kit

Languages: One of your choice

Equipment: A set of tools (one of your choice), a set of common clothes, and a belt pouch containing 100 cr

DEFINING EVENT

You previously pursued a simple profession among the peasantry, perhaps as a farmer or miner, servant or shepherd. 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.

d8 Defining Event

- 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 off 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 farm 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.

FEATURE: RUSTIC HOSPITALITY

Since you are 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.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Animal Handler	5	Crafter
2	Brawny	6	Gourmand
3	Naturalist	7	Biochemist
4	Performer	8	Healer

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.

d8 Personality Trait

- 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?

d6 Ideal

- 1 **Respect.** People deserve to be treated with dignity and respect. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 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.

d6 Flaw

- 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.

GLADIATOR

A gladiator is as much an entertainer as any minstrel or circus performer, trained to make the arts of combat into a spectacle the crowd can enjoy. This kind of flashy combat is your entertainer routine, though you might also have some skills as a tumbler or actor. Using your A Champion Well Known feature, you can find a place to perform in any place that features combat for entertainment—perhaps a gladiatorial arena or secret pit fighting club.

Skill Proficiencies: Choose two from Acrobatics, Athletics, Intimidation, and Performance

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A trophy earned via some sort of competition, clothing suitable to your profession, and a belt pouch containing 150 cr

FEATURE: A CHAMPION WELL KNOWN

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.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Acrobatics	5	Entertaining Competitor
2	Brawny	6	Linguist
3	Threatening	7	Durable
4	Performer	8	Martial Adept

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.

d8 Personality Trait

- 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.

d6 Ideal

- 1 **Beauty.** When I perform, I make the world better than it was. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 1 My instrument is my most treasured possession, and it reminds me of someone I love.
- 2 Someone stole my precious trophy, 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.

d6 Flaw

- 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.

GUILD ADVENTURER

Adventuring is nothing new to you. Due to the circumstances of how you were raised, you have been involved with wandering heroes for most of your life. Maybe you were part of an adventuring band previously, but split with them after a disagreement or tragedy. Or, perhaps you worked around heroes in a lesser role for most of your young life, and you are now ready to graduate to the front lines.

Skill Proficiencies: Choose two from Athletics, Investigation, Nature, and Survival

Tool Proficiencies: Your choice demolitions kit, security kit, or slicer's kit

Languages: One of your choice

Equipment: 50 feet of rope, a small knife, a trophy, a set of traveler's clothes, and a belt pouch containing 100 cr.

ADVENTURING ORIGIN

You have either been adventuring or assisting other in adventuring since a very young age. Perhaps your parents were famous adventurers, or a group of adventurers found and raised you as their own. Perhaps you were trained to be a professional monster hunter, or maybe another guild member saved your life so you swore loyalty to them. Work with your DM to determine the nature of your adventuring.

FEATURE: GUILD MEMBERSHIP

You are an established and respected member of an adventurer's guild, allowing you to rely on certain benefits that membership provides. If you are in a town with a headquarters for your adventurer's guild and you are in good standing with the guild, you will be allowed to look at the job postings and find adventuring work to earn money.

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. You must pay dues of 50 cr per month to the guild. Your dues must be current to remain in the guild's good graces.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Brawny	5	Demolitionist
2	Investigator	6	Bypasser
3	Naturalist	7	Slicer
4	Survivalist	8	Linguist

SUGGESTED CHARACTERISTICS

Adventurers are well adjusted to life on the road. They are often comfortable doing dangerous things like dungeoneering and fighting and can stay level-headed in the face of danger, but they may not be so well adapted to other parts of life.

d8 Personality Trait

- 1 I can't bring myself to ignore a cry for help.
- 2 I hold onto every mildly interesting item I find, in case it comes in handy someday.
- 3 After all the weirdness I've seen on my travels, nothing can surprise me.
- 4 I spit and laugh in the face of danger.
- 5 Giving up is never an option for me.
- 6 I feel more at home in monster-infested dungeons than in civilized society.
- 7 I fill silence with wacky stories about my past misadventures, which may or may not be exaggerated.
- 8 My sense of humor is as dark and grim as the dungeons I explore.

d6 Ideal

- 1 **Adventure.** All I want is to travel the world and see amazing things. (Any)
- 2 **Heroism.** I am dedicated to helping people in need. (Light)
- 3 **Order.** I use my power to save the world from the forces of destruction and chaos. (Lawful)
- 4 **Excitement.** An ordinary life is boring, I'd rather travel around and find trouble. (Chaotic)
- 5 **Power.** The more powerful enemies I defeat, the stronger I become. (Neutral)
- 6 **Aspiration.** I want to go down in history as a brave, powerful hero. (Any)

d6 Bond

- 1 I carry with me a strange artifact that I found in a dungeon, but I don't know what it's for.
- 2 My adventuring party means the world to me.
- 3 I have sworn to hunt down the monster or villain who killed my former adventuring party.
- 4 I adventure in order to bring honor (or money) to my family.
- 5 There is a faraway place I've always wanted to visit, and I won't stop until I make it there.
- 6 All I want is to make the ones who trained me in the way of adventuring proud.

d6 Flaw

- 1 I default to solving problems with violence even when it's unwise or immoral.
- 2 I expect to be lavished with praise whenever I do my job, and I get mad when no one acknowledges me.
- 3 All members of "Dark" species must be Dark, so I will never trust them.
- 4 Waiting around makes me antsy. I'd rather do something stupid than do nothing at all.
- 5 My habit of looting dungeons makes me swipe things I shouldn't.
- 6 A monstrous enemy I faced in the past still leaves me quivering with fear.

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: Choose two from Athletics, Insight, Persuasion, and Technology

Tool Proficiencies: One type of artisan's tools, biochemist's kit, or chef's kit

Languages: One of your choice

Equipment: A set of tools (one of your choice), a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 150 cr

GUILD BUSINESS

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.

FEATURE: GUILD MEMBERSHIP

As an established and respected member of a guild, 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. You must pay dues of 50 cr per month to the guild. Your dues must be current to remain in the guild's good graces.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Brawny	5	Crafter
2	Empathic	6	Linguist
3	Charming Persona	7	Biochemist
4	Techie	8	Gourmand

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.

d8 Personality Trait

- 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 believe I'm well known for my work, and I'm always taken aback when people haven't heard of me.

d6 Ideal

- 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. (Light)
- 3 **Freedom.** Everyone should be free to pursue his or her own livelihood. (Chaotic)
- 4 **Greed.** I'm only in it for the money. (Dark)
- 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)

d6 Bond

- 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 of it; I now search 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 Dark forces that destroyed my place of business and ruined my livelihood.

d6 Flaw

- 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.

GUILD MERCHANT

Instead of an artisans' guild, you might belong to a guild of traders, caravan masters, or shopkeepers. You don't craft items yourself but earn a living by buying and selling the works of others. Your guild might be a large merchant consortium (or family) with interests across the galaxy. Perhaps you transported goods from one place to another, by ship, wagon, or caravan, or bought them from traveling traders and sold them in your own little shop. In some ways, the traveling merchant's life lends itself to adventure far more than the life of an artisan.

Skill Proficiencies: Choose two from Deception, Insight, Performance, and Persuasion

Languages: Two of your choice

Equipment: A letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 150 cr

GUILD BUSINESS

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.

FEATURE: GUILD MEMBERSHIP

As an established and respected member of a guild, 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. You must pay dues of 50 cr per month to the guild. Your dues must be current to remain in the guild's good graces.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Linguist
2	Empathic	6	Inspiring Leader
3	Performer	7	Gourmand
4	Charming Persona	8	Practiced

SUGGESTED CHARACTERISTICS

Guild merchants are among the most ordinary people in the world—until they abscond to 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.

d8 Personality Trait

- 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 believe I'm well known for my work, and I'm always taken aback when people haven't heard of me.

d6 Ideal

- 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. (Light)
- 3 **Freedom.** Everyone should be free to pursue his or her own livelihood. (Chaotic)
- 4 **Greed.** I'm only in it for the money. (Dark)
- 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)

d6 Bond

- 1 The workshop where I learned my trade is the most important place in the world to me.
- 2 I commissioned a great work for someone unworthy of it; I now search 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 Dark forces that destroyed my place of business and ruined my livelihood.

d6 Flaw

- 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 community or alone—for a formative part of your life. In your time apart from society, you found quiet, solitude, and perhaps some of the answers you were looking for.

Skill Proficiencies: Choose two from Animal Handling, Lore, Medicine, and Nature

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A diary of your experiences, a winter blanket, a set of common clothes, an herbalism kit, and 50 cr

LIFE OF SECLUSION

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.

d8	Life of Seclusion
1	I was partaking of communal living in accordance with the dictates of a religious order.
2	I retreated from society after a life-altering event.
3	I needed a quiet place to work on my art, literature, music, or manifesto.
4	I needed to commune with nature, far from civilization.
5	I was the caretaker of an ancient ruin or relic.
6	I was in search of a place of spiritual significance.

FEATURE: DISCOVERY

The seclusion of your hermitage gave you access to a unique and powerful discovery. The nature of this revelation depends on the nature of your seclusion. You might have discovered a great truth about the cosmos or the Force, a fact that has long been forgotten, a relic of the past that could rewrite history, or a place unseen for ages. 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.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Animal Handler	5	Herbalist
2	Loremaster	6	Alert
3	Medic	7	Dungeon Delver
4	Naturalist	8	Healer

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. Some few are driven slightly mad by their isolation.

d8 Personality Trait

- 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.

d6 Ideal

- 1 **Greater Good.** My gifts are meant to be shared with all, not used for my own benefit. (Light)
- 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 power. (Dark)
- 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)

d6 Bond

- 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 Dark that only I can destroy.

d6 Flaw

- 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.

INVESTIGATOR

Rarer than watch or patrol members are a community's investigators, who are responsible for solving crimes after the fact. Though such folk are seldom found in rural areas, nearly every settlement of decent size has at least one or two watch members who have the skill to investigate crime scenes and track down criminals.

Skill Proficiencies: Choose two from Insight, Investigation, Perception, and Survival

Languages: Two of your choice

Equipment: A uniform in the style of your unit and indicative of your rank, a horn with which to summon help, a set of binders, and a pouch containing 100 cr

FEATURE: WATCHER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Linguist
2	Investigator	6	Alert
3	Perceptive	7	Observant
4	Survivalist	8	Keen Mind

SUGGESTED CHARACTERISTICS

Years of service in the City Watch have led to the rigid discipline most often seen in military service. Working with your comrades has created a strong family bond and pride in your community.

d8 Personality Trait

- 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 guard service 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.

d6 Ideal

- 1 **Greater Good.** Our lot is to lay down our lives in defense of others. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 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.

d6 Flaw

- 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 cost many lives— and I would do anything to keep that mistake secret.
- 4 My hatred of my enemies is blind 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.

JENSAARAI

You are a Jensaarai, a Force user who has come to understand the failings of both Jedi inactivity and Sith malevolence. While they wield lightsabers, a true mark of skill among the Jensaarai is the crafting of their armor. Each suit is perfectly unique to the wearer, and is frequently (but not always) adorned and shaped to represent an animal that the Jensaarai finds kinship with, up to and potentially including additional mounted weapons or sensors to further emulate that creature.

While the Jensaarai train in, and will use dark side powers when necessary, they seek to avoid true corruption. They are not evil, nor are they wholly good either. They are anti-heroes, and well-practiced in this craft. In addition, the Jensaarai train in more than the lightsaber, employing whatever tools are at hand to best fit the job.

Skill Proficiencies: Choose two from Insight, Intimidation, Lore, and Perception

Tool Proficiencies: Armormech's Tools

Languages: One of your choice

Equipment: A set of common clothes including a robe, a sturdy knife, and a belt pouch containing 150 cr

FEATURE: DEPTHS OF DUALITY

Due to the corruption of the Jedi training done to the pre-Jensaarai, you have a unique insight into both the Light and Dark side of the Force, as well as its history, applications, and techniques in a scholarly manner.

You fully understand concepts, and can recall key information, The exception being if the research was hidden from the public and you have not had experience working with, in which you may only partially understand. You also recognize well-known Jedi Masters and Sith Lords by their works and marks.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Crafter
2	Threatening	6	Linguist
3	Loremaster	7	Alert
4	Perceptive	8	Observant

SUGGESTED CHARACTERISTICS

Jensaarai are shaped by the unique capacity of their upbringing. Their study of the duality of the Force manifests in their mannerisms and ideals. Their bond might be their family or their armor. Their flaws might be some a hatred of the Jedi or Sith or a desire to become one or the other.

d8 Personality Trait

- 1 I ignore the rhetoric a person spouts when meeting them, preferring to judge them by action.
- 2 I'm the first to swing a punch, but the last to draw a weapon.
- 3 Danger is my middle name.
- 4 Goodwill is in short supply in the galaxy, and I always try to foster a little more wherever I go.
- 5 Both the Republic and the Empire have tried to crush us under their bootheels. I refuse to yield.
- 6 Defiant to the last isn't good enough. Upon death I will become a force spirit and continue to defy my killer.
- 7 Well-behaved people rarely make history.
- 8 What gave you the idea that I was going to give you a fair fight?

d6 Ideal

- 1 **Respect.** Respect will be shown to everyone, disrespect will be shown to those who earn it. (Lawful)
- 2 **Freedom.** People should be free to make their own way without interference. (Chaotic)
- 3 **Growth.** Self-improvement is an unending chore, but one that must be done. (Any)
- 4 **Escalation.** I will immediately end a hostile situation with all means at my disposal. (Neutral)
- 5 **Power.** Given our luck with both Jedi and Sith, I need all I can get. (Dark)
- 6 **Redemption.** There's a spark of good in everyone. (Light)

d6 Bond

- 1 The Jensaarai took me in when nobody else would. I back the order 100%.
- 2 I was once a Jedi, but grew disillusioned by their inactivity.
- 3 I fight for those who cannot fight for themselves.
- 4 I lost my mentor in battle. I will honor their sacrifice by destroying their killer.
- 5 I was able to slough off Dark Side corruption, but I couldn't avoid making amends.
- 6 The powerful use their strength to raise people up, not keep them down.

d6 Flaw

- 1 I might be a little too enamored with force choking my enemies.
- 2 I am my own worst critic, in everything I do.
- 3 My armor is precision crafted and has served me faithfully. I never give up a chance to prove how well.
- 4 I have a collection of lightsabers from fallen foes, and I love adding to it.
- 5 The Jedi and Sith worship the Force as a religion. I do everything I can to remind them they're just worshipping a hammer.
- 6 The minute you tell me that someone should not be crossed, I'm already crossing them.

LAWYER

Your duty is to uphold the law. Before becoming an adventurer you resided over a court or tribunal, managing proceedings and sentencing criminals to punishments fit for their crimes. Your job required a deep understanding of the law which you used to resolve conflicts both clear-cut and morally grey.

The legal system on the planet where you worked has a large effect on how you view the law. Was it a court system with a jury making the final verdict, or did you have absolute authority over determining guilt and sentencing? Was it a fair legal system with plenty of integrity, or was it rife with abuse and corruption? Did you work on criminal cases, civil law, or something even more specific? Perhaps instead of working for a government you were a judge in an internal tribunal for a temple or military organization.

Consider what compelled you to leave your old occupation behind and begin adventuring. Perhaps you seek to bring someone beyond the scope of law to justice, or maybe you have lost faith in the legal system altogether and have turned to a vigilante approach.

Skill Proficiencies: Choose two from Insight, Investigation, Performance, and Persuasion

Languages: Two of your choice

Equipment: Documentation of your station, a book of law, a formal uniform you wear to court, a set of common clothes, and a belt pouch containing 100 cr.

FEATURE: LEGAL AUTHORITY

You are familiar with the letter of the law and workings of courts, at least on the planet that you were a judge in. If you are in a foreign place where you are not familiar with their exact laws, you often will be able to track down the resources you need to learn them.

If you or your party gets into legal trouble, your experience may help you get out of it. If you can prove your credentials, you might be able to represent your party in a court of law without admonishment. You may know of legal loopholes that will help your case. If you are in the region where you originally worked, you might have past connections with many legal professionals there.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Linguist
2	Investigator	6	Actor
3	Performer	7	Observant
4	Charming Persona	8	Keen Mind

SUGGESTED CHARACTERISTICS

A lawyer's career is centered on issues of right, wrong, and punishment, so they will approach adventuring through a similar lens. They are used to being respected and in control, leading many of them to struggle with wild, Any situations.

d8 Personality Trait

- 1 I quote the law like a religious fanatic quotes scripture.
- 2 I bang my weapon like a gavel whenever I want a rowdy group's attention.
- 3 I remain impartial when making decisions, even when I should have biases and loyalties.
- 4 Evidence is necessary to back up any claim.
- 5 I insist on settling all party disagreements through fake court proceedings.
- 6 I have to hear all sides of a story, but I secretly hate listening to people whine about how unfairly they're treated.
- 7 I am happy to make sacrifices for the sake of fairness.
- 8 I will not attack a person unless someone can prove they are doing something wrong.

d6 Ideal

- 1 **Law.** I will follow the letter of the law always, no matter what I believe. (Lawful)
- 2 **Justice.** My duty is to fight for the disenfranchised underdog. (Light)
- 3 **Reform.** Laws can be corrupt, and I strive to free people from the bad ones. (Chaotic)
- 4 **Punishment.** I will punish all those who have committed great Darks. (Lawful)
- 5 **Control.** I enforce the law only where it benefits myself. (Dark)
- 6 **Stability.** The purpose of the law is to keep civilization from collapsing. That spirit of that goal is more important than the letter of the law. (Neutral)

d6 Bond

- 1 A dangerous criminal is on the loose, and I plan to hunt them down.
- 2 All those who strive to uphold the law are my allies.
- 3 I have sentenced an innocent man to a horrible punishment, and the guilt still haunts me.
- 4 There is an ethical cause that I would give my life for.
- 5 I dream of memorizing the laws of every civilization.
- 6 I am enamored with the legal system of my own culture, and want to spread its tenets everywhere.

d6 Flaw

- 1 Mercy is a foreign concept to me.
- 2 I am unwilling to admit when I am wrong.
- 3 I become unreasonably enraged at even the slightest injustice.
- 4 I expect others to adhere to the law, but I act like I am above it.
- 5 If there isn't a law in the books to handle a moral dilemma, I can't make a decision.
- 6 The punishments I deal are cruel and unusual.

NOMAD

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 creature 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: Choose two from Animal Handling, Athletics, Medicine, and Survival

Tool Proficiencies: One type of musical instrument

Languages: One of your choice

Equipment: A walking stick, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a belt pouch containing 100 cr

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.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Animal Handler	5	Entertaining Competitor
2	Brawny	6	Linguist
3	Medic	7	Gourmand
4	Survivalist	8	Dungeon Delver

SUGGESTED CHARACTERISTICS

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

d8 Personality Trait

- 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.

d6 Ideal

- 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. (Light)
- 3 **Honor.** If I dishonor myself, I dishonor my whole clan. (Lawful)
- 4 **Might.** The strongest are meant to rule. (Dark)
- 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)

d6 Bond

- 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 Darkdoers 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.

d6 Flaw

- 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 species, 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.

OUTLAW

You are a notorious free adventurer who, due to unfortunate circumstances, has lost favor with the law. However, being of the common people, they protect you due to your just nature. A protector of the people, a thorn in the side of authorities.

Skill Proficiencies: Choose two from Acrobatics, Athletics, Insight, and Survival

Tool proficiencies: Disguise kit

Languages: One of your choice

Equipment: A hunting trap, an iron pot, a set of traveler's clothes, and a pouch containing 150 cr

DEFINING EVENT

Though you were once just a common civilian, a specific happening caused you to drastically change your lifestyle and take off for a life of dangerous wondering and in some cases revenge. Choose or randomly determine a defining event that marked you as an outlaw.

d10 Defining Event

- 1 I stood up to a tyrant's agents.
- 2 I stole from a corrupt Lord to help the poor.
- 3 I broke into a tyrant's castle and stole weapons to arm the people.
- 4 I failed to assassinate a tyrant.
- 5 I loved a noble, and was caught in bed with them.
- 6 I robbed a bank with unfair interest rates.
- 7 I murdered a pedophilic priest to save local children.
- 8 I received a heroic calling from a mysterious creature.
- 9 I was framed for a crime I didn't commit.
- 10 Outlaw by choice.

FEATURE: NOTORIOUS

Since you come from the ranks of the common folk, you fit among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you've 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.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Acrobat	5	Master of Disguise
2	Brawny	6	Linguist
3	Empathic	7	Observant
4	Survivalist	8	Entertaining Competitor

SUGGESTED CHARACTERISTICS

An outlaw is a hero for the common people who takes pride in his humble origins and revels in disrupting authority to help those he's close to.

d8 Personality Trait

- 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?

d6 Ideal

- 1 **Respect.** People deserve to be treated with dignity and respect. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 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.

d6 Flaw

- 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.

SERVANT

You have lived much of your life in the service of a lord, noble, merchant, or someone else with much wealth or power. You fetched their coats, drove their chariots, pressed their clothes; and generally did what they asked you to do.

Were you a highly respected butler? A simple scullery maid? Were you born into service, or did you join later? Were you close to your master or masters, or were they distant and cold? Did they treat you well, or beat you at the drop of a hat?

Skill Proficiencies: Choose two from Insight, Lore, Performance, and Persuasion

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: A noble symbol representing your employer, a set of artisan's tools (one of your choice), a set of nice clothes, a set of common clothes, and a belt pouch containing 100 cr

FEATURE: DECORUM

You know how to carry yourself around the elite and their servants. When in the presence of someone of power, or the servants of such a person, you can easily act as if you belong and, barring any extremely outlandish behavior, you can pass off your companions as belonging, too.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Linguist
2	Loremaster	6	Crafter
3	Performer	7	Gourmand
4	Charming Persona	8	Keen Mind

SUGGESTED CHARACTERISTICS

A servant, for better or worse, will have their personality affected by their years of servitude.

d8 Personality Trait

- 1 I am compulsively neat, and clean; I feel uncomfortable if my companions and I are ever dirty or unpresentable.
- 2 I am a bit of a snob, and look down on the common rabble.
- 3 I am extremely subservient; I rarely raise my voice or object.
- 4 I may be quite calm and polite around those of higher power than I; but I'm harsh towards all my underlings, flexing the little power I have.
- 5 I dote over my companions like a concerned mother bird, fixing their clothing and making sure they look nice.
- 6 I hated my time as a servant, and go out of my way to enjoy myself and let loose, rarely holding my tongue.
- 7 I rarely show any emotions, remaining calm and stoic even in the worst of situations.
- 8 I can-or think I can-diffuse the most tense and stressful of situations with the right word or phrase.

d6 Ideal

- 1 **Service.** Your wish is my desire. (Lawful)
- 2 **Helpful.** I just enjoy making myself useful. (Light)
- 3 **Free.** Noone should be bound to the chains of servitude. (Chaotic)
- 4 **Infiltrate.** From the position of a servant, I can worm my way into places of power! (Dark)
- 5 **Payment.** I don't care what my masters do; as long as I get paid. (Neutral)
- 6 **Live.** I only wish to serve in peace. (Any)

d6 Bond

- 1 I am still loyal to my old master.
- 2 The Lord I worked for is after my head, and will do anything to capture me.
- 3 My family still live as servants; I hope to earn a better life for them.
- 4 An older servant taught me the ropes and looked out for me; and I owe them a great debt.
- 5 I will exact revenge on the bastards who ruined (or ended) my Master's life.
- 6 I have plenty of friends in high places; and they've come in useful from time to time.

d6 Flaw

- 1 I become incredibly nervous around people of power and importance.
- 2 Saying that I'm a little bossy is a bit of an understatement.
- 3 I can be a sycophant, constantly fawning and flattering others; which can come off as shallow.
- 4 I've lived a relatively pampered life; the world of commoners is dull and painful to me.
- 5 I never speak for myself, letting others walk all over me.
- 6 I often can seem stiff, old fashioned and generally a stick in the mud.

STUDENT

As a child, you were inquisitive when your playmates were possessive or raucous. In your formative years, you found your way to one of the galaxy's great institutes of learning, where you were apprenticed and taught that knowledge is a more valuable treasure than gold or gems. Now you are ready to leave your home—not to abandon it, but to quest for new lore to add to its storehouse of knowledge.

The most well-known of the galaxy's fonts of knowledge is the Library of the Republic. The great library is always in need of workers and attendants, some of whom rise through the ranks to assume roles of greater responsibility and prominence. You might be one of Coruscant's own, dedicated to the curatorship of what is likely the most complete body of lore and history in all the world.

Skill Proficiencies: Choose two from Insight, Lore, Investigation, and Nature

Languages: Two of your choice

Equipment: The scholar's robes of your cloister, a writing kit (small pouch with a quill, ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study, and a pouch containing 100 cr

FEATURE: LIBRARY ACCESS

Though others must often endure extensive interviews and significant fees to gain access to even the most common archives in your library, you have free and easy access to the majority of the library, though it might also have repositories of lore that are too valuable, powerful, or secret to permit anyone immediate access.

You have a working knowledge of your cloister's personnel and bureaucracy, and you know how to navigate those connections with some ease.

Additionally, you are likely to gain preferential treatment at other libraries across the galaxy, as professional courtesy shown to a fellow scholar.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Empathic	5	Linguist
1	Loremaster	6	Keen Mind
2	Investigator	7	Observant
4	Naturalist	8	Healer

SUGGESTED CHARACTERISTICS

Cloistered scholars are defined by their extensive studies, and their characteristics reflect this life of study. Devoted to scholarly pursuits, they value knowledge highly – as a worthy goal in itself, or as a means to a desirable end.

d8 Personality Trait

- 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.

d6 Ideal

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

d6 Bond

- 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.

d6 Flaw

- 1 I am easily distracted by the promise of information.
- 2 Most people scream and run when they see a monster. 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.

(UN)RETIRED ADVENTURER

"I'm getting too old for this stuff."

You spent your life as an adventurer, learning the use of many skills and basic survival techniques, including how to stay alive in a hostile area. You might have been part of a famous adventuring party or a less renowned one.

When you choose this background, work with your GM to determine the details of your previous adventuring party, and what kind of experiences you had in your adventuring career. How famous was your previous adventuring party and how well known are you? What did you learn? What was your group's specialty?

Skill Proficiencies: Choose two from Athletics, Insight, Lore, and Survival

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A grappling hook, one tool with which you are proficient, a memento of an unsuccessful expedition (map to a never found treasure, lock of hair from a fallen companion, or another trinket), and a pouch containing your last 50 cr

FEATURE: BRIDGES NOT YET BURNED

Throughout your adventures you have established a multitude of contacts from all walks of life, but the intervening years have seen those relationships strained. You may use any feature of any other background, but once a particular feature is used, that feature can't be used again until one year has passed.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Brawny	5	Crafter
2	Empathic	6	Linguist
3	Loremaster	7	Athlete
4	Survivalist	8	Observant

SUGGESTED CHARACTERISTICS

The trials and triumphs of retired adventurers have left an impact, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred.

d8 Personality Trait

- 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 adventuring experience relevant to almost every combat situation.
- 5 I can stare down a rancor 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.

d6 Ideal

- 1 **Greater Good.** Our lot is to lay down our lives in defense of others. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 1 I would still lay down my life for the people I adventured with.
- 2 Someone saved my life when they could have left me. 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 party 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.

d6 Flaw

- 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 adventurer.
- 3 I made a terrible mistake in battle cost many lives— and I would do anything to keep that mistake secret.
- 4 My hatred of my enemies is blind 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.

You begin your adventuring career with enough money to live modestly but securely for at least ten days. How did you come by that money? What allowed you to break free of your desperate circumstances and embark on a better life?

Skill Proficiencies: Choose two from Deception, Insight, Sleight of Hand, and Stealth

Tool Proficiencies: Disguise kit, security kit

Equipment: A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, a set of common clothes, and a belt pouch containing 100 cr

FEATURE: CITY OF SECRETS

You know the secret patterns and flows 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.

BACKGROUND FEAT

As a further embodiment of the experience and training of your background, you can choose from the following feats:

d8	Feat	d8	Feat
1	Silver-Tongued	5	Master of Disguise
2	Empathic	6	Bypasser
3	Quick-Fingered	7	Alert
4	Stealthy	8	Athlete

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.

d8 Personality Trait

- 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 Dark intent.
- 7 I don't like to bathe.
- 8 I bluntly say what other people are hinting at or hiding.

d6 Ideal

- 1 **Respect.** All people, rich or poor, deserve respect. (Light)
- 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. (Dark)
- 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)

d6 Bond

- 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.

d6 Flaw

- 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.