Bostonian Backgrounds

Church Templates

##### Aeltharze (Archer Priestess)

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| Skills:   * Combat: Bow * Combat: Spear & Shield * Medic * Swim * Theology   + Temple of Aestra   Perks:   * BN: Aeltharze Talent Tree * LG: Divine Tongue * PR: Sailing * TT: Beloved of Common Folk   Magic:   * Sacred Falls of Aestra   Or   * Petitioner + 1 Patron |

##### Learned Sister (Priestess of Aestra)

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| Skills:   * Ancient Lore * Medic * Persuade * Swim * Theology   + Temple of Aestra   Perks:   * LG: Divine Tongue * PR: Sailing * TT: Beloved of Common Folk   Magic:   * Sacred Falls of Aestra |

##### Ilpader (Priest)

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| Skills:   * Administer * History * Persuade * Theology   + Church of Stratus   + Enemies of the Church   Perks:   * LG: Divine Tongue * TT: Church Authority   Magic:   * Petitioner + 2 Patrons |

##### Sunbringer (Warrior Priest)

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| Skills:   * Combat: One-Hand & Shield * Creature Lore   + Undead * Survival   + Swamp * Theology   + Church of Stratus   + Enemies of the Church   Perks:   * BN: +2 Hit Points * BN: Sunbringer Talent Tree * LG: Divine Tongue   Magic:   * Petitioner + 1 Patron |

##### Right Hand of Justice

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| Skills:   * Administer * Converse * Diplomat * Etiquette * Law * Search * Theology   + Church of Stratus   + Enemies of the Church   Perks:   * LG: Divine Tongue   Magic: |

##### Left Hand of the Father

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| Skills:   * Converse * Disguise * Etiquette * Interrogate * Search * Stealth * Theology   + Church of Stratus   + Enemies of the Church   Perks:   * BN: Assassination Talent Tree * LG: Divine Tongue |

##### Templar

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| Skills:   * Combat: Any * Combat: One-Hand & Shield * Ride * Tactics * Theology   + Church of Stratus   + Temple of Aestra   Perks:   * BN: +5 Hit Points * TT: Brother of the Orders |

Guild Templates

##### Mathematician

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| Skills:   * Administer * Law * Navigate   + Boston   + Trade Routes * Trade   Perks:   * LG: Mathematician’s Lingo * TT: Shrewd Investments   Magic:   * First Equation Rune |

##### Spice Guild Trader

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| Skills:   * Administer * Carouse * Converse * Etiquette * Persuade * Swim * Trade   Perks:   * LG: Cobrat or Borakki * PR: Sailing |

##### Spice Guild Navigator

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| Skills:   * Ancient Lore * Navigate   + Cobrat or Borakki lands   + Trade Routes * Survive   + Two favored terrains * Swim * Track   Perks:   * LG: Cobrat or Borakki * PR: Sailing |

##### Spice Guild Guardsman

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| Skills:   * Carouse * Combat: Any * Medic * Tactics * Survive   + One Terrain * Swim   Perks:   * BN: +3 Hit Points * PR: Teamster |

##### Shield Guild Captain

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| Skills:   * Administer * Combat: Shield & Spear * Combat: Any * Etiquette   + Local Political Situation * Tactics   + Bandits   + Goblins   + Talak   Perks:   * BN: +5 Hit Points * BN: Shield Guild Talent Tree * BN: Free Talent(?) |

Militia Templates

##### Town Guard

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| Skills:   * Combat: Any * Carousing * Conversation * Interrogate * Streetwise   + Local Troublemakers   Perks:   * BN: +3 Hit Points * TT: Local Authority |

##### Sheriff

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| Skills:   * Combat: Any * Combat: Bow * Converse * Navigate   + Patrol Area * Survival   + One Terrain * Track * Trade   Perks:   * BN: +3 Hit Points * TT: Local Authority |

Mercenary Backgrounds

##### Jager’s Daggers

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| Skills:   * Combat: Any * Carouse * Choose: Persuade, Sleight of Hand, Streetwise * Gamble * Stealth * Survive   + One Terrain   Perks:   * BN: +5 Hit Points * ?? (Fight With Wild Abandon originally) |

##### Rivers of Blood

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| Skills:   * Combat: Dueling * Combat: Thrown * Medic * Stealth * Survive   + Swamp or Forest * Swim * Track   Perks:   * BN: +2 Hit Points * LG: Goblin |

##### White Raven

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| Skills:   * Combat: Bow * Combat: One-Hand & Shield * Climb * Medic * Tactics   + Borakki   + Talak   Perks:   * BN: +3 Hit Points * LG: Borakki or Talak * ??? (+1 base defense originally) |