

Background: The Lake's Champion (homebrew)

Everything is dark, you feel numb... until the cold creeps in, when you open your eyes and push away the soot you find yourself underwater. You swim up to the surface.

This is what happens every 150 years, you wake up in the same lake, swim up, you serve your purpose until you die, and then you wake up again..

You don't remember why, you serve something greater, you will give your life until it's taken... but why..

When your head breaks the surface of the water; all that goes through your mind is that you have to serve, if there's war you serve in that.

Sometimes there's a leader that has heard of your legend, who's come for your aid, but if the land is quiet and still you have no problem devoting yourself to a person, or perhaps the first good cause you are introduced to.

Either way no matter what or who you serve, you can under no condition turn your back on the land or the lake you came from, like an unspoken rule burned in the back of your skull.

You serve this land.. You serve it.

Were you blessed by a deity, to fight on far beyond your years? Cursed for something you did that you've long forgotten? Perhaps you once even chose this fate?

Regardless of the cause, your soul refuses to give up its claim to life, and gives you an ancient perspective on life.

You've seen kingdoms rise and fall, history be made, and both good and evil waste away to the passage of time.

Skill Proficiencies:

History, Nature.

Lifetimes of Experience

Background Feature

Though you've forgotten who you were before this, the lives you spend in service bring you a broad range of knowledge and history to draw from.

You don't know anything about new settlements, but you can often recall information about places that many characters have never ventured, you know your way around simply by the way the ground feels, the way the air smells... its innate to you.

Other than that historical facts also come naturally to you, some of which long forgotten by others.

(You have advantage in history checks and navigating)

Important things to know for the DM.

- If not given a goal or purpose I intent for him to devote himself to a party member. (If I would note some royal vibes from any I suppose he would be quicker to steer that way but otherwise it could just be who ever he stumbles upon first or whatever narrative sort of works session wise?? As in- its hard to say in advance)
- He doesn't know his real name, you as the dm can make one up for him to discover (if he ever will). Till then I intend to let the party name me (for shenanigans and roleplay reasons).
- If you want to make changes to him or his armour plot-wise that's sick! I just ask you keep his blue-ish vibes and dead eyes (though if you want to make it so he didn't look like that before, and this is the curse/blessing/pact/whatever's toll, that's 100% cool and he would simply have to cope with knowing that).
 - The vibe is, "you can change for the better or worse or on totally neutral terms, but you can never go back to what you once were." So no grand return to normalcy (lest he has a toll to pay blablabla- these are guide lines, I trust you to do your own thing with it wholeheartedly).

Equipment

Item	Cost	Note
Scale male	50gp	
Great sword	50gp	
Throwing Net	1gp	
A small hooded lantern	5sp	
Heavy cloak	5sp	I took the same price as a blanket and common clothes
Pouch	5sp	
Waterskin	2sp	
Whetstone	1cp	
Trinket: a small black marble	N/A	it's sentiment and worth long lost on you, but somehow you've never lost it.

Total cost:	102gp
	7 sp
	1 cp

I have 180gp in starting gold, which leaves me a little less then 80 gold going in.

if it's alright with you, I'd ask for the remainder to go to upping my **scale male** to a **breast plate**. Big ask since a breastplate costs like **400gp** and I'd only be able to grant roughly **130gp** but technically **it does not heighten his ac**, it just fits better with the half-plate image I have in mind (Half-plate would be 750gp plus higher ac, so that feels a little OP to ask.)

as for "**magic item that doesn't really do much**" I'd like my armour and sword enchanted. My character unknowing of what the exact enchantments are and what they do besides from being chilled and wet (armour and sword respectively).

AKA if you as a DM do more to it it's cool!!!

-but if u don't I just have sick character fitted armour.

Personality Traits.

- You don't know how to deal with affection and it makes you confused..
Questions that allude to whether you had “fun” mean little to you. You either succeed or not, what else is there, but perhaps the reaction of the people that you serve.
- Humour occasionally slips by you completely.

Ideals

- You want to serve the land, and do good to all who mean well to it and call this place their home. -but you are not sure when that job is done, or if it'll ever be.
- I only wish to know why I serve this purpose.. find a way to end this cycle and finally make peace, if I no longer feel aligned. (Neutral)

Bonds

- I feel a strong bond to the land itself. Though not druid like in nature, where one seems to communicate with all that is around, I find myself feeling a part of a one-sided conversation, where I am the one with deafened ears.
No matter, all that matters is that I feel both an aching familiarity and a strong need to protect it.
- I know roughly what direction my lake is at all times. I'm not sure what way to view it, or if viewing it as anything other than a lake serves me purpose. Still she lays on my mind, unwavering, unforgotten.
- Might have connection to royal families he's served in the past. If only through legend passed down to descendants, or perhaps long-lived racial feats.
 - Same might be said for anyone he served his entire lifetime in times of peace.
- Suppose it is of some importance to note, “to know of me, is to know me, for what I am is all one needs to know” and by that logic if someone says to know him/of him that is enough for him to believe that. (lest the lie is obvious for even him).
- Captain Runa. Though his head is still foggy from his head injury and the recent travel. He is aware Captain Runa has taken care of him ever since he fell in battle, not too long ago. He owes her a great depth if not his life.

Flaws

- You often forget to take care of yourself in any other way than base-line survival.
(Food and shelter, but not things like company or taking off your armour when resting, more than willing to sleep on the floor and give your bed to another.)
- Due to being dehumanized for so long you have a wildly low charisma, often staring at people with dead fish eyes waiting for a command. You are also very tolerable of degrading and servitude to unusual extents.
- Each time you awaken you are dropped into an entirely new world, new buildings, new people.. this can feel strange and stressful.

Goals? (long term and short term)

- Short/Long Term: serving his sole purpose, in servitude and near complete obedience.
- Goal that will form but hasn't YET: figuring out who he once was, and why this cycle he lives in remains unbroken.

Fears

- Uhhh I'll update this later. He's desensitized for now, so they are bound to be more existential fears.

Why are they in hearth

- Brought to hearth by captain Runa, to properly regain strength among civilization.

Physical characteristics.

He stands tall, broadly build and top heavy.

Clad in armour from neck to toe, including leather gloves.

He has a broad jawline. His eyes sunken, expressionless but attentive, are blue, and show post-mortem opaqueness and dilation. (He can look somewhat like a kicked puppy in the right angle, or scary when they reflect light). they are framed by long white lashes.

His hair is white in turn, and looks to be always wet and stuck to his face, as if he had just surfaced.

His skin tone is pale, a sickly pale that nearly shines blue, his lips darker somewhat purple tie it all together to look ne nearly avoided asphyxiation.

((Skin tone is pale with blue undertones, I imagine he has some scales below the armour, maybe some light tracing along his face. Places like (shut closed) gills may be a tad darker. Depends a bit on lighting whether he looks human or more like triton (D&D))

Armor and weaponry:

(copy pasted from a description back when a friend wanted to draw him. I can write it up better but for now it will suffice)

-Wears half plate, steel, cool undertones. (dark or light is up to u)

- Fabrics would have blue, greenish and dark tones.

The vibe is v much, I've been underwater for a while. Lichen, seaweed, driftwood.

Soot colours near lower parts (no barnacles, think lakes not sea) belts can be brown for balance ofc

- NO FUR, no cape.

- *Armor is always chilled to the touch, no matter the outside temperature, sometimes wet.*

- *Sword is **always** wet, and it drips fresh water slowly over the day.*

- The sword is also engraved with old runes (on the blade itself, not the handle), no set design so feel free to make something up.

- also some (possibly faded) runic writing on his armour. *(he would not know what it means)*

- armour does not have very pompous shoulder thingies, shapely is cool, but since he's such a faded dulled character I like that represented in his look. He's not showy or pompous. He's a weapon.

It also fits more with his slick hair and everything. Drip drip dfjkgdfl

-*Sometimes bright light pours out from cracks in between armour pieces* (later on in his story) no need to draw it but I simply hand u ideas that u might find funky. *(this is his Aasimar class thing)*

-elements of scale male could be nice but not required. Feel free to go mostly scale male if u feel more creative with it.