

Wild Blood

You grew up far from civilization and the comforts of town and technology. Part of a savage society that clings desperately to the Old Ways, the wilds are in your blood—attuned to nature, full of primal rage, and given short shrift by a world consumed with continuing civilization's march of progress. You found quiet, solitude, and perhaps deeper spiritual communion with the wild world. In your time apart from the clamor of society, 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.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism kit

Languages: Choose one of Elvish, Gnomish, or Sylvan

Equipment: A beast-hide cloak, a winter blanket, a set of traveler's clothes, a hunting trap, a herbalism kit, and a belt pouch containing 10 gp worth of mixed coins

Feature: Voice in the Wild

You can always recall the general layout of natural terrain and other features around you. You can find a place to hide, rest, or recuperate that is secure enough to conceal you from most natural threats, but not supernatural or magical threats that actively seek you out (scrying, mental probing, etc.). You are familiar enough with any wilderness area that you can find food and fresh water for yourself and up to five other creatures each day, provided that the land offers berries, small game, water, and so forth.

Wild Blood Spells

Prerequisite: Spellcasting or Pact Magic class feature

For you, the spells on the Wild Blood Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Spell Level	Spells
Cantrip	druidcraft, message
1st	animal friendship, speak with animals, thunderwave
2nd	animal messenger, beast sense, shatter
3rd	conjure animals, sending
4th	dominate beast, stoneskin
5th	awaken

Suggested Characteristics

Wild Blood ways aren't the ways of civilized folk, and they have little patience for social niceties. Well suited to a life of seclusion, the solitary life shapes their attitudes and ideals. A few are driven slightly mad by their years apart from society. But they do have cherished traditions and values, just as important to them as the different values held by the urban, cosmopolitan culture of the outside world.

d8 Personality Trait

- 1 Unlike people, the beasts of the wild are friends who won't stab me in the back.
- 2 Go ahead and insult me. I dare you.
- 3 I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
- 4 I'm oblivious to etiquette and social expectations.
- 5 I connect everything that happens to me to a grand, cosmic plan.
- 6 I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
- 7 I was, in fact, raised by wild animals.
- 8 HarrRRAAGGHH! [I rarely form a coherent sentence and prefer to express myself by breaking things.

d6 Ideal

- 1 Clan: My clan is all that really matters. (Any)
- 2 Anarchy: No person or law or custom can tell another what to do. (Chaotic)
- 3 Nature: We weren't born tame or domesticated, so we shouldn't have to live that way. (Neutral)
- 4 Might: The strongest are meant to dominate the weak. (Evil)
- 5 Rage: AAAAAARRRRggggh! [To live is to feel and express the rage burning in your belly.] (Chaotic)
- 6 Tradition: The Old Ways must be preserved and upheld. (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 I am devoted to a sacred site in the midst of the wilderness.
- 6 GrrrRRAAAAGGHH! [I will do anything to prove myself greater than my siblings or ancestors.]

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 let my need to win arguments overshadow friendships and harmony.
- 4 I like keeping secrets and won't share them with anyone.
- 5 I'm as stubborn as a boar.
- 6 I'm easily manipulated by people I find attractive.