*"I learned my trade in Rihad, a city in the south of Hammerfell. Somehow I ended up here, selling my weapons to Dunmer."*

*Erick, a Redguard Smith*

A character's background determines what they did and how they had been living before the game began, as well as their relationship with the world around them. The player chooses from the list of backgrounds below and then rolls the specified dice to determine the details.

The background is meant to generally characterize a hero, add starting skills to the character depending on their occupation, and build a simplified framework of their personality. The backgrounds are intentionally laid out without in-depth detail so that players can flesh them out on their own. In essence, backgrounds are designed to enhance a player's immersion and help them get the feel of their hero. A Background is generated **after the player generates characteristics and chooses the birthsign, but before they get to spend their starting XP, and overrides whatever starting gold they would otherwise have with the amount of drakes specified in the Equipment section.**

Each background consists of a **Description, Equipment, Distinction, Trade, Reputation,** and **Bonds.**

* The **Description** includes the background’s name and general information about what the character did before starting the game and what they’d been doing for a living. Also, choosing a background generally increases the rank in a particular skill to reflect the character's accumulated experience.
* **Equipment** is items and gear that the hero has at the start of the game and don't have to be bought.
* **Distinction** is a specific personality trait visible in the hero's behavior that can serve as an anchor for the roleplay. GM is free to reward the appropriate roleplay with Luck Points. The result is determined by rolling d8.
* **Trade** is a set of skills in which a hero is particularly efficient due to their background. Trade increases the rank in a particular skill and may add a specialization to it. Said specialization **ignores the normal limitations specified in the Rules Compendium.** The result is determined by rolling d6.  
  *Note: optionally, but only with GM’s permission, a player can forfeit a d6 roll and instead choose the Trade by permanently burning 5 Luck.*
* **Reputation** determines a character's standing in the world of Tamriel, how they are treated by other characters, and what kind of first impression they make. A good reputation is earned through good deeds and significant achievements, while a bad reputation sticks to a character through crimes and other misdeeds. Characters can also be completely unknown in some circles, but rumored in others. *It should be noted that Reputation is meant to represent the external part of your character that does not always match what’s on the inside.* The result is determined by rolling d6.
* **Bonds** show what is important and valuable to your character, oftentimes to an extreme degree. It could be something tied to their home, family, a significant other, a code of honor, or a promise that they vowed to keep. Together with the Distinction, Bonds help the player define their hero and understand their roleplay. Adherence to the Bonds should be rewarded with Luck Points, while their violation should be penalized by their removal or other hindrance at the Master's discretion. Bonds are meant to be exploited by the GM as a crack in character’s emotional armor that creates drama and engaging plot hooks. The result is determined by rolling d6.

*Note: while The Elder Scrolls timeline spans for millennia, these backgrounds are designed with the assumption that the events of the game take place during the Third or Fourth Era. The document uses* [*Guide to Loot*](https://docs.google.com/document/u/0/d/1YBOl-_abotn-TcLkdQYIwpxEtHacHwdp8-Ye0ByxfZk/edit)*,* [*Daedric Worship*](https://docs.google.com/document/u/0/d/1xu1_Qo5CF58KUvVMsD9K69nwONYTlDincsXxJEMS-QI/edit)*, and advanced Rituals from* [*UESRPG Spellcraft 2*](https://docs.google.com/document/d/1vi31LfvQaMfcRbBXEU19vBXK8QUqgQwSRey-99NPFj0/edit?usp=sharing)*.*

*Optional rule: the player may alter the background of their character by making them a* ***former member*** *of the group that the background is tied to. For example, a former guild member, a former criminal, heathen, etc. Should the player choose to do so, they may receive the same background benefits without affiliating with that group, but suffer a -20 penalty for all social tests when interacting with people of the same background or social class, unless otherwise specified by the GM.*

## Guild Member

In Tamriel, mercenaries are generally organized into guilds that are funded and controlled directly by the Empire. If a mercenary operates outside of a guild, he is considered to be a freelancer, and their reputation leaves much to be desired, as all guarantees about the work performed are kept on their word alone. In most cases, it is much more profitable to work in a guild and hire guild members. Stable funding and a good reputation guarantee that contracts will be fulfilled on time, and unscrupulous guild members would have to answer to the authorities.

### Fighters Guild

The hero earns his bread with sword and brawn. Characters with this background are usually strong and resilient, unafraid to take on grueling labor, and value their reputation. Fighters Guild works with contracts that are too unconventional or difficult for ordinary city guards, so veterans of the guild are known to be both strong and cunning. *Increase the Combat Style skill rank by one.*

#### Equipment

The hero receives 500 drakes, 5 Potions of Healing (Level 2), 2 Potions of Rejuvenate, a set of Full or Partial armor (all limbs: Leather, Fur, or Steel), a Backpack (20 ENC), an Oil Flask, a Hempen Rope (2o m), a Waterskin (2 liters), 3 Rations (2 days each), a Bedroll, a single non-exotic melee weapon (Steel), and two of the following: a Survival kit, a wooden Shortbow or Longbow with a Quiver of 30 Iron arrows, an Iron/Leather/Fur Shield or Targe, a Tent, 3 Torches, a Crowbar, a Healer’s Kit, a Whetstone, or a set of 5 Iron weapons with the Thrown quality (javelins, hand axes, daggers).

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Thorough.** I am a professional that gets the job done - and more than that, I do it correctly and according to all charter regulations, for I have the guild reputation to uphold. |
| 2 | **Wise**. Strong as I may be, I throw my weight around sparingly, so that conflict can be solved peacefully. |
| 3 | **Outgoing**. I am the heart and soul of the local guild branch and do my best to keep the spirits high, be it through telling jokes, buying drinks, or pep talk. |
| 4 | **Cautious**. I tend to be distrustful of others and thus sign up for solo contracts, ensuring that few people know how much wealth I have attained. |
| 5 | **True-hearted.** I have a passionate heart that makes me quick to anger, but I would always do the right thing, even if the contract dictates otherwise; my guild standing is often fragile because of that. |
| 6 | **Trusty**. Whether the locals know it or not, they can count on me, for I always come through to them in the time of need. |
| 7 | **Honorable**. I never backstab my enemies, however despicable they may be. I am more interested in setting things right than getting paid, so I often pay the debtors’ fees out of my own pocket. |
| 8 | **Brave**. I will make things happen, even if my guildmates and clients are plagued with doubt. When it comes to tough calls, I am not afraid to step up and take full responsibility for my actions. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Bounty Hunter.** I track down runaways, debtors, and criminals no matter where they hide. *Increase your Investigate skill rank by one and add the [Manhunt] specialization.* |
| 2 | **Bodyguard**. I take up protection contracts and strive to keep my clients out of harm’s way, spotting danger from afar. *Increase your Observe skill rank by one and add the [Awareness] specialization.* |
| 3 | **Scout**. I prefer contracts involving traveling and dungeon-delving and can easily operate in the dark. *Add the Level 2 Potion of Levitate to your inventory; increase your Survival or Stealth skill rank by one and add the [Firemaking] or [Camouflage] specialization respectively.* |
| 4 | **Armorer**. I know how to take care of my gear while traveling. *Increase Profession [Smithing] skill rank by one and add the [Repair] specialization; add 3 portions of repair materials for your equipment (Leather/Fur/Steel) and a set of Repair Tools (3 ENC, 40 drakes) to your inventory.* |
| 5 | **Negotiator.** I handle some of the more delicate contracts where a well-placed word would do better than brute force, like hiring or cooperation with the guard. *Increase your Persuade skill rank by one and add the [Business] specialization.* |
| 6 | **Drillmaster**. I assist fellow guild mates or the local guard during especially difficult assignments both as an advisor and as a fighter. *Increase your Command skill rank by one and add the [Drill] specialization.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **A Famed Hero.** I’d put my life on the line during one of my contracts, so people in my region recognize and adore me. They might offer me a discount in stores, share information more eagerly, or help me selflessly in times of need. |
| 2 | **Disfavored**. I had messed up big time in one of my last contracts. People died, and the guild suffered heavy material losses because of my blunder. People are looking down on me, and now I am on the brink of getting expelled from the guild. |
| 3 | **Maverick**. I go against common rules, much to my superiors’ chagrin. Nevertheless, I am an important guild member, and my skill is too great for my guild master to dump me. |
| 4 | **Survivor**. I’m bearing some scars on me. I barely escaped with my life from that fight, but, by the will of the Nine, I kept my entrails. Still, to this day folks tend to cut me some slack when it comes to my condition, even though I am fully able-bodied. Sometimes they can be too gentle and lenient with me. |
| 5 | **Trouble.** “You’re trouble” is what they call me in the local guild branch. I just happen to be in the wrong place at the right time. And vice versa. I’m not doing this on purpose, but it seems like wherever I go, chaos and bedlam closely follow. Although I’m not always the perpetrator, I most definitely am one of the main characters of all the wildest rumors in the region. |
| 6 | **Bane**. Criminal scum shudder when they hear my name. Where I work, people know me as one of the fiercest warriors. I may not have a flawless service record, but the head of the guild knows where to assign me should he want to pressure the lowlifes*.* |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Shameful Affair.** I was foolish enough to fall in love with someone from the Thieves Guild or some other criminal organization. Even worse: the feeling is mutual! If this ever gets out, my career in the Fighters Guild is finished. |
| 2 | **Huge Debt**. I am indebted to a powerful organization - be it a cartel, another guild, or the authorities. Through my own fault or an ill-fated turn of events, I must pay my dues in an amount of 20 000 drakes. |
| 3 | **Grudge**. Someone I used to trust did me dirty, and I cannot forgive their betrayal. Whenever something related to that traitor comes up, I can’t help but lose my temper, putting all my efforts into tracking down that scum. |
| 4 | **Shocked**. Something terrible had happened in my life, so I’ve been acting jumpy ever since. It takes a lot out of me to relax and sleep soundly, to feel safe and at ease. The memories of the trauma are extremely hurtful, and I lose my nerve whenever I see something that reminds me of it. |
| 5 | **Aloof.** In my line of work, wounds and death are inevitable. And yet, even though I should have been used to it by now, the fear of losing my guild comrades or the civilians that I serve washes over me from time to time, making me distant and empty inside. |
| 6 | **Blackmail**. I saw my guild master doing something they shouldn’t have. The master noticed that and is now blackmailing me, stating that he’d unleash all the dogs on me before I’d be able to tell the authorities. The guild master is a fearsome person indeed, so their threats are not to be taken lightly. I cannot stay in this guild for long - but I cannot leave it without drawing suspicions either. |

### Mages Guild

The hero seeks education in the matters of magic and thus has enlisted to the local Mages Guild. Whether for power, knowledge, or connections, the hero is actively learning the mysteries of Mundus, Aetherius, and Oblivion. Mages Guild members are questers and students in equal measure and thus use their knowledge and insight to solve problems.

*Character increases their Lore skill rank by one and immediately gains one of the following specializations: [Daedra], [Artifacts], [Dwemer], [Ayleid], [Dragons], [Province Folklore].*

#### Equipment

The hero receives 700 drakes, 5 potions of Replenishment (Level 2), a hooded Lantern, a set of 10 Uncommon alchemical ingredients of Alteration or Restoration school, 10 Vials, a bottle of Ink and an Ink Pen, a blank Book, a Pouch (5 ENC), Mage Robes (400 EL), and one of the following: an Alchemical Lab (Field) (max depth 4 ingredients), 10 Parchments and 10 enchanting materials, a Simple Ring of Detect Magic (SL 2 Spell), 3 filled Petty Soul Gems and a Chalk.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Studious.** I lean towards the theory much more than the practice and thus feel more comfortable around books, armed with nothing more than quill and ink. As such, I am a reluctant adventurer, but would gladly use my wits in the walls of the library, or at most in a guild-sanctioned expedition to the ancient ruins. |
| 2 | **Competitive**. Whenever I learn something new, be it a spell, a legend, or some postulate, I want to show my skills this instant, proving my point and putting my wits to the test. After all, even a sharp blade would rust and dull, unless properly maintained, so the mind shouldn’t be any different. |
| 3 | **Outgoing**. I am the heart and soul of the local guild branch and do my best to keep the spirits high, be it through telling jokes, buying drinks, or pep talk. |
| 4 | **Shy**. I collect the knowledge, but I rarely compile them into books or manuscripts that I could call my own. I am too afraid of not having sufficient knowledge or language skills to make my own literature, even though I had spent quite some time studying. |
| 5 | **Eccentric.** I wish to create unusual approaches towards how we view magic, ancient history, and myths. My hypotheses tend to be wild and unconventional, but I gather just enough information on them that they might be some truth to them. |
| 6 | **Clear-minded**. Whether in disputes or in study, I aim towards discovering the truth, not being right. |
| 7 | **Pleasing**. I like assisting the higher-ups of the guild with any errands they might have. I understand that doing someone important a favor can go a long way. |
| 8 | **Weird**. I have taken up interest in an area of magic in an amount that most other mages would consider unhealthy. Although I don’t show my obsession to others, my priorities in studies are clearly different from my peers (by being impractical or too dangerous), and I don’t intend on publishing any of my research. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Spellmaker.** I help other pupils in creating their own spells, experimenting with forms and effects*.* While a risky endeavour, it still makes me proud to create new ways of magical expression. *Increase your skill rank in any one school of magic by one [Alteration, Conjuration, Destruction, Illusion, Mysticism, or Restoration] and add the [Spellmaking] specialization. You have the opportunity to immediately create a single unconventional spell of that school and, if successful, keep it.* |
| 2 | **Alchemist**. I know how to brew potions with the right ingredients. I make use of the guild's alchemical lab and keep the stock varied with many tonics. *Increase your Alchemy skill rank by one and add the [Fortifying] specialization.* |
| 3 | **Enchanter**. My skills are used for simple enchanting services, bounding magic spells into scrolls. *Increase your Enchanting skill rank by one and add the [Scroll Creation] specialization.* |
| 4 | **Mystic**. I delve into the arcane secrets, studying flows of magicka and the tides of Oblivion. *Increase your Conjuration or Mysticism skill rank by one or spend 100 XP to learn both skills.* |
| 5 | **Battlemage.** I focus on magic that helps me shape the surroundings to my will and protect me from enemies. *Increase your Alteration or Destruction skill rank by one or spend 100 XP to learn both skills.* |
| 6 | **Weaver**. The mortal body and mind are what fascinates me the most. I take pride in analyzing and manipulating the living flesh and psyche. *Increase your Illusion or Restoration skill rank by one or spend 100 XP to learn both skills.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Advisor.** People often come up to me for advice on the matters that I am proficient with. Other pupils hold onto my words, and the masters often nod in approval to whatever I have to say. |
| 2 | **Infamous.** Whether by chance or through my own actions, other guildmates fear me. While fear and respect often come together, some people will inevitably be thinking ill of me. |
| 3 | **Prodigy.** My deeds in the fields of magic are moving me up in rank fast. Guildmates are amazed by my talents, and the Master Wizard of the local chapter is watching my progress. |
| 4 | **Apprentice.** I may not be the talk of the town when it comes to talent, but I am in good relationship with one of the chapter's more experienced mages. They got me under their wing as their apprentice, and the two of us are keeping to ourselves, steadily discovering the ever present mysteries of the universe. |
| 5 | **Populist.** I am on great terms with the folks in town and have connections to almost every important person outside the guild. |
| 6 | **Unassuming.** I simply do my job. Intentionally or not, but I am an average performer of the guild, so I am treated as nothing special, both inside and outside the guild hall. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Power-hungry.** I cannot sate my lust for power, grabbing every opportunity I have to further my goals, be they magical or social. |
| 2 | **Addicted.** I have grown to abuse a certain alchemical compound that is present within the guild halls. I am doing my best to sate my thirst quietly, but it can be long, harrowing weeks until a new batch comes in. |
| 3 | **Detached.** I cannot bring myself towards building any meaningful fellowships in my life, for I see no benefit in it. |
| 4 | **Arrogant.** I consider myself worthy of the best teachings and magical artifacts, often bragging about my knowledge and influence. It often comes to a point when I become gravely unselfaware of my real place in the society. |
| 5 | **Cowardly.** Certain things around me seem like way too much to take. Whenever I face a daunting task, I tend to back away and let others do the work for me. |
| 6 | **Depressed.** I am unable to find any joys in my life, being incredibly passive and pessimistic about questions of life and the world around me. My inner strength is a fickle thing indeed, and I struggle to make any difference in the world. |

### Thieves Guild

The hero is a member of the secretive Thieves Guild. Their trade is that of a crime regulator, protecting their chums and punishing the clumsy and greedy. The kings depend on them to keep amateurs out of business and cracking the whip behind the big city economy, making it flow. They are, in a certain way, the Empire’s watch dogs.

*Character increases their Subterfuge skill rank by one.*

#### Equipment

The hero receives 500 drakes, 3 Potions of Rejuvenate, 5 sets of Thief Tools, a Hempen Rope, 3 Torches, a set of Partial Leather armor, a Small Mirror, a Steel Dagger, an Oil Flask, a Small Backpack (10 ENC), and two of the following: a Climber’s Kit, a Wood Shortbow with a quiver of 30 Iron arrows, a stolen bottle of Cyrodiilic Brandy (100 drakes, 1 ENC), a bag of 20 Caltrops, a set of loaded Dice, a set of tools for Delicate Craft, or a stolen Fine Necklace (600 drakes, EL 500).

The hero also has a well-hidden stash that only they are aware of. The location is determined by the player. At the start of the game, the hero may move any of their possessions to that stash.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Elusive.** I rarely stay in one place for long, and my thoughts and motives are difficult to read. One could even say that I may be running from myself. |
| 2 | **Cutpurse.** I nick purses in city markets, quick hands emptying pockets before anyone notices. Been at it long enough—guards don’t catch me, and the coin keeps me fed. |
| 3 | **Smooth talker.** I talk my way out of trouble in taverns, convincing guards I’m harmless or haggling loot with a straight face. Words are cheap, and I’ve got plenty to spare. |
| 4 | **Outgoing**. I am the heart and soul of the local guild branch and do my best to keep the spirits high, be it through telling jokes, buying drinks, or pep talk. |
| 5 | **Swift.** I leg it through city alleys or dirty sewers, faster than the clods chasing me. Running’s kept me breathing—law’s too slow to pin me down. |
| 6 | **Wise.** I’ve dodged enough guild backstabs to know who’s lying or where the trap’s hid. Keeps me alive in this mess of thieves, smarter than the rest. |
| 7 | **Adventurous.** I poke around old tombs and rich vaults, wherever I can, chasing the next haul. Risk’s worth it—sitting still gets you nothing but dust. |
| 8 | **Competitive.** I beat guild mates to the best scores, nabbing fat purses or cracking safes first. Ain’t about friendship—it’s proving I’m better. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Agent.** I snoop in courts and caravans, picking up talk of gold or soft targets for the guild. They don’t know me, but I keep the jobs coming.*Increase your Stealth or Persuade skill rank by one and add the [Shadowing] or [Charm] specialization.* |
| 2 | **Fence.** I shift stolen stuff to buyers, no questions asked. Know the black markets like my own hands; turn junk into coin.*Increase your Commerce skill rank by one and add the [Fencing] specialization.* |
| 3 | **Rogue.** I pick locks, swing a blade, sneak about—whatever gets the job done. Rules? Hah, I make my own.*Increase your Evade or Athletics skill rank by one and add the [Strongarming] specialization to Athletics.* |
| 4 | **Nightblade.** I use shadows and a bit of magic—illusions, mostly—to get in and out of places like abandoned strongholds. Quiet feet, loud results when I need ‘em.*Increase your Illusion, Mysticism, or Alteration skill rank by one.* |
| 5 | **Acrobat.** I climb roofs or hop gaps others won’t, easy as walking. High places don’t scare me—they’re where the good stuff hides. *Increase your Evade or Acrobatics skill rank by one and add the [Jumping] specialization to Acrobatics.* |
| 6 | **Smuggler.** I haul contraband through trails or roads least travelled, past patrols who don’t see me. Moon sugar, Dwemer bits—whatever pays, I move it.*Increase your Deceive skill rank by one and add the [Smuggling] specialization.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Criminal history.** Guards curse my name—caught me thieving more than once, but never held me. Guild likes the tales; I just like the work. |
| 2 | **Snitch.** Word is I squealed to the watch, sold out to save my neck. Might be lies, but guild folk glare at me now—trust’s gone. |
| 3 | **Briber.** I slip coin to guards or nobles, keeps ‘em quiet. Costs me plenty, and there’s always some sod wanting my head for it. |
| 4 | **Gentleman/Lady.** I mingle with fancy folk, nicking their shinies while they blabber. They think I’m posh; guild knows I’m a crook in nice threads. |
| 5 | **Trouble.** Every job I take goes bad—lost loot, mad marks, dead mates. Guild still uses me, but they groan when I show up. |
| 6 | **Nobody.** I lift stuff, and no one remembers my face. Suits me fine—can’t catch what you don’t know. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Shameful Affair.** I was foolish enough to fall in love with someone from the Fighters Guild or some other organization that could pose danger to the Thieves Guild. Even worse: the feeling is mutual! If this ever gets out, the Guild would throw me out or even kill me. |
| 2 | **Huge Debt**. I am indebted to a powerful organization - be it a cartel, another guild, or the authorities. Through my own fault or an ill-fated turn of events, I must pay my dues in an amount of 20 000 drakes. |
| 3 | **On the run.** I had crossed the road to the wrong people, and they put a bounty on my head. All I can do is keep running or fight back until my luck runs dry. |
| 4 | **Greedy.** I can rarely hold back when it comes to robbery. Whenever I get the chance, I would try stealing a particularly expensive trinket within sight. While not a compulsive thief, I nevertheless try to get what I covet. |
| 5 | **Cowardly.** Something had scared me to death in the past, and now I carry that anxiety deep in my heart. Whenever I encounter something that reminds me of it or indicates that it is nearby, my will starts cracking under pressure. |
| 6 | **Revenge.** Someone I used to trust did me dirty, and I cannot forgive their betrayal. Whenever something related to that traitor comes up, I can’t help but lose my temper, putting all my efforts into tracking down that scum. |

## Legionnaire

The hero serves the Empire as part of the Imperial Legion. They are loyal to their doctrine, always ready to go where duty would call them. While there are several subdivisions in the Legion, they all share in the feeling of comradeship.

*Character increases their Combat Style skill rank by one and also adds Broadswords to their style on top of known equipment.*

#### Equipment

The hero receives 400 drakes, a set of Partial Steel Armor, a Steel Broadsword, 7 Rations (2 days each), an Oil Flask, Hempen Rope (2o m), a Waterskin (2 liters), a Bedroll, 5 Potions of Restore Health (SL 3), 3 Potions of Rejuvenate, and two of the following: 5 Steel Javelins or a Wood Crossbow/Arbalest with a Quiver of 30 Steel Bolts, a map of the local province with all the significant sights marked, a Spyglass, a Steel Shield or a Steel Tower Shield, 5 Potions of Replenishment (SL 2), a set of Cooking Tools, a Quill and Ink with 5 blank Scrolls, a set of Repair Tools (3 ENC, 40 drakes) with a Whetstone.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Hardened.** I’ve marched through Skyrim blizzards and Black Marsh muck, seen mates die, and kept going. Takes more than blood or cold to break me now. |
| 2 | **Outgoing**. I am the heart and soul of the squad and do my best to keep the spirits high, be it through telling jokes, buying drinks, or pep talk. |
| 3 | **Competitive.** I drill harder, swing swords faster, just to outdo the recruits in the barracks. Legion’s no place for second best—gotta prove I’m top. |
| 4 | **Thorough.** I check every corner, every order, like when we swept bandit dens in the wild. Sloppy work gets you dead; I don’t miss a thing. |
| 5 | **Brave.** I’ve faced down trolls in High Rock and Daedra in their ruins, never flinched. Fear’s a luxury I can’t afford in this outfit. |
| 6 | **Honourable.** I swore an oath to the Emperor, and I keep it—won’t stab a mate in the back or loot a corpse unwarranted. Legion’s my life; I do it right. |
| 7 | **Practical.** I pack light, mend my own gear, learned that while slogging through Cyrodiil’s mud. Fancy plans don’t win wars—hard work and steel do. |
| 8 | **Grim.** I’ve buried too many lads in provinces’ soil, and it’s left me dour. Laugh if you want—surviving’s no jest to me. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Phalanx.** I lock shields with the lads, holding the line against Orc charges or Nord axes in tight ranks. Been at it since my first posting—keeps us alive.*Increase your Athletics skill rank by one and add the [Marching] specialization.* |
| 2 | **Quester.** I’m sent out solo or with a squad, rooting out rebels or fetching relics from old forts. Orders say go, so I go, no fuss. *Increase your Investigate skill rank by one and add the [Questioning] specialization.* |
| 3 | **Auxiliary.** I signed on from the provinces, performing healer’s duty for the Legion. Not pure Imperial, but I bleed for it all the same. *Increase your Medicine or Restoration skill rank by one and add the [Healing] specialization.* |
| 4 | **Navy.** I man the decks off Anvil or Topal Bay, boarding pirate hulks or dodging storms. Sea’s rough, but I’ve got my sea legs and a blade.*Increase your Navigate and Profession [Seamanship] skill ranks by one.* |
| 5 | **Quartermaster.** I keep the gear flowing—boots, swords, rations—for camps from Cheydinhal to Leyawiin. Soldiers fight; I make sure they’ve got the means.*Increase your Profession [Cooking] and Logic [Human Resources] skill ranks by one.* |
| 6 | **Lieutenant.** I bark orders, lead patrols through woods or outskirts, keep the rank and file sharp. Been promoted for not dying yet—plan to keep it that way. *Increase your Command skill rank by one and add the [Field Commander] specialization.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Veteran.** A recent war or other conflict gave me an experience rarely seen among my peers. My superiors treat me like one of their own. |
| 2 | **Survivor.** I’m bearing some scars on me. I barely escaped with my life from that fight, but, by the will of the Nine, I kept my entrails. Still, to this day folks tend to cut me some slack when it comes to my condition, even though I am fully able-bodied. Sometimes they can be too gentle and lenient with me. |
| 3 | **War Criminal.** Enemies of the Empire shudder when they hear my name. Where I work, people know me as one of the fiercest soldiers. I may not have a flawless service record, but the legate knows where to unleash me should he want to put pressure on the enemies*.* As a result, there are people from other provinces that fear and hate me. |
| 4 | **Populist.** I am on great terms with the folks in towns and villages and have connections to almost every important person in the region outside the army. |
| 5 | **Unassuming.**  I simply do my job. Intentionally or not, but I am an average performer of my subdivision, so I am treated as nothing special. |
| 6 | **Penalized.** I had messed up big time in one of my last assignments. People died, and my squad suffered heavy losses because of my blunder. People are looking down on me, and now I am on the brink of getting expelled. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Unfair Commander.** My superior is utilizing his authority unjustly, but I cannot bring the bastard down. I would jump at any opportunity to make sure my commander is stripped of his rank. |
| 2 | **Rigged.** I cannot turn down an opportunity to earn some gold, even if I earn it through bribes and offers from undesirables to look the other way. |
| 3 | **The one that got away.** I had almost gotten my hands on a criminal who should have been put down. Whenever I get a clue towards finding that scum, I would drop all my duties in order to pursue them. |
| 4 | **Homesick.** My homeland is of great importance to me. Whenever something would threaten it, I would do anything to prevent that from happening. My heart aches whenever I reminisce about my lands. |
| 5 | **Power-hungry.** I do not shy away from an opportunity to exercise my power, so much so that I would oppress those trying to oppose me, unable to handle any criticism. |
| 6 | **Feeble-minded.** I cannot say no when I should, and people take advantage of it. I always assume others know more about the situation than I do, so I rarely question what I am told, and it often comes back to bite me in the backside. |

## Imperial Cultist

The missionary arm of the great faiths, the Imperial Cult brings divine inspiration and consolation to the Empire's remote provinces.

Servant of the Eight and the One, the hero is a vessel of the divine will. Be they a pilgrim, an oracle, or a crusader, they devote their life to serving those in need and those too meek to defend themselves.

*Character increases their Restoration skill rank by one. Additionally, they may add any single Restoration Ritual (refer to* [*UESRPG Spellcraft 2*](https://docs.google.com/document/d/1vi31LfvQaMfcRbBXEU19vBXK8QUqgQwSRey-99NPFj0/edit?usp=sharing)*)*

#### Equipment

The hero receives 300 drakes, a single non-enchanted symbol of one of the Nine Divines, a set of Common Robes, a Silver Mace or Shortsword, a Pouch (holds 5 ENC), a wrapped Incense for performing any single commonly known ritual dedicated to the Nine, 3 SL 4 Potions of Restore Health, 2 potions of Cure Common Disease, and two of the following: a bottle of Cyrodiilic Brandy (100 drakes), a set of Partial Steel Armor, 6 Uncommon Restoration ingredients, a Wood Quarterstaff with SL 2 Heal Ally Enchantment, a book with lore on either of the Nine (50 drakes), or 5 Candles and a Chalk.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Devoted.** I serve the Nine with fervor and devotion. I believe the Divines and know that my life follows their plan, which cannot be wrong. |
| 2 | **Adventurous.** I roam Tamriel, from Skyrim’s peaks to Elsweyr’s sands, spreading the Nine’s word wherever I’m sent. Danger’s part of it—keeps the faith sharp. |
| 3 | **Patient.** I wait out heathens in Morrowind or stubborn Nords, knowing they’ll see the Divines’ light eventually. Rushing’s no good; time does the work. |
| 4 | **Adaptable.** I’ve preached in Cyrodiil chapels and Argonian swamps alike, bending to whatever the locals need. The Nine guide me—I just fit the pieces. |
| 5 | **Persistent.** I keep at it, hammering faith into skeptics or digging relics from ruins, no matter how long it takes. Giving up ain’t in me. |
| 6 | **Caring.** I mend wounds and hand out bread in slums, ‘cause the Nine say to look after folk. Can’t save souls if they’re starving. |
| 7 | **Disciplined.** I pray at dawn, train with a blade, keep my vows—slacked off once and nearly lost my way. Routine’s what holds me together. |
| 8 | **Blunt.** I tell it straight—call a heretic a heretic, no sugar on it. Beating around bushes wastes everyone’s time. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Crusader.** I fight for the Nine, smiting Daedra worshippers in Daedric ruins or bandits in the Colovian hills. Blade’s heavy, but it’s righteous work. *Increase your Combat Style or Destruction skill rank by one and receive one additional Steel weapon with Runed or Focus trait.* |
| 2 | **Pilgrim.** I trek to shrines across Tamriel—Anvil to Winterhold—praying and hauling offerings for the faithful. Feet ache, but the Divines keep me moving.*Increase your Persuade skill rank by one and add the [Preaching] specialization.* |
| 3 | **Lay** **Healer.** I patch up the sick or wounded soldiers, using herbs and a touch of magic from Akatosh and Mara. Ain’t a priest, but I do my part.*Increase your Profession [Medicine] skill rank by one and add the [Disease Curing] specialization.* |
| 4 | **Monk.** I live sparsely, meditate in the cold, train my fists to defend the chapel. Quiet suits me—lets me hear the Nine clearer. *Increase your Athletics, Acrobatics, or Evade skill rank by one. Add a Steel Cestus to your inventory.* |
| 5 | **Witchhunter.** I track down mages and cultists in Valenwood or Morrowind, sniffing out their filthy spells. Bow’s my tool; faith’s my shield.*Increase your Conjuration or Mysticism skill rank by one. Add the Sunder Binding spell to the list of known spells (Level 1 or 2).* |
| 6 | **Apothecary.** I brew potion, mixing cures or holy salves for the Cult’s needs. Keeps the coin coming and the faithful hale. *Increase your Alchemy skill rank by one and add the [Restoration] specialization.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Missionary.** I’m known for dragging the Nine’s word to savage corners like Black Marsh, converting who I can. Folk respect it—or hate me for it. |
| 2 | **Layman.** I’m just a regular sod serving the Cult, no fancy titles, helping out in city pews. Simple’s fine; I don’t need the spotlight. |
| 3 | **Disciple.** I’ve earned a name following the priests’ orders, tending shrines in cities and villages with steady hands. They say I’m devout—suits me. |
| 4 | **Oracle.** I see things—visions from the divines, they reckon—guiding the local Cult Chapter. Don’t ask me how; I just speak what comes. |
| 5 | **Invidious.** I stir trouble, they say, pushing the Cult’s ways too hard in foreign lands or picking fights with doubters. Can’t help it—truth’s worth it. |
| 6 | **Champion.** I’ve stood for the Nine, beat back heretics in foreign lands or led prayers that held folks together. Cult calls me a hero; I just do the job. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Abusive.** I’ve got a mean streak—snap at folk, shove ‘em around when my temper flares. Faith keeps me in line, but it’s a fight I don’t always win. |
| 2 | **Oathsworn.** I’m chained to a vow I made, some promise to the Nine that eats at me every day. Can’t break it, even when it drags me into the muck. |
| 3 | **Cowardly.** I freeze up when blades come out – heart pounding while I’d rather pray than swing. Cult expects better, but I’m shaky inside. |
| 4 | **Delusional.** I see things that ain’t there, hear the Divines whispering nonsense, and half-believe it’s real. Mind’s a tangle, and it’s getting worse. |
| 5 | **Heretical.** I’ve got dark thoughts creeping — Daedra calling, tempting me off the Nine’s path. Hate myself for it, but the whispers don’t stop. |
| 6 | **Rigged.** I cannot turn down an opportunity to earn some gold, even if I earn it through bribes and offers from undesirables to look the other way. |

## Commoner

Common folk comprise most of the inhabitants of Tamriel. While not as distinct as people of more heroic trades, commoners are still widely considered the salt of the earth. By doing their job, they are the people that keep the Empire’s economy flowing.

*Character increases the rank of any skill by one (except Combat Style, Evade, and any Magic-related skill). Additionally, affluent and prosperous people tend to be favored targets of the local bandits and thieves. As such, this background encourages the GM to assault characters with this background by pitting various criminals against them.*

#### Equipment

The hero receives 1000 drakes, a set of Common Clothes, a set for any Simple Craft, and a Sack (holds 30 ENC, requires 1 hand to be carried).

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Thorough.** I check every detail, whether it’s mending a plow or counting coppers—sloppy work’s for fools. Takes time, but I don’t half-do nothing. |
| 2 | **Competitive.** I push to outdo the other sods in the market, selling better wares or swinging a pick harder. Ain’t about friends—just being the best around. |
| 3 | **Stubborn.** I dig my heels in, won’t budge once I’ve set my mind—like keeping my stall in Bruma no matter the snow. Folk call it thickheaded; I call it grit. |
| 4 | **Cunning.** I’ve got a sharp head, outsmarting traders in Daggerfall or dodging taxmen with a sly trick. Keeps me afloat when honest work don’t. |
| 5 | **Trusty.** I’m the one folk lean on—always deliver, never snitch, steady as stone. Word’s good, and that’s worth something. |
| 6 | **Adventurous.** I itch to see more than this mudhole, maybe trek to Skyrim or sail past Anvil for a bit of thrill. Staying put gnaws at me. |
| 7 | **Caring.** I look out for my own—patch up a neighbor’s kid or share stew when times are lean. Can’t sleep right if they’re hurting. |
| 8 | **Practical.** I keep it simple—fix my own boots, grow my own grub, learned it slogging through fields. No use for fancy nonsense. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Miner.** I swing a pick in Red Mountain’s ash or Skyrim’s deep holes, hauling ore ‘til my back screams. Dirty work, but it pays the pot. *Increase your Profession [Mining] and Athletics skill ranks by one. Add a Pickaxe and a Small Cart (costs 60 drakes, holds 50 ENC worth of cargo) to your inventory.* |
| 2 | **Blacksmith.** I hammer steel, shaping blades and nails alike. Sweat’s honest, and the coin’s solid.*Increase your Profession [Smithing] and Lore [Metals and Ores] skill ranks by one. Add 10 portions of repair materials for your equipment (Leather/Fur/Steel), a Smithy with a Cabin, and 5 units of Repair Tools (3 ENC and 40 drakes each).* |
| 3 | **Pawnbroker.** I buy and sell junk, turning folks’ trash into my bread—rings, pots, whatever they pawn. Sharp eye keeps me eating.*Increase your Commerce and Persuade skill ranks by one. Roll three times on the Goods chart listed below and add results to your inventory. You may also choose to own an Apartment (1000 drakes)* ***OR*** *add a Wagon (250 drakes) with a Draft Horse (600 drakes) and 2 Guards (10 drakes per day).* |
| 4 | **Publican.** I run a tavern, slinging mead and renting beds to drunks and wanderers. Loud nights, but the septims stack up. *Increase your Commerce [Finances] and Command [Supervising] skill ranks by one. Add an Inn to your Property and place it any place in the region where you live (costs 5000 drakes); you may also add 2 Servants (7 drakes per day) to that Inn.* |
| 5 | **Farmer.** I till dirt, growing wheat or tending cattle — sunup to sundown. Hard graft, but it’s food on my table.*Increase your Profession [Farming] and Lore [Housekeeping] skill ranks by one. Add a Cottage (1000 drakes) with a 10x10 meters veg patch OR a fenced area with 5 Sheep (150 drakes per one) and 1 Cow (500 drakes) anywhere in the region outside the cities to your Property.* |
| 6 | **Shipmaster.** I steer boats off Stros M’Kai or Topal Bay, hauling cargo or fishing ‘til the hull’s full. Sea’s rough, but I know her ways.*Increase your Profession [Seamanship] and Navigate [Sailing] skill ranks by one. Add a Sailboat (500 drakes) to the list of your own transport.* |

| **d4** | **Goods** |
| --- | --- |
| 1 | A d10+3 number of potions of 1d4+2 level |
| 2 | A piece of Weapon or Armor of 1d4+2 level material (refer to Melee Weapon Materials in[UESRPG Guide to Loot](https://docs.google.com/document/d/1YBOl-_abotn-TcLkdQYIwpxEtHacHwdp8-Ye0ByxfZk/edit?usp=sharing)) |
| 3 | An enchanted piece of clothing/jewelry of 1d4+1 Quality; use the [General New Items section](https://docs.google.com/document/d/1YBOl-_abotn-TcLkdQYIwpxEtHacHwdp8-Ye0ByxfZk/edit?usp=sharing) to determine the item. |
| 4 | An ancient local artifact worth d10\*25 drakes |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Popular Business.** My business pulls a crowd—good ale or sturdy shovels, folk keep coming back. Keeps me busy, and the purse heavy. |
| 2 | **Poor Service.** I get grumbles — ale’s flat or goods are late, they say. Can’t please every sod, but it stings the trade. |
| 3 | **Fellow Sponsor.** I chip in for local doings—fests in a city or a shrine fix—makes me one of the good ones. Folk nod my way, and that’s enough. |
| 4 | **Criminal History.** I’ve got a past—nicked wares, got caught once, still whispers about it. Paid my time, but eyes linger. |
| 5 | **Big Competition.** Some flashy git is outshining me, drawing my regulars with cheaper rates. Gnaws at me, but I’ll scrape by. |
| 6 | **Harassed by Thugs.** I’ve got bruisers shaking me down for coin or breaking my stall. Tough to keep going with their boots on my neck. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Rigged.** I’ve got a nasty habit of cheating scales or dice, can’t help skewing the odds. Keeps me ahead, ‘til someone catches on. |
| 2 | **Huge Debt.** I owe big—septims to a lender — and it’s crushing me every day. Work’s all for them now, not me. |
| 3 | **Feeble-minded.** I muddle numbers, forget names, takes me twice as long to sort my stall. Head’s not what it was—makes life hard. |
| 4 | **Aloof.** I keep folk at arm’s length, don’t chat or join in, even in friendly Chorrol. Lonesome, sure, but I like my quiet. |
| 5 | **Cowardly.** I shake when trouble brews—like a brawl in the tavern—rather hide than stand up. Hate it, but my spine’s gone soft. |
| 6 | **Skinflint.** I clutch every copper, won’t spend a bit extra, not even for a mate. Stingy’s what they call me—suits me fine. |

## Derelict

Low-lifes. Scum. The marginalized. There are many names for the likes of you, and yet you are unseen by society. Or rather, society refuses to perceive you. Derelicts are unwanted in civilized circles, and wherever they go, they are met with pity, disdain, or even aggression.

*Character increases their Survival skill rank by one. Gain the* ***Social Stigma (Derelict)*** *character trait. Interacting with people who despise the marginalized imposes -10 to all Social rolls.*

#### Equipment

The hero receives a Survival Kit, a Whetstone, a Damaged (1) non-exotic Iron Weapon, Common Clothes, a glass Bottle, a Blanket, a Sack (30 ENC, requires one hand to be carried), a Shovel, and two of the following: a Cooking Kit, a Woodcutter Axe (iron), a Set of loaded Dice, an uncut Gemstone (40 drakes), a Tent, a set of Thief Tools. *Whatever remaining drakes this character would have had otherwise are replaced with 50 drakes instead.*

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Practical.** I make do with what I’ve got—patch my rags or cook rats over a fire. No point crying over what’s gone. |
| 2 | **Bold.** I’ll stare down a guard or nick bread from a stall, no hesitation. Takes guts to live like this—got plenty. |
| 3 | **Hardened.** I’ve slept in mountain snow and eaten scraps in the sewers, tougher for it now. Life’s kicked me enough—I don’t break. |
| 4 | **Grim.** I’ve seen mates rot in alleys or get nabbed by the watch, and it’s soured me proper. Smiles don’t come easy anymore. |
| 5 | **Reckless.** I’ll jump a fence or fight a drunk for coin, never mind the risk. Thinking’s for folk with full bellies. |
| 6 | **Wary.** I watch every shadow, learned the hard way folk’ll stab you for a crust. Trust’s a luxury I can’t buy. |
| 7 | **Swift.** I dart through city streets or dodge a blade, quick as a skeever. Speed’s what keeps me free—slow’s a death sentence. |
| 8 | **Elusive.** I slip out of sight, vanish when the law or worse comes sniffing. Ain’t nobody pins me down easy. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Necromancer.** I am living on the fringes because I desecrate the dead. For one reason or another, I am using necromancy to further my goals, steering clear of any big cities and keeping to my lair. *Increase your Necromancy skill rank by one and add the [Rituals] specialization. Also, add raw materials and embalming tools worth two zombies or skeletons. Add “Rite of Undeath: Zombie” or “Rite of Undeath: Skeleton” to the list of your known rites.* |
| 2 | **Pickpocket.** I lift purses in crowds, light fingers keeping me fed. Caught once—won’t happen again.*Increase your Subterfuge and Stealth skill ranks by one and add [Pickpocketing] and [Crowd Hiding] specializations respectively.* |
| 3 | **Beggar.** I grovel for coppers, cup out, voice hoarse. Humiliating, but it’s that or starve.*Increase your Persuade skill rank by one and add the [Beggary] specialization. Additionally, you receive the Blessing of Zenithar [+1 to LP maximum] that is lost if you decide to resort to crime and wrongdoing.* |
| 4 | **Outlaw.** I rob travelers on roads, knife out, living job to job. Law wants me dead—I say come try. *Increase your Combat Style and Deceive skill ranks by one and add the [Impersonation] specialization to Deceive.* |
| 5 | **Hedge Mage.** I scratch out spells in caves, bits of magic I picked up somewhere. Ain’t proper, but it lights fires or fries foes. *Increase your Alchemy skill rank and any single magic school skill rank by one and add the [Spellmaking] specialization to the latter. You immediately gain two unconventional spells for the learned school.* |
| 6 | **Slave.** I broke chains in Morrowind, ran ‘til my feet bled, hiding from trackers. Free now, but still jump at every shout. *Increase your Athletics and Evade skill ranks by one and add the [Lifting and Carrying] specialization to Athletics.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Trouble.** I stir up fights or botch jobs, always leaving a mess behind. Folk groan when they see me coming. |
| 2 | **Pitiful.** I’m a sorry sight — rags, limp, begging—folk toss coins out of pity. Hate their looks, but I take the gold. |
| 3 | **Street-known.** I’m a face in city gutters, known to every drunk and thief around. Gets me a nod, maybe a crust, now and then. |
| 4 | **Criminal history.** I’ve got a record—nicked goods, did time, still hear the whispers. Past sticks to me like mud. |
| 5 | **Snitch.** They say I squealed on a mate to dodge the noose—might be true. No one trusts me now, and I sleep light. |
| 6 | **Nobody.** I’m a ghost in city alleys, no name, no mark, just another wretch. Fine by me—keeps the trouble off. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Huge Debt**. I owe a pile of septims to some bastard, and it’s choking me daily. Every coin I scrape goes to them, not me. I must pay my dues in an amount of 20 000 drakes. |
| 2 | **Grudge**. I’ve got a hate burning for some sod who crossed me—won’t rest ‘til I settle it. Eats at me, keeps me sour. |
| 3 | **Addicted.** I’m hooked on skooma or cheap wine, shaking for it in the backstreets. Ruins me, but I can’t quit. |
| 4 | **Violent.** I lash out—punch a beggar or knife a loudmouth—rage I can’t leash. Gets me trouble, but it feels good. |
| 5 | **Cowardly.** I bolt when things get ugly—like a fight in the tavern—legs trembling every time. Hate myself, but I still run. |
| 6 | **Greedy.** I hoard every scrap, won’t share a bite, even if out in the cold. More’s never enough—keeps me clawing. |

## Vagabond

Vagabonds are people whose trade is tied to traveling, surviving on their own and rarely stopping at any single place for long. While they are not considered low-lifes, not all folks welcome Vagabonds with open arms, often being wary of strangers from other provinces. They usually work as short-term people for hire.

*Character increases their Navigate skill rank by one and also adds one Common language to the list of known languages.*

#### Equipment

The hero receives 300 drakes, Traveler’s Clothes, a non-exotic Steel Weapon, 5 Potions of Healing (Level 2), 1 Potion of Cure Common Disease, 10 Rations, a Hempen Rope (20 meters), a Tent, a Bedroll, a Survival Kit, a Large Backpack (holds 20 ENC), and three of the following: a Wood Shortbow/Longbow with a Quiver of 30 Iron Arrows, a set of Full Fur/Leather Armor, a Wood Quarterstaff, a 3-meter Pole, a Crowbar, a Whetstone, a Hunting Trap (Small Cage or Large Jaws), an Oil Flask, 1d4 uncut Gemstones, or a Flute/Drum.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Born on the Road.** I came into this world on a cart rattling through provinces, never stayed put since. Roots are for trees—I keep moving. |
| 2 | **Hardened.** I’ve trudged through Skyrim blizzards and Hammerfell dunes, skin thick from it all. Life’s a hard sod—I’m harder. |
| 3 | **Open-Minded.** I’ve bunked with Khajiit in Elsweyr, ate with Orcs in Orsinium—don’t care who you are if you’re decent. Seen too much to judge quick. |
| 4 | **Wise.** I’ve picked up tricks and tales from Cyrodiil camps to Morrowind wastes, learned what keeps a body alive. Folk call it wisdom; I call it not dying. |
| 5 | **Weird.** I talk to birds or sleep under stars in weird spots—folk stare, but it’s my way. Normal’s boring anyhow. |
| 6 | **Persistent.** I keep going, chasing game or a dry spot in the rain, no matter how bad it gets. Quitters don’t last out here. |
| 7 | **Adventurous.** I roam from Riften to Sentinel, itching for the next hill or ruin to poke at. Staying still’s a slow death. |
| 8 | **Self-Sufficient.** I skin my own kills, fix my boots, don’t need no one, anywhere. Been alone long enough—suits me. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Hunter.** I track deer in Falkreath or guar in Vvardenfell, bow steady, meat on my fire. Pays in food and hides—good enough. *Increase your Survival skill rank by one and add the [Tracking] specialization. Additionally, increase your Observe or Stealth skill rank by one.* |
| 2 | **Bagman.** I haul junk—pelts, pots—across Daggerfall trails, selling where I stop. Back’s sore, but the coin’s worth it. *Increase your Commerce and Observe skill rank by one. You may also add one Draft Horse (500 drakes) with 2 Bags (30 ENC).* |
| 3 | **Barbarian.** I swing an axe at any danger, living rough and loud. Civilized folk sneer—I don’t care. *Increase your Combat Style skill rank by one. You may also forfeit the additional Common Language and instead increase your Athletics skill rank by one.* |
| 4 | **Caravanner.** I drive wagons from Anvil to Leyawiin, guarding goods through mud and bandits. Wheels keep turning, so do I. *Increase your Ride and Animal Handling skill ranks by one. Additionally, you receive a Ride Horse (500 drakes).* |
| 5 | **Bard.** I strum a lute in Winterhold inns or sing in Bruma, scraping tips from drunks. Voice is far from sweet yet, but it fills my cup. *Increase your Persuade and Profession [Performance] skill ranks by one. Additionally, after character generation, you learn up to [Linguistics] songs that you may perform during a Short or Long Rest by rolling Performance. The list of songs is provided below.* |
| 6 | **Herbalist.** I pluck weeds from Colovian hills to Ascadian Isles, brew salves or poison—whatever sells. Plants keep me going when meat’s scarce. *Increase your Alchemy skill rank by one and add the [Gathering] specialization. Additionally, you receive an Alchemist Lab (Field).* |

#### Bard Songs

The songs provided below last until the characters' next Short Rest.

| ***#*** | ***Result*** |
| --- | --- |
| 1 | **Below the House.** *Characters gain Muffled (X) or Chameleon (X), where X is Bard’s Performance Skill Bonus.* |
| 2 | **To Arms!** *Characters gain additional (Bard’s Performance DoS) that they can use to add to their Combat Style tests.* |
| 3 | **Sweet Nothings.** *The current Short Rest allows characters to restore up to (Bard’s Performance DoS divided by two) Health or Stamina Points.* |
| 4 | **Close your Eyes and Listen.** *Characters receive Power Well or increase their Observe tests relying on awareness by (Bard’s Performance Skill Bonus).* |
| 5 | **Midyear’s Running Wild.** *Characters receive Resist Normal Weapons (X), where X is Bard’s Performance Skill Rank.* |
| 6 | **Spice of Life.** *Characters gain rerolls in the amount of (Bard’s Performance Skill Rank) that they may spend on any skill check. This song costs as two songs.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Untrustworthy.** I’ve skipped out on deals, left folk cursing my name. Don’t mean harm—just look out for me first. |
| 2 | **Criminal History.** I nicked a horse once, spent a week in chains—still talk of it. Old news, but it sticks. |
| 3 | **Populist.** I chat up farmers and drunks, they like my yarns and free rounds. Gets me a bed, sometimes more. |
| 4 | **Nobody.** I drift through the lands, no one knows me, no one cares. Fine by me—less hassle that way. |
| 5 | **Favored in a Province.** I’ve got mates in a certain province — always a warm spot for me there. Rest of Tamriel can sod off. |
| 6 | **Scapegoat.** I get blamed for every busted cart or missing sack, easy target. Annoys me, but I’m used to it. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Lonely.** I wander Tamriel’s roads, no one beside me, and it gnaws at my gut. Hate the quiet, but I don’t fit nowhere. |
| 2 | **Aloof.** I keep folk distant, don’t talk much in camps—rather watch than join. Close gets messy; I stay clear. |
| 3 | **Violent.** I snap too quick—cracked a sod’s jaw over nothing, temper’s a curse. Can’t stop it once it starts. |
| 4 | **Feeble-minded.** I forget where I parked my pack or mix up names—mind’s foggy. Slows me down, makes me mad. |
| 5 | **Running from oneself.** I keep moving, fleeing some dark bit of me—old shame maybe. Stop too long, and it catches up. |
| 6 | **Cowardly.** I scarper when blades flash — heart racing, legs gone weak. Hate it, but I can’t stand and fight. |

## Scholar

Scholars know a lot about the laws of Tamriel, its History, principles of how the world operates. Unlike members of the Mages Guild, Scholars are interested in the mundane affairs of this world instead of the immaterial.

*Character increases their Logic skill rank by one. Additionally, affluent and prosperous people tend to be favored targets of the local bandits and thieves. As such, this background encourages the GM to assault characters with this background by pitting various criminals against them.*

#### Equipment

The hero receives 1000 drakes, a set of Fine Clothes, a small Mirror, a case with a map of Tamriel, an Inkwell, a Quill, 5 candles, 5 scrolls, a blank book, a Pouch (holds 5 ENC), and one of the following: a Magnifying Glass, a set of tools for Delicate Craft, a Spyglass, a free Servant, or a Healer’s Kit.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Stuck-Up.** I reckon I’m smarter than most—spent years in Cyrodiil’s libraries, not grubbing in dirt like common folk. Don’t much care if they hate me for it. |
| 2 | **Refined.** I’ve got manners from High Rock courts, sip tea proper while reading tomes in Wayrest. Ain’t about showing off—just how I am. |
| 3 | **Outgoing.** I chatter with anyone—mages, guards—about scrolls or stars, can’t shut up. Folk listen, or they don’t; I keep talking. |
| 4 | **Cautious**.I double-check every rune in the local ruins—rushed once, nearly got fried by a trap. Slow and alive beats quick and dead. |
| 5 | **Weird.** I mumble to books or sniff old bones—folk call it odd, but it’s my work. Normal’s for them what don’t think. |
| 6 | **Shy.** I stammer around strangers, rather hide with my notes than face ‘em. Crowds make my head spin. |
| 7 | **Clear-minded**. I cut through nonsense—see patterns in stars or old texts, sharp as a blade. Cluttered heads don’t solve nothing. |
| 8 | **Competitive.** I race other scholars to crack a cipher or dig up a relic first. Ain’t just learning—it’s winning. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Engineer.** I tinker with Dwemer gears, build contraptions that whir and clank. Breaks more than it works, but I’ll get it right. *Increase your Profession [Engineering] and Lore [Dwemer] skill ranks by one.* |
| 2 | **Naturalist.** I poke at plants and beasts, jotting notes on what bites or blooms. Mud’s worth it for what I learn. *Increase your Alchemy and Lore skill ranks by one and add a specialization related to animals, herbs, or climate of any single province.* |
| 3 | **Archeologist.** I dig through ancient ruins, brushing dirt off stones older than me. Past talks if you listen hard enough. *Increase your Athletics and Lore [Ancient Civilizations] skill ranks by one.* |
| 4 | **Physician.** I stitch wounds and brew cures, knowing bodies like a map. Folk live longer ‘cause of me—good enough. *Increase your Profession [Medicine] and Subterfuge skill ranks by one.* |
| 5 | **Bureaucrat.** I shuffle papers in a big city, filing taxes or guild writs ‘til my eyes ache. Dull, but it keeps order. *Increase your Profession [Bureaucracy] and Investigate skill ranks by one and add the [Text Deciphering] specialization to Investigate.* |
| 6 | **Astrologer.** I chart stars, reading fates or weather from their dance. Sky’s got answers if you squint right. *Increase your Profession [Astrology] and Mysticism skill ranks by one and add the [Detection] specialization to Mysticism.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Friends with the nobles.** I sip wine with lords, swap theories for their gold. Gets me in doors, but folk sneer. |
| 2 | **Maverick.** I dodge the usual rules—test mad ideas, damn what the guild says. Suits me, even if they grumble. |
| 3 | **Target of superstitions.** Folk whisper I’m cursed—blame me for storms or sick cows. Ignorant sods, but it sticks. |
| 4 | **Invidious**. I stir trouble, prod folk’s beliefs ‘til they hate me for it. Truth’s worth a few enemies. |
| 5 | **Unassuming.** I blend in, just another scribbler—nobody clocks me much. Quiet’s how I like it. |
| 6 | **Populist.** I teach kids to read or ramble to drunks about history—they like me for it. Keeps me grounded, I reckon. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Bigoted.** I sneer at Nord tales or Khajiit ways—reckon they’re beneath my learning in Balmora. Know it’s wrong, but it’s in me. |
| 2 | **Resentful.** I hold grudges—some sod got praise I deserved, and it festers. Can’t let it go, burns too deep. |
| 3 | **Depressed.** I slump, staring at books I can’t finish—everything’s grey lately. Mind’s heavy, and I don’t know why. |
| 4 | **Irritable.** I snap at folk—assistants, innkeeps— quick to rile over nothing. Patience is gone; don’t know where it went. |
| 5 | **Cowardly.** I balk when danger’s near—hid from bandits once, trembling. Brain’s sharp, but my gut’s weak. |
| 6 | **Aloof.** I keep to myself, don’t mingle—rather my scrolls than their noise. Lonesome, sure, but it’s safer. |

## Heathen

Faring slightly better than the Derelict, Heathens are worshipping the daedra or the old gods. They consist of heretics, savages, and other similar people living on the fringes of civilization. Unlike criminals and petty thieves, however, they have no trouble building villages and tribal communes where they live in peace, often sharing strong bonds together.

*Character increases their Mysticism and Lore [Occult] skill ranks by one. Gain* ***Social Stigma (Heathen)*** *character trait. All attempts to interact with people from big cities are made with the -10 penalty. The penalty is doubled if the character interacts with people who openly worship The Nine. Additionally, you may start the game worshipping any daedric prince (refer to* [*UESRPG Daedric Worship*](https://docs.google.com/document/d/1xu1_Qo5CF58KUvVMsD9K69nwONYTlDincsXxJEMS-QI/edit?usp=sharing)*for more information).*

#### Equipment

The hero receives 100 drakes, a set of Simple Clothes, a Wood Longbow with a Quiver of 30 Iron arrows, a set of Full Hide armor, a Cloak, a Survival Kit, 5 Torches, a Hunting Trap (Small Cage or Large Jaws), a small Backpack (holds 10 ENC), a Woodcutter Axe (Iron), a Waterskin, 10 Meat Rations (½ ENC each), a Whetstone, and two of the following: 1d4 offerings to the daedric prince of your choosing, 3 uncut Gemstones (40 drakes each), a Runed Chitin or Iron weapon, a Cooking Tools with a Pot, or a Healing Kit.

#### Distinction

| ***d8*** | ***Result*** |
| --- | --- |
| 1 | **Grim.** Living in the wilds made me determined, if sombre. I do not mix well with other people in our community. |
| 2 | **Outgoing.** I am the heart and soul of our community, always the first to tell jokes, always the first to cheer up those whose hearts are wounded. |
| 3 | **Blunt.** I don’t mince words and get straight to the point. I know the true value of sincerity, even if others cling onto words more than actions. |
| 4 | **Devoted.** I am eager to make my patron proud of me, following their code to the letter. |
| 5 | **Adventurous.** I roam wilds from Skyrim’s peaks to Valenwood’s deep, chasing old gods or lost shrines. Settling down ain’t for me—too much to see. |
| 6 | **Elusive.** I slip through shadows, dodging priests and guards who’d chain me. They don’t catch what they can’t find. |
| 7 | **Weird.** I dance under moons or chew strange roots—folk call me mad, but it’s my way. Their “normal” don’t fit me. |
| 8 | **Swift.** I run fast as a wolf through marshes, outpacing hunters or beasts on my trail. Speed’s kept me breathing this long. |

#### Trade

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Haruspex.** I divinate on the animals’ entrails, hearing our gods’ speaking through their lifeblood. I can see signs in the trees, skies, in the way wind brushes through the trunks and leaves.*Increase your Investigate and Profession [Medicine] skill ranks by one and add the [Divination] specialization to Investigate. Also, add the Rite of Sight to the list of known Rituals.* |
| 2 | **Daedric Champion.** My master granted me the great honor of battling in their name. Be it servants of the Nine or just regular imperialists, I would smite all who oppose my Prince. *Increase your Combat Style skill rank by one. Gain any single Boon from Hircine, Malacath, or Boethiah for free. Doing so makes you a sworn champion of said daedric prince. Write down your Daedric Favor after generating the character.* |
| 3 | **Chieftain.** I lead my village to glory, deciding the matters of provision, relationships with other villages and big cities. My people rely on me. *Increase your Command and Persuade skill ranks by one. All villagers in your local area give you +20 to attempts to persuade them into doing what you say.* |
| 4 | **Forager.** I gather herbs, berries, and occasionally pillage the dead that were unfortunate enough to die in our lands. There is almost no way anyone could possibly get lost when I’m around.*Increase your Observe skill rank by one and add the [Gathering] specialization. Additionally, increase your Survival or Navigate skill ranks by one.* |
| 5 | **Shaman.** I am the spirit caller, adept at the arcane arts. My magic is volatile, but people rely on my rituals to make our spiritual celebrations joyful and safe from any evil spirits.*Increase your Alteration skill ranks by one and add any one Ritual of the following: Rite of Motion, Rite of Warding, Rite of the Lurcher, or Rite of Briarheart (the last Ritual is available if you are a Reachman).* |
| 6 | **Herder.** I herd cattle and understand how the beasts work. I know when to punch them and when to reward them. The way they tick is all too natural to me.*Increase your Profession [Animal Handling] skill rank by one and add the [Herding] specialization. Add a herd of 5 sheep (150 drakes per one) and a trained Dog.* |

#### Reputation

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Overlooked.** Village folks pay me little attention. Aside from my trade, I have no social perks, but then again, people don’t blame me if anything here goes wrong. |
| 2 | **Boogeyman.** People from different villages and towns fear me. They tell stories to their kids that I would come and get them should they run away from home or not go to sleep on time. Flattering, really, even it makes it difficult for me to build meaningful connections out there. |
| 3 | **Wanted.** Due to some petty theft, or putting out a sod that a few too many people missed, I am now a wanted criminal. There is a bounty on my head, so it would be best for me to avoid big towns and lawmen. |
| 4 | **Disfavored.** I screwed up in my commune big time. I now have to redeem myself if I hope to stay in our village, unless I want to anger our daedra patron. |
| 5 | **Revered.** People look up to me, and I inspire them towards great things. The weight of such responsibility is akin to the weight of the honorary armor pressing down on my shoulders. It’s heavy, but it’s pleasant. |
| 6 | **Friends in big cities.** I am not against good company from the outside world. I appear more civilized than my brethren, so I’ve made friends in one big city in the province where I grew up. |

#### Bonds

| ***d6*** | ***Result*** |
| --- | --- |
| 1 | **Violent.** Sometimes I snap, even at my own folks, let alone strangers. I just wish to have everything in control and do it my way and my way only. |
| 2 | **Grudge.** Some sod had done me dirty, and I’ll do anything to have my revenge, be it a fellow villager or some big city schmuck. |
| 3 | **Oathsworn.** I swore an oath to my close one, my superior, or a Daedric Prince. I would do anything to fulfill it. |
| 4 | **Delusional.** My mind wanders off somewhere, and I can do very little about it. Sometimes I feel more comfortable in my own head than in the real world. Folks sneer at it, only proving my point. |
| 5 | **Homesick.** My heart aches every time I go far away from my home. Mind starts going weary, I can't focus on anything else beyond thoughts of my homeland. |
| 6 | **Feeble-minded.** I am quick to trust other people, and others tend to take advantage of it. I had quite a few times where I had been betrayed and made into a laughingstock, but I can't seem to learn. |

## Provincial Backgrounds

[author’s note: not sure if I should bloat the list with these, honestly, but the general idea was to include the noble, province-specific backgrounds here, which would include things like Noble background and such]

### Summerset

### Blackmarsh

### Valenwood

### High Rock

### Morrowind

### Cyrodiil

### Elsweyr

### Skyrim

### Orsinium/Fortresses

### Hammerfell