

Player Guide

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Game Setting

As viewed on the website, gameplay commences within the City of Alberon (12km x 10km). It has a population of 6,000. By no means a large city, medieval population densities from 50-200 people per km existed in the 14th century. The cap of 200 is based on medieval populations in France, which *may* have been over 175 people per square km.

Population Categories

Population	Settlement Size
20–80	Thorp
81–400	Hamlet
401–900	Village
901–2,000	Small town
2,001–5,000	Large town
5,001–12,000	Small city
12,001–25,000	Large city
25,001–	Metropolis

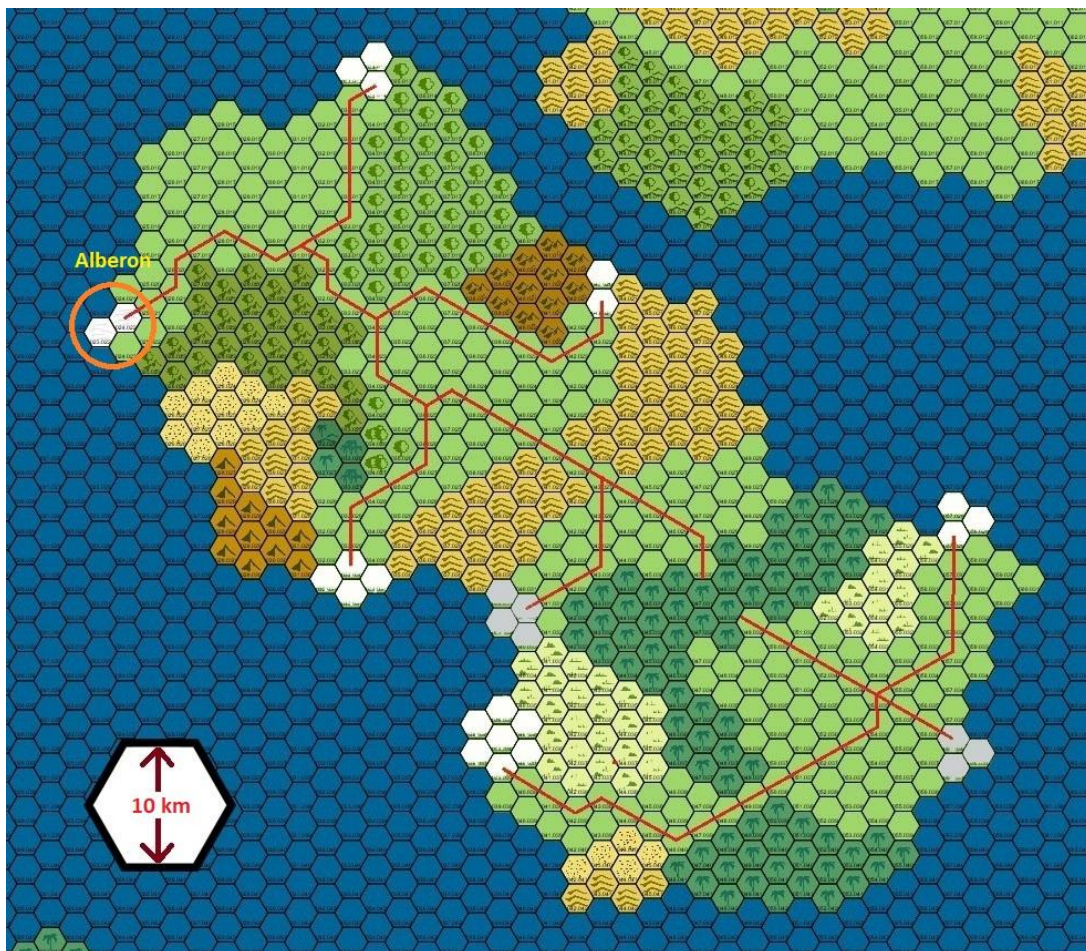
Faerûn

The game takes place in Faerûn within an area referred to as the Sword Coast. Having lived in the Archipelago of Alkara for the last 5 years (the red area to the west of the Lands of Intrigue), you know that you are far from any civilized area. Known for its gangs involved in petty crime, you have found yourself in the midst of it – in an attempt to earn a meagre living. Like your former patron, Hector Alvares, you have often lived by the proverb “A Fool and His Money Are Soon Parted.” The life of an adventurer has always had its risks, but it has also has its benefits.



Alkara

A group of 5 islands to the south of the Moonshae Isles, the Archipelago of Alkara has a large number of small walled cities, like that of Alberon, furthest to the west. The city of Alberon has always provided you with enough to put bread and butter on the table, but as of late, the city has hit hard times. Within the city, several businesses have shut down and you wonder when this trend is going to end. Having decided to part ways with your patron, you frequently meet with friends to discuss matters at the tavern in the centre of the city.



(Scale: each hex is 12km x 10km.)

Alberon

Hearing of your Patron's request for a meeting, you are intrigued and want to know more. Hinting that it will be a risky venture, he has told you that it involves going underground into an abandoned city 30km outside of Alberon. Referred to as Lorath, the entrance is located in the Forest of Mindenar, that very few venture into. He has suggested that you assemble "survival gear" and be prepared for situations with less light. "Dwarves, he said would be right at home, but not Elves." An Elf himself, he says Lorath is reputed to be full of peril.



As shown above, blue areas are living quarters within the city.

Living Quarters

As shown on the previous page, consider the living quarters to be like apartments. You will choose between 10 of them and pay rent to your landlord. All within distance of the centre of the city, you are well aware character is well aware of what surrounds each “apartment.” For more information, refer to the Accounts Page that is accessible via the Character Creation are. You might want to choose the one closest to the market. The tavern, on the other hand, is right across from two of them.

Location	Apartments	Adjacent to...	Rent per Month
West Side	5, 7, 10, 15	Inn, Magic Shop, Jail and Wharf Office (next to the port).	\$
Southeast	41, 42	Guard Room for the port, a Barrack, as well as a temple.	\$
South Side	53, 54	Blacksmith, Armourer, 2 Weaponsmiths and 2 closed businesses.	\$\$
Central Area	44, 45	Wine Seller, Tavern, Brewery, Equipment Store and Spice Merchant.	\$\$\$

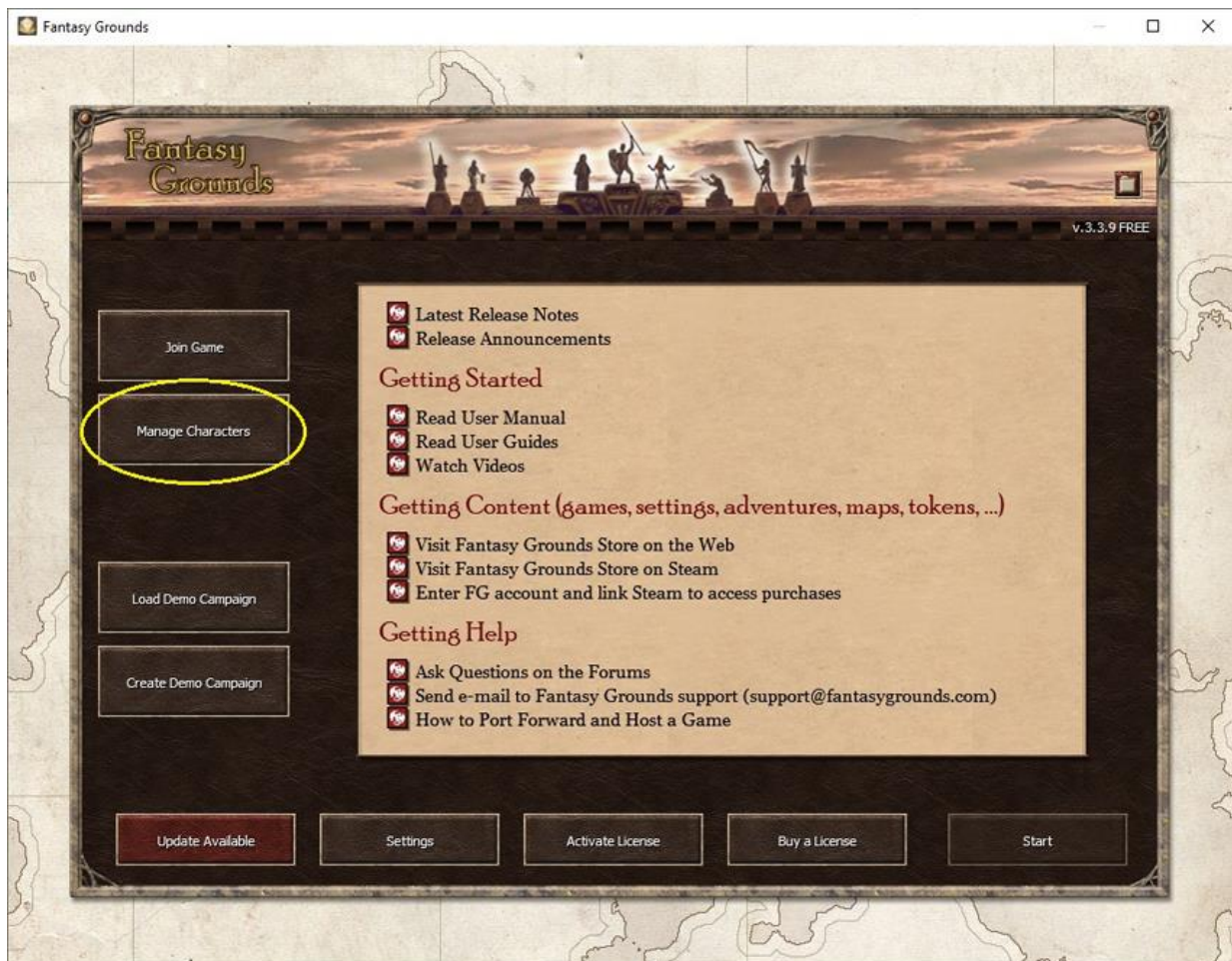
Your “Party” in Each Weekly Session

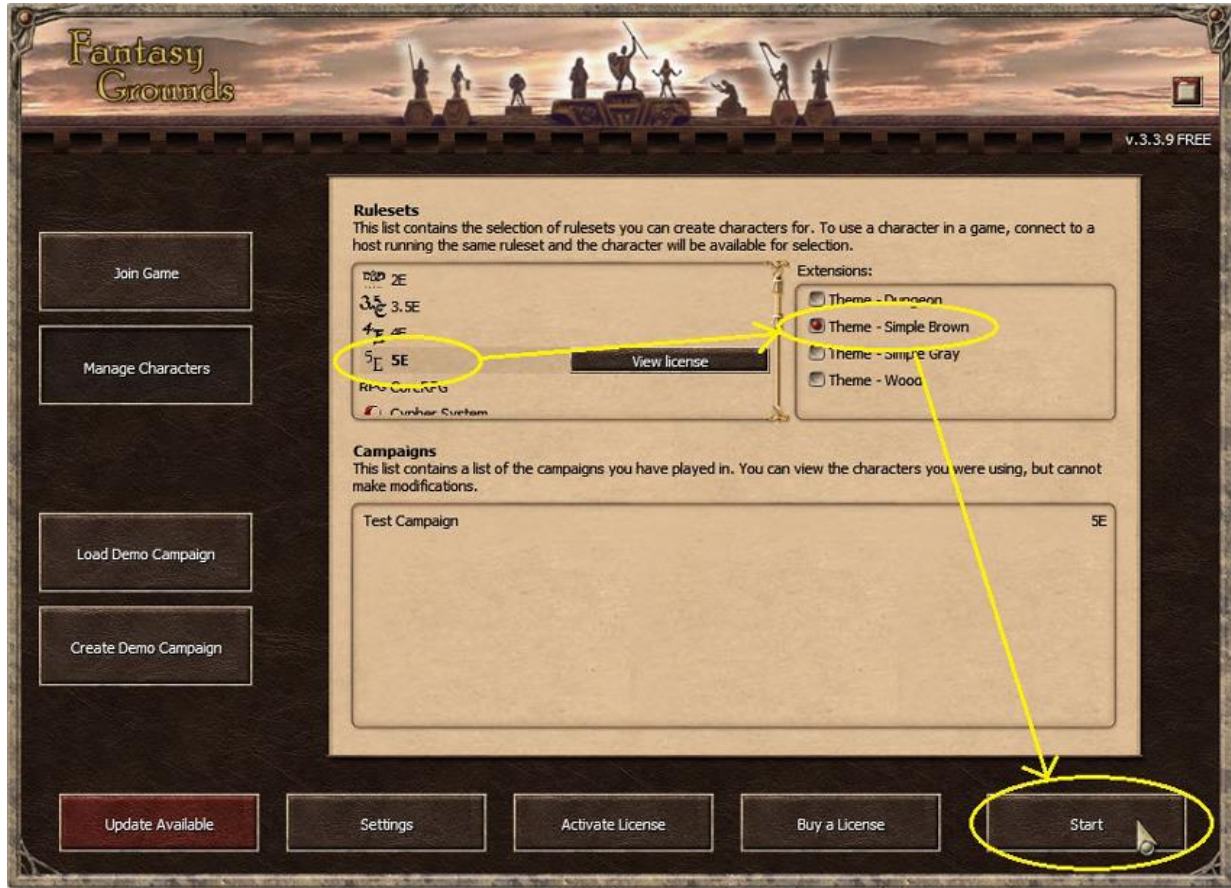
Once you register online, make use of the Messaging System to connect with other players for each respective session. I will post updates here for returning players who will start within Alberon and encounter the party wherever they are. As I will be making use of audio, the style of play will be slightly different from play offline. Each turn, there will be short audio references to what is taking place within the environment.

Audio will last no longer than 6-12 seconds at full volume and then dampen.
The exception is background audio that has been introduced beforehand.
It is used to pass information to the players and establish/reinforce the current atmosphere.
If players speak, it will be lowered -- i.e. low enough not to interfere with gameplay.

Character Creation

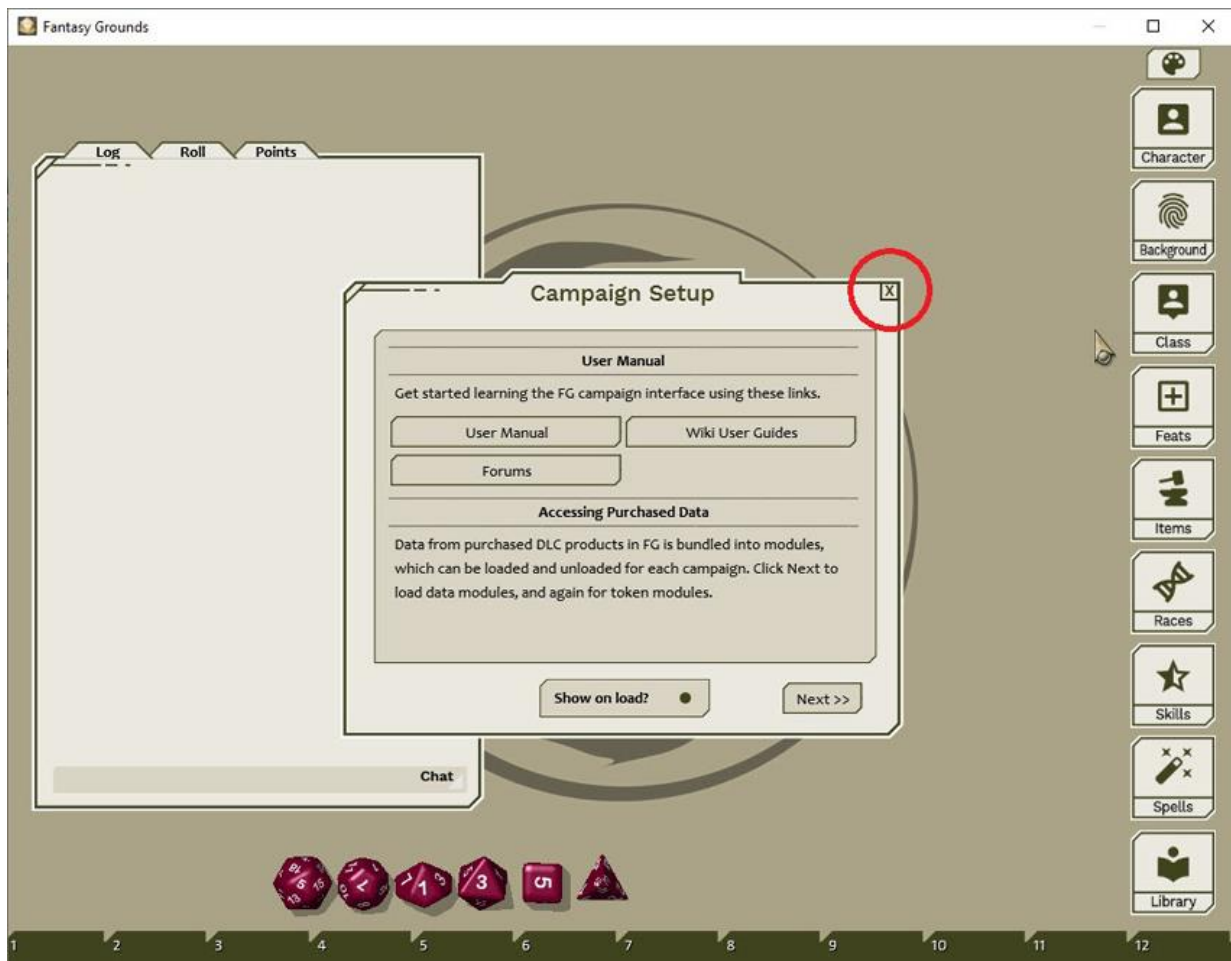
Fantasy Grounds contains features typical of many role-playing games, such as virtual dice rolling and NPC character sheets. All new characters will start at level 1. Once you're in Fantasy Grounds, click on "Manage Characters." On the next screen, you'll need to select "5E" and one of the options on the right side. After you have selected all the appropriate options, press "Start." If you have any questions, send me an email.





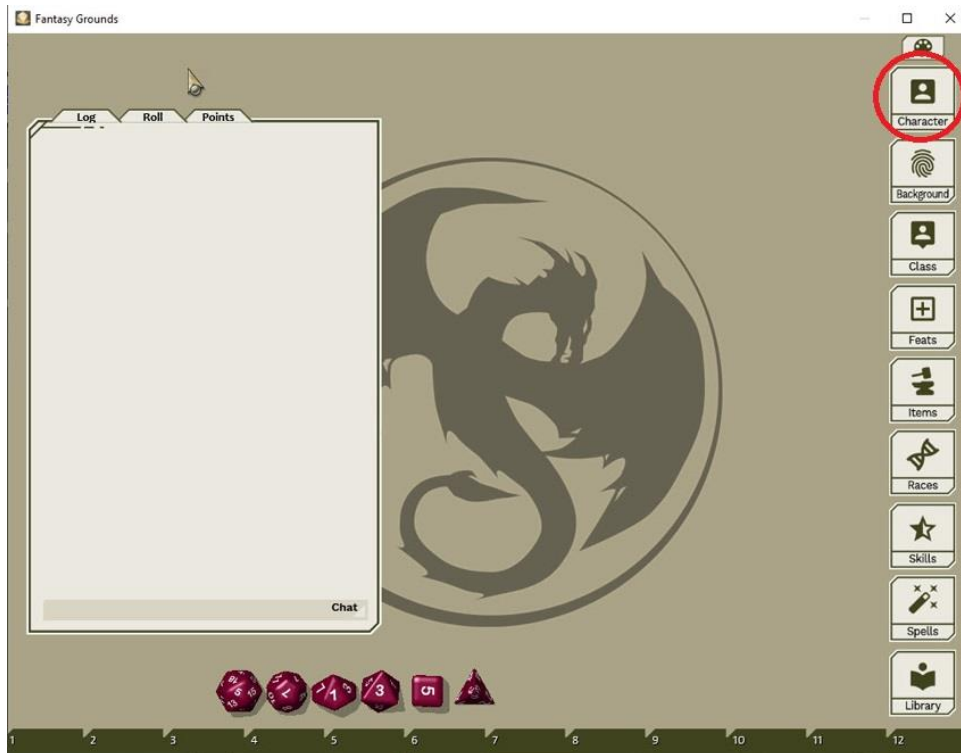
If you need inspiration re: creating your character, I suggest making use of tetra-cube.com's [D&D 5e Random Character Generator](#). Keep in mind that your character should be 1st level and nefarious in nature (in agreement with the campaign you will be immersing your character into). The stats are not as important as your character's background. You can alter whatever you create via this site. The character races that are applicable are Human, Elves, Half-Elves, Dwarves, Gnomes and Halflings. There are no restrictions regarding class.

Next, click the X to dismiss the campaign screen.



You will need to choose your abilities before you decide upon your race. Simply choose which stats to assign a total of 75 points to. With 75 points, it is possible to have a character with abilities of 15 14 13 12 11 and 10 in any order. If you need reference to the Player's Handbook, reference it via [AnyFlip](#). There are other alternative locations as well. I would recommend setting your highest stat first.

To enter abilities, you will need to first click “Character” and then click the + sign as shown below. If you have any difficulty, I would recommend watching Taking20’s [character creation](#) video.



You can tab through the abilities and enter each respective number. Click on STR first and enter the value you have decided upon through the keyboard. Do so for the other abilities. When you choose your race, these abilities will be adjusted. If you are viewing the video, you can do so from 2:08. At 2:27, he covers adding the race and class for a character, but this something that needs to be done beforehand.

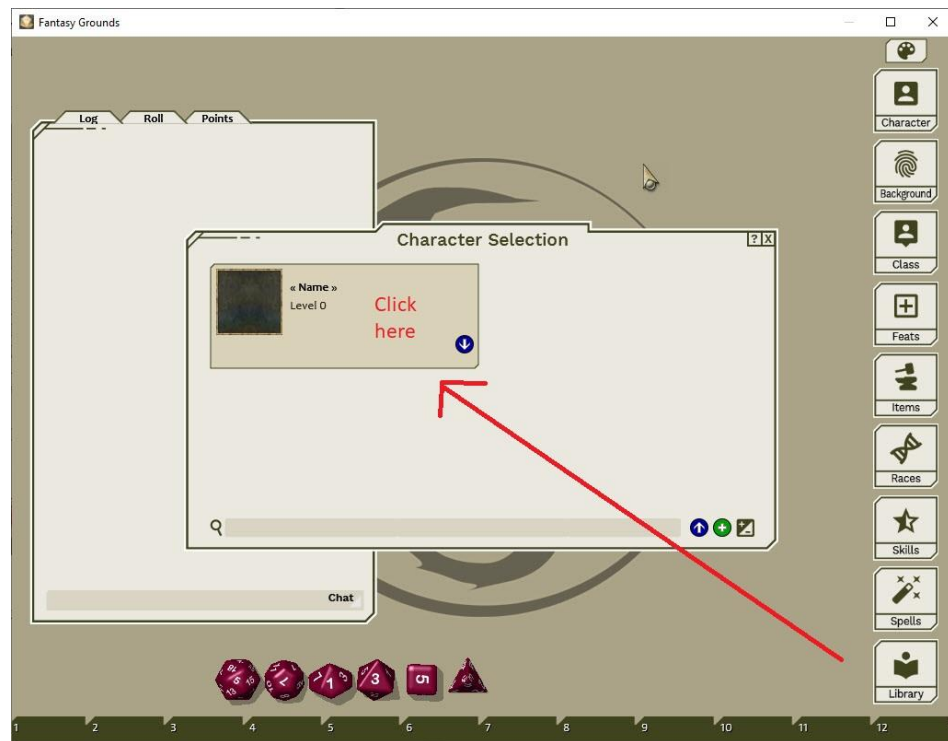
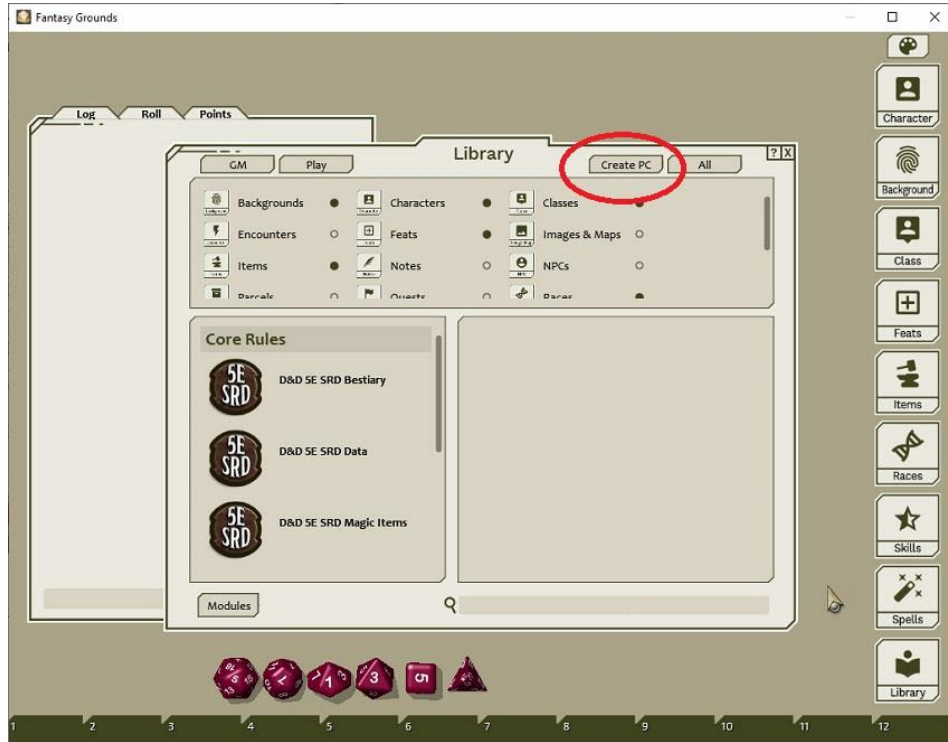


You need to load the manuals included with the free version of the software via the Library ...

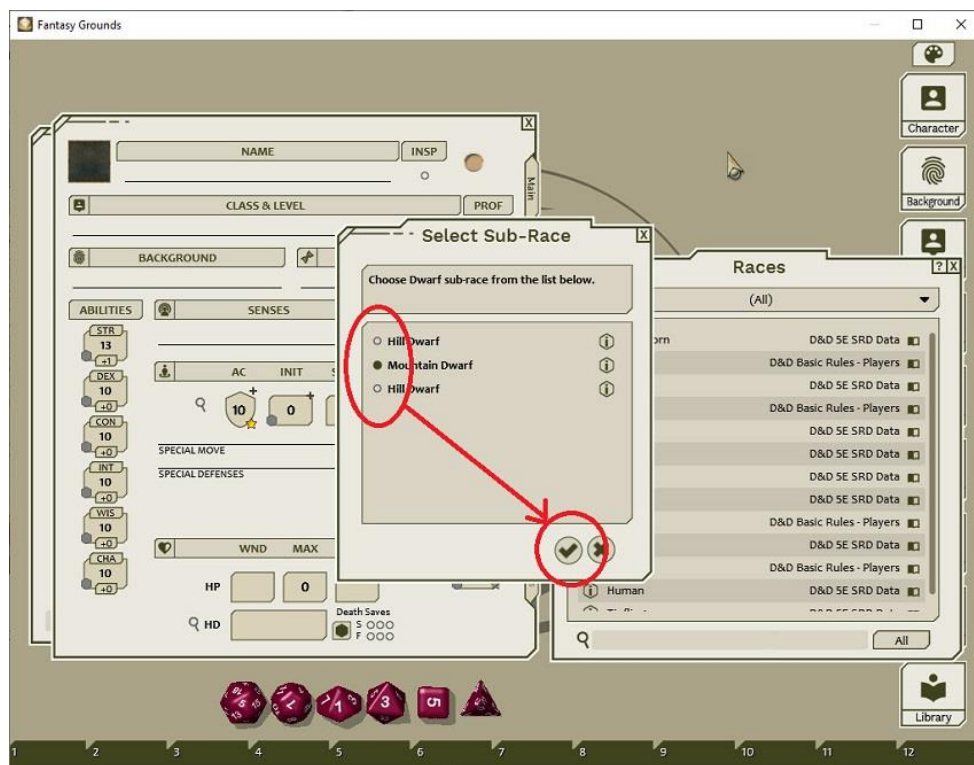
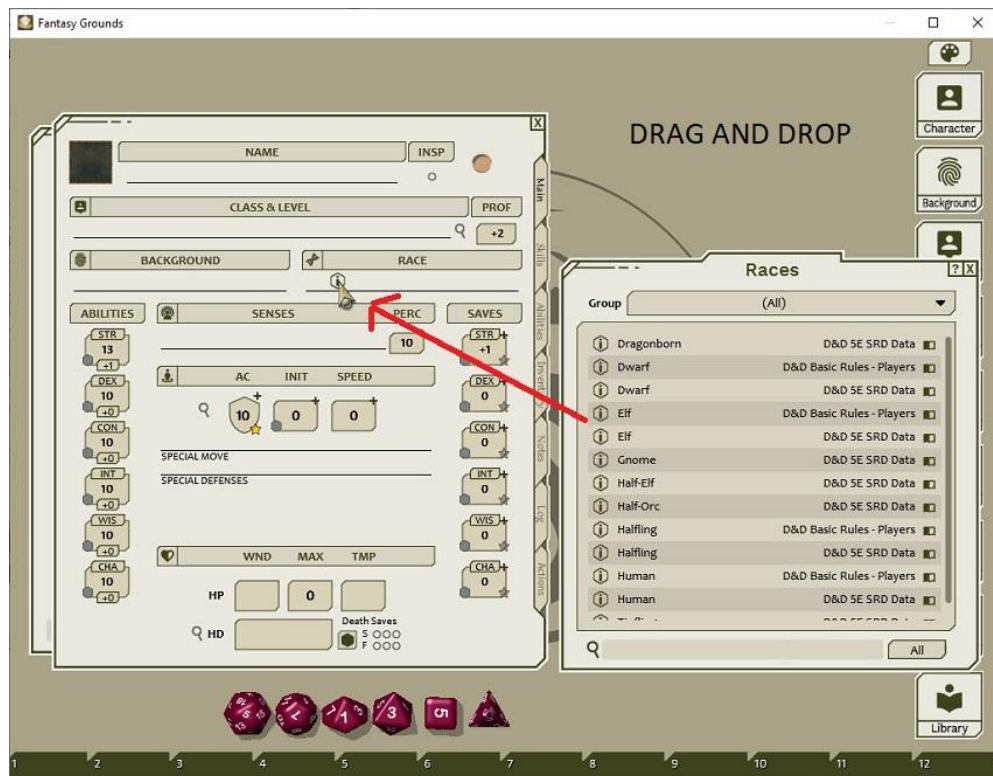
In association with these screenshots, all you pretty much need to do is watch the video from 2:27 onwards until you get to 4:00 where inventory is entered. Once you have your character's race and class entered, you can consult the Player's Handbook what is applicable for a starting character or contact me if you have any questions.



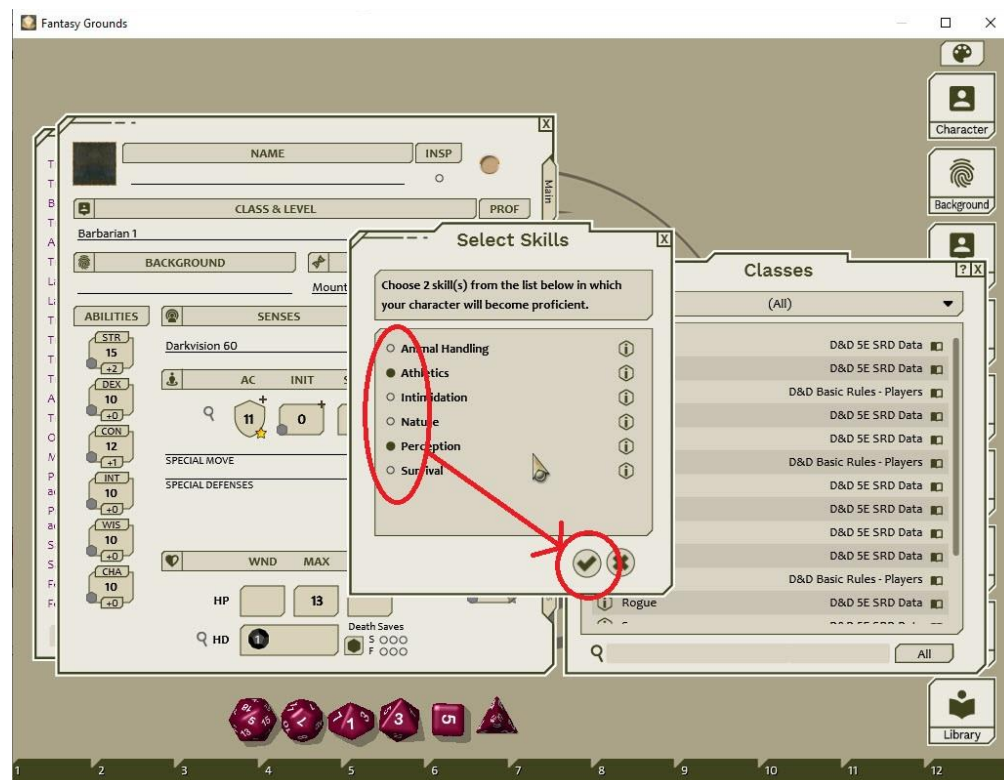
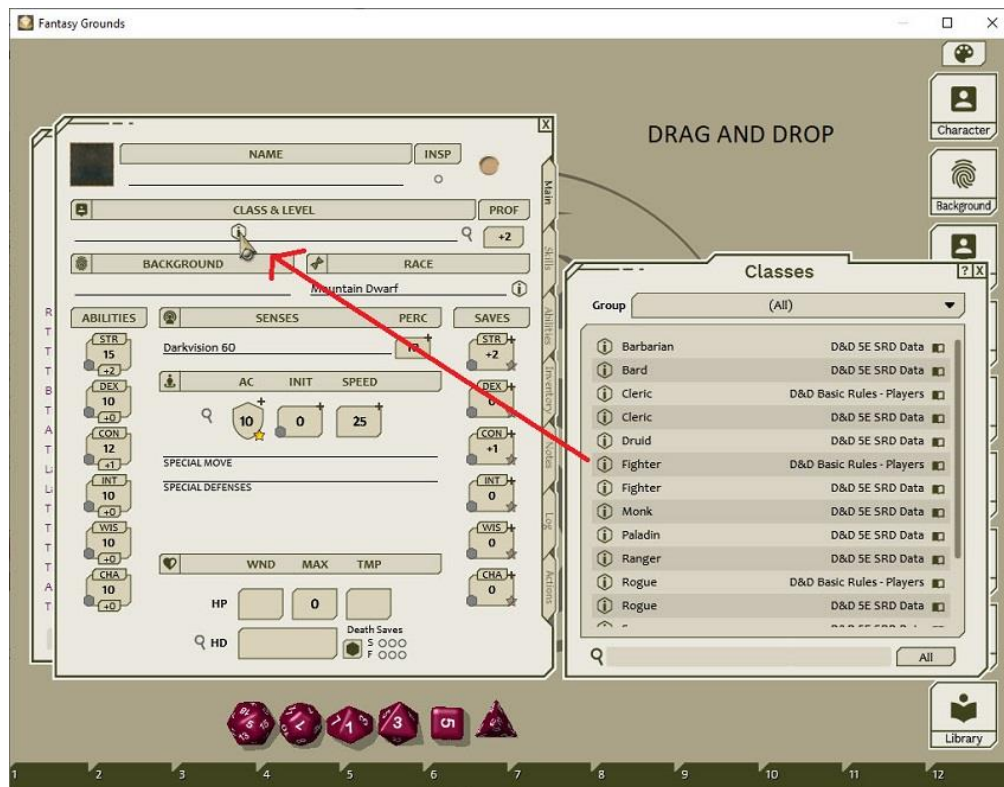
I know that there are other races and classes available, but the restrictions are in accordance with the setting. In later levels, use of feats will become applicable, as well as multiclassing, but not at this point



Race Selection



Class Selection



Survival

Think about what you need to survive in the wilderness. Given that Gnomes, Halflings and Dwarves have a base movement of 25 feet per minute, that is 4 hexes (6.25 feet per hex) within the city. For humans and elves, they can move 5 and 6 hexes per minute respectively. NPCs that are created do not belong to one fixed storyline, as this would force players into railroaded “events.” The Gnome Security audio featured on the website is nice, but it not necessarily something that will encounter. The area of play, however, is set underground, so there are some defined limits. Your characters certainly won’t face the Corona virus. 😊

Equipment and Money

Equip your character with either a Burglar’s Pack, dungeoneer’s Pack, Entertainer’s Pack, Explorer’s Pack, Priest’s Pack or Scholar’s Pack. With respect to your primary weapon, you can purchase whatever you can afford with your starting currency: 50-125gp. Monks get 12gp. As shown on the next page, this would exclude a lot of the weapons. You would need to gain any that you cannot afford while playing.

Barabrian	50	Paladin	125
Bard	125	Ranger	125
Cleric	125	Rogue	100
Druid	50	Sorcerer	75
Fighter	125	Warlock	100
Monk	12	Wizard	100

ARMOR					
Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
<i>Medium Armor</i>					
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Ring mail	30 gp	14	—	Disadvantage	40 lb.
Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
<i>Shield</i>					
Shield	10 gp	+2	—	—	6 lb.

Some classes do not require any armor, so you might want to consider just what weapon(s) you desire, as well as any other items you feel are important. Your goal during the game is not necessarily to gain wealth, but you will have to decide individually what you can afford at the present time and buy anything else you desire later.

Suggested Provisions and Gear for Long-Term Play

Consider the type of weapons you will need in close quarters as you will not be in an outside environment most of the time. The game is not called Dungeons and Dragons for nothing. Also consider that you will not necessarily be able to buy new supplies & equipment. How many days' rations do you think you'll need? This is something you should ask your former patron. Like in the Lord of the Rings, Moria is similar to what you might face. Torches would likely be one thing on your list of equipment. With so little money, your patron has agreed to pay for your armor, weapon and adventuring gear (anything that you can carry).

WEAPONS				
Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

Having a Dungeoneer's Pack would be advantageous in the type of environment will enter, but is not the only pack that could prove useful. Food is perhaps even more important. There aren't any markets underground. If you're a priest perhaps holy water could be used, but it all depends on the situation you will face.

ADVENTURING GEAR

Item	Cost	Weight	Item	Cost	Weight
Abacus	2 gp	2 lb.	Holy symbol		
Acid (vial)	25 gp	1 lb.	Amulet	5 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.	Emblem	5 gp	—
<i>Ammunition</i>			Reliquary	5 gp	2 lb.
Arrows (20)	1 gp	1 lb.	Holy water (flask)	25 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.	Hourglass	25 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.	Hunting trap	5 gp	25 lb.
Sling bullets (20)	4 cp	1½ lb.	Ink (1 ounce bottle)	10 gp	—
Antitoxin (vial)	50 gp	—	Ink pen	2 cp	—
<i>Arcane focus</i>			Jug or pitcher	2 cp	4 lb.
Crystal	10 gp	1 lb.	Ladder (10-foot)	1 sp	25 lb.
Orb	20 gp	3 lb.	Lamp	5 sp	1 lb.
Rod	10 gp	2 lb.	Lantern, bullseye	10 gp	2 lb.
Staff	5 gp	4 lb.	Lantern, hooded	5 gp	2 lb.
Wand	10 gp	1 lb.	Lock	10 gp	1 lb.
Backpack	2 gp	5 lb.	Magnifying glass	100 gp	—
Ball bearings (bag of 1,000)	1 gp	2 lb.	Manacles	2 gp	6 lb.
Barrel	2 gp	70 lb.	Mess kit	2 sp	1 lb.
Basket	4 sp	2 lb.	Mirror, steel	5 gp	1/2 lb.
Bedroll	1 gp	7 lb.	Oil (flask)	1 sp	1 lb.
Bell	1 gp	—	Paper (one sheet)	2 sp	—
Blanket	5 sp	3 lb.	Parchment (one sheet)	1 sp	—
Block and tackle	1 gp	5 lb.	Perfume (vial)	5 gp	—
Book	25 gp	5 lb.	Pick, miner's	2 gp	10 lb.
Bottle, glass	2 gp	2 lb.	Piton	5 cp	1/4 lb.
Bucket	5 cp	2 lb.	Poison, basic (vial)	100 gp	—
Caltrops (bag of 20)	1 gp	2 lb.	Pole (10-foot)	5 cp	7 lb.
Candle	1 cp	—	Pot, iron	2 gp	10 lb.
Case, crossbow bolt	1 gp	1 lb.	Potion of healing	50 gp	1/2 lb.
Case, map or scroll	1 gp	1 lb.	Pouch	5 sp	1 lb.
Chain (10 feet)	5 gp	10 lb.	Quiver	1 gp	1 lb.
Chalk (1 piece)	1 cp	—	Ram, portable	4 gp	35 lb.
Chest	5 gp	25 lb.	Rations (1 day)	5 sp	2 lb.
Climber's kit	25 gp	12 lb.	Robes	1 gp	4 lb.
Clothes, common	5 sp	3 lb.	Rope, hempen (50 feet)	1 gp	10 lb.
Clothes, costume	5 gp	4 lb.	Rope, silk (50 feet)	10 gp	5 lb.
Clothes, fine	15 gp	6 lb.	Sack	1 cp	1/2 lb.
Clothes, traveler's	2 gp	4 lb.	Scale, merchant's	5 gp	3 lb.
Component pouch	25 gp	2 lb.	Sealing wax	5 sp	—
Crowbar	2 gp	5 lb.	Shovel	2 gp	5 lb.
<i>Druidic focus</i>			Signal whistle	5 cp	—
Sprig of mistletoe	1 gp	—	Signet ring	5 gp	—
Totem	1 gp	—	Soap	2 cp	—
Wooden staff	5 gp	4 lb.	Spellbook	50 gp	3 lb.
Yew wand	10 gp	1 lb.	Spikes, iron (10)	1 gp	5 lb.
Fishing tackle	1 gp	4 lb.	Spyglass	1,000 gp	1 lb.
Flask or tankard	2 cp	1 lb.	Tent, two-person	2 gp	20 lb.
Grappling hook	2 gp	4 lb.	Tinderbox	5 sp	1 lb.
Hammer	1 gp	3 lb.	Torch	1 cp	1 lb.
Hammer, sledge	2 gp	10 lb.	Vial	1 gp	—
Healer's kit	5 gp	3 lb.	Waterskin	2 sp	5 lb. (full)
			Whetstone	1 cp	1 lb.

TOOLS		
Item	Cost	Weight
<i>Artisan's tools</i>		
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.
Disguise kit	25 gp	3 lb.
Forgery kit	15 gp	5 lb.
<i>Gaming set</i>		
Dice set	1 sp	—
Dragonchess set	1 gp	1/2 lb.
Playing card set	5 sp	—
Three-Dragon Ante set	1 gp	—
Herbalism kit	5 gp	3 lb.
<i>Musical instrument</i>		
Bagpipes	30 gp	6 lb.
Drum	6 gp	3 lb.
Dulcimer	25 gp	10 lb.
Flute	2 gp	1 lb.
Lute	35 gp	2 lb.
Lyre	30 gp	2 lb.
Horn	3 gp	2 lb.
Pan flute	12 gp	2 lb.
Shawm	2 gp	1 lb.
Viol	30 gp	1 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.

Mounts and Other Animals			
Item	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lb.
Donkey or mule	8 gp	40 ft.	420 lb.
Elephant	200 gp	40 ft.	1,320 lb.
Horse, draft	50 gp	40 ft.	540 lb.
Horse, riding	75 gp	60 ft.	480 lb.
Mastiff	25 gp	40 ft.	195 lb.
Pony	30 gp	40 ft.	225 lb.
Warhorse	400 gp	60 ft.	540 lb.
Tack, Harness, and Drawn Vehicles			
Item	Cost	Weight	
Barding	x4	x2	
Bit and bridle	2 gp	1 lb.	
Carriage	100 gp	600 lb.	
Cart	15 gp	200 lb.	
Chariot	250 gp	100 lb.	
Feed (per day)	5 cp	10 lb.	
Saddle			
Exotic	60 gp	40 lb.	
Military	20 gp	30 lb.	
Pack	5 gp	15 lb.	
Riding	10 gp	25 lb.	
Saddlebags	4 gp	8 lb.	
Sled	20 gp	300 lb.	
Stabling (per day)	5 sp	—	
Wagon	35 gp	400 lb.	
Waterborne Vehicles			
Item	Cost	Speed	
Galley	30,000 gp	4 mph	
Keelboat	3,000 gp	1 mph	
Longship	10,000 gp	3 mph	
Rowboat	50 gp	1½ mph	
Sailing ship	10,000 gp	2 mph	
Warship	25,000 gp	2½ mph	

All of these items have a weight, and on the Fantasy Grounds character sheet, you should indicate whether the item is equipped or stored elsewhere. I would recommend watching Taking20's [character creation](#) video from 4:00 to 6:12. The next thing to do would be to add (more about) your character's background. Feel free to watch the rest of the video (10:08 in total). Do not be concerned about leveling up.

Background Ideas

To round out your character and bring him/her to life, add one or more of the following, keeping in mind that the City of Alberon has hit upon hard times. You think that people live better elsewhere and that perhaps being “Robin Hood” in such times is just what is needed. It seems that those in high positions sometimes have all the wealth. For all other matters related to your character, refer to the Players Handbook.

Source: <https://tetra-cube.com/dnd/dnd-char-gen.html>

Acolyte

: {

_special: "book-PHB",

Trait: [

I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.,

I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.,

I see omens in every event and action. The gods try to speak to us, we just need to listen.,

Nothing can shake my optimistic attitude.,

I quote (or misquote) sacred texts and proverbs in almost every situation.,

I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.,

I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.,

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

],

Ideal: [

Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful),

Charity. I always try to help those in need, no matter what the personal cost. (Good),

Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic),

Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful),

Faith. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful),

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

],

Bond: [

I would die to recover an ancient relic of my faith that was lost long ago.,

I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.,

I owe my life to the priest who took me in when my parents died.,

Everything I do is for the common people.,

I will do anything to protect the temple where I served.,

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

],

Flaw: [

I judge others harshly, and myself even more severely.,

I put too much trust in those who wield power within my temple's hierarchy.,

My piety sometimes leads me to blindly trust those that profess faith in my god.,

I am inflexible in my thinking.,

I am suspicious of strangers and expect the worst of them.,

Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

],

Became an acolyte because: [

I ran away from home at an early age and found refuge in a temple.,

My family gave me to a temple, since they were unable or unwilling to care for me.,

I grew up in a household with strong religious convictions. Entering the service of one or more gods seemed natural.,

An impassioned sermon struck a chord deep in my soul and moved me to serve the faith.,

I followed a childhood friend, a respected acquaintance, or someone I loved into religious service. ,

After encountering a true servant of the gods, I was so inspired that I immediately entered the service of a religious group.

]

},

Anthropologist: {

_special: "book-Other",

Trait: [

I prefer the company of those who aren't like me, including people of other races.,

I'm a stickler when it comes to observing proper etiquette and local customs.,

I would rather observe than meddle.,

By living among violent people, I have become desensitized to violence.,

I would risk life and limb to discover a new culture or unravel the secrets of a dead one.,

When I arrive at a new settlement for the first time, I must learn all its customs.

],

Ideal: [

Discovery. I want to be the first person to discover a lost culture.
(Any),

Distance. One must not interfere with the affairs of another culture-
even one in need of aid. (Lawful),

Knowledge. By understanding other races and cultures, we learn to
understand ourselves. (Any),

Power. Common people crave strong leadership, and I do my utmost
to provide it. (Lawful),

Protection. I must do everything possible to save a society facing
extinction. (Good),

Indifferent. life is cruel. What's the point in saving people if they're
going to die anyway? (Chaotic)

],

Bond: [

My mentor gave me a journal filled with lore and wisdom. Losing it
would devastate me.,

Having lived among the people of a primeval tribe or clan, I long to
return and see how they are faring.,

Years ago, tragedy struck the members of an isolated society I
befriended, and I will honor them.,

I want to learn more about a particular humanoid culture that
fascinates me.,

I seek to avenge a clan, tribe, kingdom, or empire that was wiped
out.,

I have a trinket that I believe is the key to finding a long-lost society.

],

Flaw: [

Boats make me seasick.,

I talk to myself, and I don't make friends easily.,

I believe that I'm intellectually superior to people from other cultures
and have much to teach them.,

I've picked up some unpleasant habits living among goblins,
lizardfolk, or orcs.,

I complain about everything.,

I wear a tribal mask and never take it off.

],

Adopted Culture: ["Aarakocra", "Halfling", "Dwarf", "Human", "Elf", "Lizardfolk",
"Goblin", "Orc"]

},

Archaeologist: {

_special: "book-Other",

Trait: [

I love a good puzzle or mystery.,

I'm a pack rat who never throws anything away.,

Fame is more important to me than money.,

I have no qualms about stealing from the dead.,

I'm happier In a dusty old tomb than I am in the centers of
civilization.,

Traps don't make me nervous. Idiots who trigger traps make me
nervous.,

I might fail, but I will never give up.,

You might think I'm a scholar, but I love a good brawl. These fists
were made for punching.

],

Ideal: [

Preservation. That artifact belongs in a museum. (Good),

Greed. I won't risk my life for nothing. I expect some kind of
payment. (Any),

Death Wish. Nothing is more exhilarating than a narrow escape from
the jaws of death. (Chaotic),

Dignity. The dead and their belongings deserve to be treated with
respect. (Lawful),

Immortality. All my exploring is part of a plan to find the secret of everlasting life. (Any),

Danger. With every great discovery comes grave danger. The two walk hand in hand. (Any)

],

Bond: [

Ever since I was a child, I've heard stories about a lost city. I aim to find it, learn its secrets, and earn my place in the history books.,

I want to find my mentor, who disappeared on an expedition some time ago.,

I have a friendly rival. Only one of us can be the best, and I aim to prove it's me.,

I won't sell an art object or other treasure that has historical significance or is one of a kind.,

I'm secretly in love with the wealthy patron who sponsors my archaeological exploits.,

I hope to bring prestige to a library, a museum, or a university.

],

Flaw: [

I have a secret fear of some common wild animal- and In my work, I see them everywhere.,

I can't leave a room without searching it for secret doors.,

When I'm not exploring dungeons or ruins, I get jittery and impatient.,

I have no time for friends or family. I spend every waking moment thinking about and preparing for my next expedition.,

When given the choice of going left or right, I always go left.,

I can't sleep except in total darkness.

],

Signature Item: ["10-foot pole", "Medallion", "Crowbar", "Shovel", "Hat", "Sledgehammer", "Hooded lantern", "Whip"]

},

Charlatan: {

_special: "book-PHB",

Trait: [

I fall in and out of love easily, and am always pursuing someone.,

I have a joke for every occasion, especially occasions where humor is inappropriate.,

Flattery is my preferred trick for getting what I want.,

I'm a born gambler who can't resist taking a risk for a potential payoff.,

I lie about almost everything, even when there's no good reason to.,

Sarcasm and insults are my weapons of choice.,

I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.,

I pocket anything I see that might have some value.

],

Ideal: [

Independence. I am a free spirit- no one tells me what to do.
(Chaotic),

Fairness. I never target people who can't afford to lose a few coins.
(Lawful),

Charity. I distribute the money I acquire to the people who really need it. (Good),

Creativity. I never run the same con twice. (Chaotic),

Friendship. Material goods come and go. Bonds of friendship last forever. (Good),

Aspiration. I'm determined to make something of myself. (Any)

],

Bond: [

I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.,

I owe everything to my mentor- a horrible person who's probably rotting in jail somewhere.,

Somewhere out there, I have a child who doesn't know me. I'm making the world better for him or her.,

I come from a noble family, and one day I'll reclaim my lands and title from those who stole them from me.,

A powerful person killed someone I love. Some day soon, I'll have my revenge.,

I swindled and ruined a person who didn't deserve it. I seek to atone for my misdeeds but might never be able to forgive myself.

],

Flaw: [

I can't resist a pretty face.,

I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.,

I'm convinced that no one could ever fool me the way I fool others.,

I'm too greedy for my own good. I can't resist taking a risk if there's money involved.,

I can't resist swindling people who are more powerful than me.,

I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.

],

Scam: [

I cheat at games of chance.,

I shave coins or forge documents.,

I insinuate myself into people's lives to prey on their weakness and secure their fortunes.,

I put on new identities like clothes.,

I run sleight-of-hand cons on street corners.,

I convince people that worthless junk is worth their hard-earned money.

],

Became a charlatan because: [

I was left to my own devices, and my knack for manipulating others helped me survive.,

I learned early on that people are gullible and easy to exploit.,

I often got in trouble, but I managed to talk my way out of it every time.,

I took up with a confidence artist, from whom I learned my craft.,

After a charlatan fleeced my family, I decided to learn the trade so I would never be fooled by such deception again.,

I was poor or I feared becoming poor, so I learned the tricks I needed to keep myself out of poverty.

]

},

Criminal: {

_special: "book-PHB",

Trait: [

I always have a plan for what to do when things go wrong.,

I am always calm, no matter what the situation. I never raise my voice or let emotions control me.,

The first thing I do in a new place is note the locations of everything valuable- or where such things could be hidden.,

I would rather make a new friend than a new enemy.,

I am incredibly slow to trust. Those who seem the fairest often have the most to hide.,

I don't pay attention to the risks in a situation. Never tell me the odds.,

The best way to get me to do something is to tell me I can't do it.,

I blow up at the slightest insult.

],

Ideal: [

Honor. I don't steal from others in the trade. (Lawful),

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic),

Charity. I steal from the wealthy so that I can help people in need. (Good),

Greed. I will do whatever it takes to become wealthy. (Evil),

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),

Redemption. There's a spark of good in everyone. (Good)

],

Bond: [

I'm trying to pay off an old debt I owe to a generous benefactor.,

My ill-gotten gains go to support my family.,

Something important was taken from me, and I aim to steal it back.,

I will become the greatest thief that ever lived.,

I'm guilty of a terrible crime. I hope I can redeem myself for it.,

Someone I loved died because of a mistake I made. That will never happen again.

],

Flaw: [

When I see something valuable, I can't think about anything but how to steal it.,

When faced with a choice between money and my friends, I usually choose the money.,

If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.,

I have a \"tell\" that reveals when I'm lying.,

I turn tail and run when things look bad.,

An innocent person is in prison for a crime that I committed. I'm okay with that.

],

Became a criminal because: [

I resented authority in my younger days and saw a life of crime as the best way to fight against tyranny and oppression,

Necessity forced me to take up the life, since it was the only way I could survive.,

I fell in with a gang of reprobates and ne'er-do-wells, and I learned my specialty from them.,

A parent or relative taught me my criminal specialty to prepare me for the family business., "I left home and found a place in a thieves' guild or some other criminal organization.",

I was always bored, so I turned to crime to pass the time and discovered I was quite good at it.

],

Optional Variant: "Spy"

},

Entertainer: {

_special: "book-PHB",

Trait: [

I know a story relevant to almost every situation.,

Whenever I come to a new place, I collect local rumors and spread gossip.,

I'm a hopeless romantic, always searching for that \special someone.\",

Nobody stays angry at me or around me for long, since I can defuse any amount of tension.,

I love a good insult, even one directed at me.,

I get bitter if I'm not the center of attention.,

I'll settle for nothing less than perfection.,

I change my mood or my mind as quickly as I change key in a song.

],

Ideal: [

Beauty. When I perform, I make the world better than it was.
(Good),

Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful),

Creativity. The world is in need of new ideas and bold action.
(Chaotic),

Greed. I'm only in it for the money and fame. (Evil),

People. I like seeing the smiles on people's faces when I perform.
That's all that matters. (Neutral),

Honesty. Art should reflect the soul; it should come from within and reveal who we really are. (Any)

],

Bond: [

My instrument is my most treasured possession, and it reminds me of someone I love.,

Someone stole my precious instrument, and someday I'll get it back.,

I want to be famous, whatever it takes.,

I idolize a hero of the old tales and measure my deeds against that person's.,

I will do anything to prove myself superior to my hated rival.,

I would do anything for the other members of my old troupe.

],

Flaw: [

I'll do anything to win fame and renown.,

I'm a sucker for a pretty face.,

A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.,

I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.,

I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.,

Despite my best efforts, I am unreliable to my friends.

],

Routine: ["Actor", "Instrumentalist", "Dancer", "Poet", "Fire-eater", "Singer", "Jester", "Storyteller", "Juggler", "Tumbler"],

Became an entertainer because: [

Members of my family made ends meet by performing, so it was fitting for me to follow their example.,

I always had a keen insight into other people, enough so that I could make them laugh or cry with my stories or songs.,

I ran away from home to follow a minstrel troupe.,

I saw a bard perform once, and I knew from that moment on what I was born to do.,

I earned coin by performing on street corners and eventually made a name for myself.,

A traveling entertainer took me in and taught me the trade.

],

Optional Variant: "Gladiator"

},

Far Traveler: {

_special: "book-SCAG",

Trait: [

I have different assumptions from those around me concerning personal space, blithely invading others' space in innocence, or reacting to ignorant invasion of my own.,

I have my own ideas about what is and is not food, and I find the eating habits of those around me fascinating, confusing, or revolting.,

I have a strong code of honor or sense of propriety that others don't comprehend.,

I express affection or contempt in ways that are unfamiliar to others.,

I honor my deities through practices that are foreign to this land.,

I begin or end my day with small traditional rituals that are unfamiliar to those around me.

],

Ideal: [

Open. I have much to learn from the kindly folk I meet along my way. (Good),

Reserved. As someone new to these strange lands, I am cautious and respectful in my dealings. (Lawful),

Adventure. I'm far from home, and everything is strange and wonderful! (Chaotic),

Cunning. Though I may not know their ways, neither do they know mine, which can be to my advantage. (Evil),

Inquisitive. Everything is new, but I have a thirst to learn. (Neutral),

Suspicious. I must be careful, for I have no way of telling friend from foe here. (Any)

],

Bond: [

So long as I have this token from my homeland, I can face any adversity in this strange land.,

The gods of my people are a comfort to me so far from home.,

I hold no greater cause than my service to my people.,

My freedom is my most precious possession. I'll never let anyone take it from me again.,

I'm fascinated by the beauty and wonder of this new land.,

Though I had no choice, I lament having to leave my loved one(s) behind. I hope to see them again one day.

],

Flaw: [

I am secretly (or not so secretly) convinced of the superiority of my own culture over that of this foreign land.,

I pretend not to understand the local language in order to avoid interactions I would rather not have.,

I have a weakness for the new intoxicants and other pleasures of this land.,

I don't take kindly to some of the actions and motivations of the people of this land, because these folk are different from me.,

I consider the adherents of other gods to be deluded innocents at best, or ignorant fools at worst.,

I have a weakness for the exotic beauty of the people of these lands.

],

Why Are You Here?: ["Emissary", "Pilgrim", "Exile", "Sightseer", "Fugitive", "Wanderer"],

},

Folk Hero: {

_special: "book-PHB",

Trait: [

I judge people by their actions, not their words.,

If someone is in trouble, I'm always ready to lend help.,

When I set my mind to something, I follow through no matter what gets in my way.,

I have a strong sense of fair play and always try to find the most equitable solution to arguments.,

I'm confident in my own abilities and do what I can to instill confidence in others.,

Thinking is for other people. I prefer action.,

I misuse long words in an attempt to sound smarter.,

I get bored easily. When am I going to get on with my destiny?

],

Ideal: [

Respect. People deserve to be treated with dignity and respect. (Good),

Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful),

Freedom. Tyrants must not be allowed to oppress the people.
(Chaotic),

Might. If I become strong, I can take what I want- what I deserve.
(Evil),

Sincerity. There's no good in pretending to be something I'm not.
(Neutral),

Destiny. Nothing and no one can steer me away from my higher
calling. (Any)

],

Bond: [

I have a family, but I have no idea where they are. One day, I hope to
see them again.,

I worked the land, I love the land, and I will protect the land.,

A proud noble once gave me a horrible beating, and I will take my
revenge on any bully I encounter.,

My tools are symbols of my past life, and I carry them so that I will
never forget my roots.,

I protect those who cannot protect themselves.,

I wish my childhood sweetheart had come with me to pursue my
destiny.

],

Flaw: [

The tyrant who rules my land will stop at nothing to see me killed.,

I'm convinced of the significance of my destiny, and blind to my
shortcomings and the risk of failure.,

The people who knew me when I was young know my shameful
secret, so I can never go home again.,

I have a weakness for the vices of the city, especially hard drink.,

Secretly, I believe that things would be better if I were a tyrant
lording over the land.,

I have trouble trusting in my allies.

],

Defining Event: [

I stood up to a tyrant's agents.,
I saved people during a natural disaster.,
I stood alone against a terrible monster.,
I stole from a corrupt merchant to help the poor.,
I led a militia to fight off an invading army.,
I broke into a tyrant's castle and stole weapons to arm the people.,
I trained the peasantry to use farm implements as weapons against a tyrant's soldiers.,
A lord rescinded an unpopular decree after I led a symbolic act of protect against it.,
A celestial, fey, or similar creature gave me a blessing or revealed my secret origin.,
Recruited into a lord's army, I rose to leadership and was commended for my heroism.

],

Became a folk hero because: [

I learned what was right and wrong from my family.,
I was always enamored by tales of heroes and wished I could be something more than ordinary.,
I hated my mundane life, so when it was time for someone to step up and do the right thing, I took my chance.,
A parent or one of my relatives was an adventurer, and I was inspired by that person's courage.,
A mad old hermit spoke a prophecy when I was born, saying that I would accomplish great things.,
I have always stood up for those who are weaker than I am.

]

},

Guild Artisan: {

_special: "book-PHB",

Trait: [

I believe that anything worth doing is worth doing right. I can't help it- I'm a perfectionist.,

I'm a snob who looks down on those who can't appreciate fine art.,

I always want to know how things work and what makes people tick.,

I'm full of witty aphorisms and have a proverb for every occasion.,

I'm rude to people who lack my commitment to hard work and fair play.,

I like to talk at length about my profession.,

I don't part with my money easily and will haggle tirelessly to get the best deal possible.,

I'm well known for my work, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

],

Ideal: [

Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful),

Generosity. My talents were given to me so that I could use them to benefit the world. (Good),

Freedom. Everyone should be free to pursue his or her own livelihood. (Chaotic),

Greed. I'm only in it for the money. (Evil),

People. I'm committed to the people I care about, not to ideals. (Neutral),

Aspiration. I work hard to be the best there is at my craft. (Any)

],

Bond: [

The workshop where I learned my trade is the most important place in the world to me.,

I created a great work for someone, and then found them unworthy to receive it. I'm still looking for someone worthy.,

I owe my guild a great debt for forging me into the person I am today.,

I pursue wealth to secure someone's love.,

One day I will return to my guild and prove that I am the greatest artisan of them all.,

I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.

],

Flaw: [

I'll do anything to get my hands on something rare or priceless.,

I'm quick to assume that someone is trying to cheat me.,

No one must ever learn that I once stole money from guild coffers.,

I'm never satisfied with what I have- I always want more.,

I would kill to acquire a noble title.,

I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.

],

Guild Business: ["Alchemists and apothecaries", "Armorers, locksmiths, and finesmiths", "Brewers, distillers, and vintners", "Calligraphers, scribes, and scribes", "Carpenters, roofers, and plasterers", "Cartographers, surveyors, and chart-makers", "Cobblers and shoemakers", "Cooks and bakers", "Glassblowers and glaziers", "Jewelers and gemcutters", "Leatherworkers, skimmers, and tanners", "Masons and stonecutters", "Painters, limners, and sign-makers", "Potters and tile-makers", "Shipwrights and sailmakers", "Smiths and metal-forgers", "Tinkers, pewterers, and casters", "Wagon-makers and wheelwrights", "Weavers and dyers", "Woodcarvers, coopers, and bowyers"],

Became a guild artisan because: [

I was apprenticed to a master who taught me the guild's business.,

I helped a guild artisan keep a secret or complete a task, and in return I was taken on as an apprentice.,

One of my family members who belonged to the guild made a place for me.,

I was always good with my hands, so I took the opportunity to learn a trade.,

I wanted to get away from my home situation and start a new life.,

I learned the essentials of my craft from a mentor but had to join the guild to finish my training.

],

Optional Variant: "Guild Merchant"

},

Haunted One: {

_special: "book-Other",

Trait: [

I don't run from evil. Evil runs from me.,

I like to read and memorize poetry. It keeps me calm and brings me fleeting moments of happiness.,

I spend money freely and live life to the fullest, knowing that tomorrow I might die.,

I live for the thrill of the hunt.,

I don't talk about the thing that torments me. I'd rather not burden others with my curse.,

I expect danger around every corner.,

I refuse to become a victim, and I will not allow others to be victimized.,

I put no trust in divine beings.

],

Ideal: [

I try to help those in need, no matter what the personal cost. (Good),

I'll stop the spirits that haunt me or die trying. (Any),

I kill monsters to make the world a safer place, and to exorcise my own demons. (Good).,

I have a dark calling that puts me above the law. (Chaotic),
I like to know my enemy's capabilities and weaknesses before
rushing into battle. (Lawful).,
I'm a monster that destroys other monsters, and anything else that
gets in my way. (Evil).

],

Bond: [

I keep my thoughts and discoveries in a journal. My journal is my
legacy.,
I would sacrifice my life and my soul to protect the innocent.,
My torment drove away the person I love. I strive to win back the
love I've lost.,
A terrible guilt consumes me. I hope that I can find redemption
through my actions.,
There's evil in me, I can feel it. It must never be set free.,
I have a child to protect. I must make the world a safer place for him
(or her).

],

Flaw: [

I have certain rituals that I must follow every day. I can never break
them.,
I assume the worst in people.,
I feel no compassion for the dead. They're the lucky ones.,
I have an addiction.,
I am a purveyor of doom and gloom who lives in a world without
hope.,
I talk to spirits that no one else can see.

],

Harrowing Event: [

A monster that slaughtered dozens of innocent people spared your
life, and you don't know why.,

You were born under a dark star. You can feel it watching you, coldly and distantly. Sometimes it beckons you in the dead of night.,

An apparition that has haunted your family for generations now haunts you. You don't know what it wants, and it won't leave you alone.,

Your family has a history of practicing the dark arts. You dabbled once and felt something horrible clutch at your soul, whereupon you fled in terror.,

An oni took your sibling one cold, dark night, and you were unable to stop it.,

You were cursed with lycanthropy and later cured. You are now haunted by the innocents you slaughtered.,

A hag kidnapped and raised you. You escaped, but the hag still has a magical hold over you and fills your mind with evil thoughts.,

You opened an eldritch tome and saw things unfit for a sane mind. You burned the book, but its words and images are burned into your psyche.,

A fiend possessed you as a child. You were locked away but escaped. The fiend is still inside you, but now you try to keep it locked away.,

You did terrible things to avenge the murder of someone you loved. You became a monster, and it haunts your waking dreams.

]

},

Hermit:

{

_special: "book-PHB",

Trait: [

I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.,

I am utterly serene, even in the face of disaster.,

The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.,

I feel tremendous empathy for all who suffer.,
I'm oblivious to etiquette and social expectations.,
I connect everything that happens to me to a grand, cosmic plan.,
I often get lost in my own thoughts and contemplation, becoming
oblivious to my surroundings.,
I am working on a grand philosophical theory and love sharing my
ideas.

],

Ideal: [

Greater Good. My gifts are meant to be shared with all, not used for
my own benefit. (Good),

Logic. Emotions must not cloud our sense of what is right and true,
or our logical thinking. (Lawful),

Free Thinking. Inquiry and curiosity are the pillars of progress.
(Chaotic),

Power. Solitude and contemplation are paths toward mystical or
magical power. (Evil),

Live and Let Live. Meddling in the affairs of others only causes
trouble. (Neutral),

Self-Knowledge. If you know yourself, there's nothing left to know.
(Any)

],

Bond: [

Nothing is more important than the other members of my hermitage,
order, or association.,

I entered seclusion to hide from the ones who might still be hunting
me. I must someday confront them.,

I'm still seeking the enlightenment I pursued in my seclusion, and it
still eludes me.,

I entered seclusion because I loved someone I could not have.,

Should my discovery come to light, it could bring ruin to the world.,

My isolation gave me great insight into a great evil that only I can destroy.

],

Flaw: [

Now that I've returned to the world, I enjoy its delights a little too much.,

I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell.,

I am dogmatic in my thoughts and philosophy.,

I let my need to win arguments overshadow friendships and harmony.,

I'd risk too much to uncover a lost bit of knowledge.,

I like keeping secrets and won't share them with anyone.

],

Life of Seclusion: [

I was searching for spiritual enlightenment.,

I was partaking of communal living in accordance with the dictates of a religious order.,

I was exiled for a crime I didn't commit.,

I retreated from society after a life-altering event.,

I needed a quiet place to work on my art, literature, music, or manifesto.,

I needed to commune with nature, far from civilization.,

I was the caretaker of an ancient ruin or relic.,

I was a pilgrim in search of a person, place, or relic of spiritual significance.

],

Became a hermit because: [

My enemies ruined my reputation, and I fled to the wilds to avoid further disparagement.,

I am comfortable with being isolated, as I seek inner peace.,

I never liked the people I called my friends, so it was easy for me to strike out on my own.,

I felt compelled to forsake my past, but did so with great reluctance, and sometimes I regret making that decision.,

I lost everything- my home, my family, my friends. Going it alone was all I could do.,

Society's decadence disgusted me, so I decided to leave it behind.

]

},

House Agent: {

_special: "book-WGtE",

House: ["Cannith", "Deneith", "Ghallanda", "Jorasco", "Kundarak", "Lyrandar", "Medani", "Orien", "Phiarlan", "Sivis", "Tharashk", "Thuranni", "Vadalis"],

House Agent Role: ["Acquisition", "Investigation", "Research and Development", "Security", "Intimidation", "Exploration", "Negotiation", "Covert Operations"],

Trait: [

I never let emotion complicate work.,

I'm always looking to improve efficiency.,

I share trivia about my house's business (medicine, ships, warforged).,

I hold myself and anyone I work with to extremely high standards.,

I never forget an insult made against myself or my house.,

I'm excited and enthusiastic about everything my house does.,

I'm representing my house and take great pride in my personal appearance.,

I'm critical of monarchies and opposed to any restrictions on the houses.

],

Ideal: [

Common Good. My house serves a vital function, and its prosperity will help everyone. (Good),

Tradition. I uphold traditions of my house and bring honor to my family. (Lawful),

Innovation. Abandon old traditions and find better ways to do things. (Chaotic),

Power. I want to ensure the prosperity of my house and wield its power myself. (Evil),

Discovery. I want to learn all I can, both for my house and my own curiosity. (Any),

Comfort. I want to ensure that me and mine enjoy the best things in life. (Any)

],

Bond: [

My house is my family, and I would do anything for my family.,

I love someone from another house, but such relationships are forbidden.,

Someone I love was killed by a rival faction within my house, and I will have revenge.,

I don't care about the house as a whole, but I would do anything for my old mentor.,

I believe my house needs to evolve to survive, and I need to lead that charge.,

I am determined to impress the leaders of my house, and to become a leader myself.

],

Flaw: [

I'm overly concerned with following established procedures and protocols.,

I'm obsessed with conspiracy theories and worried about secret societies and hidden demons.,

I believe that my house and bloodline makes me better than everyone else.,

I'm concealing a secret that could get me driven from my house.,

I have strong religious beliefs that aren't shared by others in my house.,

I'm working for a hidden faction in my house that gives me secret assignments.

]

},

Inheritor: {

_special: "book-SCAG backgroundtraits-Folk_Hero",

Inheritance: [

A document such as a map, a letter, or a journal,

A trinket (see \Trinkets\" in chapter 5 of the Player's Handbook)",

A trinket (see \Trinkets\" in chapter 5 of the Player's Handbook)",

An article of clothing,

A piece of jewelry,

An arcane book or formulary,

A written story, song, poem, or secret,

A tattoo or other body marking

]

},

Noble:

{

_special: "book-PHB",

Trait: [

My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.,

The common folk love me for my kindness and generosity.,

No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.,

I take great pains to always look my best and follow the latest fashions.,

I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.,

Despite my noble birth, I do not place myself above other folk. We all have the same blood.,

My favor, once lost, is lost forever.,

If you do me an injury, I will crush you, ruin your name, and salt your fields.

],

Ideal: [

Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good),

Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful),

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic),

Power. If I can attain more power, no one will tell me what to do. (Evil),

Family. Blood runs thicker than water. (Any),

Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

],

Bond: [

I will face any challenge to win the approval of my family.,

My house's alliance with another noble family must be sustained at all costs.,

Nothing is more important than the other members of my family.,

I am in love with the heir of a family that my family despises.,

My loyalty to my sovereign is unwavering.,

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

],

Flaw: [

I secretly believe that everyone is beneath me.,
I hide a truly scandalous secret that could ruin my family forever.,
I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.,
I have an insatiable desire for carnal pleasures.,
In fact, the world does revolve around me.,
By my words and actions, I often bring shame to my family.

],

Became a noble because: [

I come from an old and storied family, and it fell to me to preserve the family name.,
My family has been disgraced, and I intend to clear our name.,
My family recently came by its title, and that elevation thrust us into a new and strange world.,
My family has a title, but none of my ancestors have distinguished themselves since we gained it.,
My family is filled with remarkable people. I hope to live up to their example.,
I hope to increase my family's power and influence.

],

Optional Variant: "Knight"

},

Outlander: {

_special: "book-PHB",

Trait: [

I'm driven by a wanderlust that led me away from home.,
I watch over my friends as if they were a litter of newborn pups.,
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.,
I have a lesson for every situation, drawn from observing nature.,

I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry owlbear.,

I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.,

I feel far more comfortable around animals than people.,

I was, in fact, raised by wolves.

],

Ideal: [

Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic),

Greater Good. It is each person's responsibility to make the most happiness for the whole tribe. (Good),

Honor. If I dishonor myself, I dishonor my whole clan. (Lawful),

Might. The strongest are meant to rule. (Evil),

Nature. The natural world is more important than all the constructs of civilization. (Neutral),

Glory. I must earn glory in battle, for myself and my clan. (Any)

],

Bond: [

My family, clan, or tribe is the most important thing in my life, even when they are far from me.,

An injury to the unspoiled wilderness of my home is an injury to me.,

I will bring terrible wrath down on the evildoers who destroyed my homeland.,

I am the last of my tribe, and it is up to me to ensure their names enter legend.,

I suffer awful visions of a coming disaster and will do anything to prevent it.,

It is my duty to provide children to sustain my tribe.

],

Flaw: [

I am too enamored of ale, wine, and other intoxicants.,
There's no room for caution in a life lived to the fullest.,
I remember every insult I've received and nurse a silent resentment
toward anyone who's ever wronged me.,
I am slow to trust members of other races, tribes, and societies.,
Violence is my answer to almost any challenge.,
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.

],

Origin: ["Forester", "Bounty hunter", "Trapper", "Pilgrim", "Homesteader", "Tribal
nomad", "Guide", "Hunter-gatherer", "Exile or outcast", "Tribal marauder"],

Became an outlander because: [

I spent a lot of time in the wilderness as a youngster, and I came to
love that way of life.,
From a young age, I couldn't abide the stink of the cities and
preferred to spend my time in nature.,
I came to understand the darkness that lurks in the wilds, and I
vowed to combat it.,
My people lived on the edges of civilization, and I learned the
methods of survival from my family.,
After a tragedy I retreated to the wilderness, leaving my old life
behind. My family moved away from civilization, and I learned to
adapt to my new environment.

]

},

Sage: {

_special: "book-PHB",

Trait: [

I use polysyllabic words that convey the impression of great
erudition.,

I've read every book in the world's greatest libraries - or I like to boast that I have.,

I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.,

There's nothing I like more than a good mystery.,

I'm willing to listen to every side of an argument before I make my own judgment.,

I . . . speak . . . slowly . . . when talking . . . to idiots, . . . which . . . almost . . . everyone . . . is . . . compared . . . to me.,

I am horribly, horribly awkward in social situations.,

I'm convinced that people are always trying to steal my secrets.

],

Ideal: [

Knowledge. The path to power and self-improvement is through knowledge. (Neutral),

Beauty. What is beautiful points us beyond itself toward what is true. (Good),

Logic. Emotions must not cloud our logical thinking. (Lawful),

No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic),

Power. Knowledge is the path to power and domination. (Evil),

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

],

Bond: [

It is my duty to protect my students.,

I have an ancient text that holds terrible secrets that must not fall into the wrong hands.,

I work to preserve a library, university, scriptorium, or monastery.,

My life's work is a series of tomes related to a specific field of lore.,

I've been searching my whole life for the answer to a certain question.,

I sold my soul for knowledge. I hope to do great deeds and win it back.

],

Flaw: [

I am easily distracted by the promise of information.,

Most people scream and run when they see a demon. I stop and take notes on its anatomy.,

Unlocking an ancient mystery is worth the price of a civilization.,

I overlook obvious solutions in favor of complicated ones.,

I speak without really thinking through my words, invariably insulting others.,

I can't keep a secret to save my life, or anyone else's.

],

Specialty: ["Alchemist", "Professor", "Astronomer", "Researcher", "Discredited academic", "Wizard's apprentice", "Scribe", "Librarian"],

Became a sage because: [

I was naturally curious, so I packed up and went to a university to learn more about the world.,

My mentor's teachings opened my mind to new possibilities in that field of study,

I was always an avid reader, and I learned much about my favorite topic on my own.,

I discovered an old library and pored over the texts I found there. That experience awakened a hunger for more knowledge.,

I impressed a wizard who told me I was squandering my talents and should seek out an education to take advantage of my gifts.,

One of my parents or a relative gave me a basic education that whetted my appetite, and I left home to build on what I had learned.

]

},

Sailor: {

_special: "book-PHB",

Trait: [

My friends know they can rely on me, no matter what.,

I work hard so that I can play hard when the work is done.,

I enjoy sailing into new ports and making new friends over a flagon of ale.,

I stretch the truth for the sake of a good story.,

To me, a tavern brawl is a nice way to get to know a new city.,

I never pass up a friendly wager.,

My language is as foul as an otyugh nest.,

I like a job well done, especially if I can convince someone else to do it.

],

Ideal: [

Respect. The thing that keeps a ship together is mutual respect between captain and crew. (Good),

Fairness. We all do the work, so we all share in the rewards. (Lawful),

Freedom. The sea is freedom- the freedom to go anywhere and do anything. (Chaotic),

Mastery. I'm a predator, and the other ships on the sea are my prey. (Evil),

People. I'm committed to my crewmates, not to ideals. (Neutral),

Aspiration. Someday I'll own my own ship and chart my own destiny. (Any)

],

Bond: [

I'm loyal to my captain first, everything else second.,

The ship is most important- crewmates and captains come and go.,

I'll always remember my first ship.,

In a harbor town, I have a paramour whose eyes nearly stole me from the sea.,

I was cheated out of my fair share of the profits, and I want to get my due.,

Ruthless pirates murdered my captain and crewmates, plundered our ship, and left me to die. Vengeance will be mine.

],

Flaw: [

I follow orders, even if I think they're wrong.,

I'll say anything to avoid having to do extra work.,

Once someone questions my courage, I never back down no matter how dangerous the situation.,

Once I start drinking, it's hard for me to stop.,

I can't help but pocket loose coins and other trinkets I come across.,

My pride will probably lead to my destruction.

],

Became a sailor because: [

I was pressganged by pirates and forced to serve on their ship until I finally escaped.,

I wanted to see the world, so I signed on as a deckhand for a merchant ship.,

One of my relatives was a sailor who took me to sea.,

I needed to escape my community quickly, so I stowed away on a ship. When the crew found me, I was forced to work for my passage.,

Reavers attacked my community, so I found refuge on a ship until I could seek vengeance.,

I had few prospects where I was living, so I left to find my fortune elsewhere.

],

Optional Variant: "Pirate"

},

Soldier:

{

_special: "book-PHB",

Trait: [

I'm always polite and respectful.,

I'm haunted by memories of war. I can't get the images of violence out of my mind.,

I've lost too many friends, and I'm slow to make new ones.,

I'm full of inspiring and cautionary tales from my military experience relevant to almost every combat situation.,

I can stare down a hell hound without flinching.,

I enjoy being strong and like breaking things.,

I have a crude sense of humor.,

I face problems head-on. A simple, direct solution is the best path to success.

],

Ideal: [

Greater Good. Our lot is to lay down our lives in defense of others. (Good),

Responsibility. I do what I must and obey just authority. (Lawful),

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic),

Might. In life as in war, the stronger force wins. (Evil),

Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral),

Nation. My city, nation, or people are all that matter. (Any)

],

Bond: [

I would still lay down my life for the people I served with.,
Someone saved my life on the battlefield. To this day, I will never
leave a friend behind.,
My honor is my life.,
I'll never forget the crushing defeat my company suffered or the
enemies who dealt it.,
Those who fight beside me are those worth dying for.,
I fight for those who cannot fight for themselves.

],

Flaw: [

The monstrous enemy we faced in battle still leaves me quivering
with fear.,
I have little respect for anyone who is not a proven warrior.,
I made a terrible mistake in battle cost many lives- and I would do
anything to keep that mistake secret.,
My hatred of my enemies is blind and unreasoning.,
I obey the law, even if the law causes misery.,
I'd rather eat my armor than admit when I'm wrong.

],

Specialty: ["Officer", "Quartermaster", "Scout", "Standard bearer", "Infantry",
"Support staff (cook, blacksmith, or the like)", "Cavalry", "Healer"],

Became a soldier because: [

I joined the militia to help protect my community from monsters.,
A relative of mine was a soldier, and I wanted to carry on the family
tradition.,
The local lord forced me to enlist in the army.,
War ravaged my homeland while I was growing up. Fighting was the
only life I ever knew.,
I wanted fame and fortune, so I joined a mercenary company, selling
my sword to the highest bidder.,

Invaders attacked my homeland. It was my duty to take up arms in defense of my people.

]

},

Urchin:

{

_special: "book-PHB",

Trait: [

I hide scraps of food and trinkets away in my pockets.,

I ask a lot of questions.,

I like to squeeze into small places where no one else can get to me.,

I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.,

I eat like a pig and have bad manners.,

I think anyone who's nice to me is hiding evil intent.,

I don't like to bathe.,

I bluntly say what other people are hinting at or hiding.

],

Ideal: [

Respect. All people, rich or poor, deserve respect. (Good),

Community. We have to take care of each other, because no one else is going to do it. (Lawful),

Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things. (Chaotic),

Retribution. The rich need to be shown what life and death are like in the gutters. (Evil),

People. I help the people who help me- that's what keeps us alive. (Neutral),

Aspiration. I'm going to prove that I'm worthy of a better life. (Any)

],

Bond: [

My town or city is my home, and I'll fight to defend it.,

I sponsor an orphanage to keep others from enduring what I was forced to endure.,

I owe my survival to another urchin who taught me to live on the streets.,

I owe a debt I can never repay to the person who took pity on me.,

I escaped my life of poverty by robbing an important person, and I'm wanted for it.,

No one else should have to endure the hardships I've been through.

],

Flaw: [

If I'm outnumbered, I will run away from a fight.,

Gold seems like a lot of money to me, and I'll do just about anything for more of it.,

I will never fully trust anyone other than myself.,

I'd rather kill someone in their sleep than fight fair.,

It's not stealing if I need it more than someone else.,

People who can't take care of themselves get what they deserve.

],

Became an urchin because: [

Wanderlust caused me to leave my family to see the world. I look after myself.,

I ran away from a bad situation at home and made my own way in the world.,

Monsters wiped out my village, and I was the sole survivor. I had to find a way to survive.,

A notorious thief looked after me and other orphans, and we spied and stole to earn our keep.,

One day I woke up on the streets, alone and hungry, with no memory of my early childhood.,

My parents died, leaving no one to look after me. I raised myself.

]

},

Gameplay

Use of audio will be used throughout each game session. Generally, audio will last no longer than 6-12 seconds at full volume and then dampen. The exception is background audio. Audio is used to pass information about weather conditions and establish/reinforce the current atmosphere. Audio will be low enough not to interfere with gameplay.

Scheduling

I expect to run a game every Sunday from 6 – 9 pm, unless otherwise stated. Please see the scheduling calendar at ...

<https://dnd5e-online.com/facebook-events-calendar/index.php>

Should you have any technical issues, you can contact me at arcolq@gmail.com. I can usually answer within 1 day. With respect to gaming PDFs, I would recommend visiting <https://thetrove.net>.

For connection information, refer to the website.