

# Age of Man

Gone is the age of titans.  
Felled are the great brutes which feasted on bone of man and god.  
Brave founders repelled them!  
To the snowy mountains!  
To the black ocean!  
To the bowels of the Earth!  
Farewell, titans.  
The world will rise once more  
standing hand in hand  
in the glory of the empire!  
- Anthem of the Empire of Man

The empire of man expanded one city at a time, propelled by the many peoples' revulsion toward their titan overlords, consuming the world. It's collapse was as inevitable as it's rise. Once the last overlord fell, the empire boiled over in a war of self-determination for many of it's constituent states. When the dust settled, only a shriveled core of the empire remained and the remainder of the world exploded in unrestricted vitality and growth in spite of the great network of trade routes vanishing overnight.

## 1 Gold Robe



Those who benefited most from the empire of man's core's wealth and abundance of imports long for the return of the empire. Named for their status symbol, each individual in gold robe society wears a robe with gold fiber sewed in. The greater the prestige, the more gold and rarer the fabric used in the robe's construction.

Languages: Common

### Well-rounded education

You gain proficiency in two skills of your choice.

### **Athlete (requires at least 15 STR)**

In your education, you competed on a sports team and trained often. You are proficient in athletics.

### **Competitive fencer (requires at least 15 DEX)**

You spent at least some of your time practicing fencing. You are proficient with rapiers.

### **Wine Connoisseur (requires at least 15 CON)**

It's unclear whether your senses or language surrounding alcohol have become any more refined, but you sure can throw the stuff back. Your body has a strong tolerance for alcohol.

### **University (requires at least 15 INT)**

Testing earned you a year's stay at college, where you graduated with a degree in one topic. Choose one of the below skills that you are already proficient in. You gain expertise in that skill and may add twice your proficiency bonus when making skill checks with it. - Arcana - History - Investigation - Nature - Religion

### **Fashion Expert (requires at least 15 WIS)**

You've seen enough trends that you understand fashion intuitively. In a pinch, you can give a makeover to even the most unseemly creatures to make them considerably more presentable. More importantly, you know how to dress to blend in with various peoples.

### **Oratory (requires at least 15 CHA)**

You learned to give speeches, and to deliver both biting criticism and sharp retorts. You are proficient in persuasion.

## 2 The silent



These folk practice stoic traditions handed down to them from various magical creatures. Children of the silent take a vow of silence from a young age, and their rite of passage into adulthood is to confirm their vow by the removal of their tongue. To communicate, the silent use a variety of hand signs known as handspeak. The ways of the silent are guarded from outsiders, and involve a harsh regimen of martial arts, scholarly study, and magical training.

Only a select few mages outside of the silent culture know it's true purpose, which is to safeguard any of the magical secrets that could be used to bring about a new age of Titans. Rather than destroy this knowledge, individual silent are trusted only with pieces of the entire puzzle, and it is strictly forbidden to share those secrets except when training successors. The only major exception to the secrecy of the silent is in communication with mages deemed responsible enough to cooperate in this goal.

Languages: Common(read/write and hear, but not speak), handspeak

**Silent Takedown (requires at least 15 STR)**

When you use a shove or grapple attack on an unsuspecting target, you may do so with a bonus action.

**Sword Dance (requires at least 15 DEX)**

You practice the traditional sword dance of your people, and in doing so you gain proficiency with short swords and scimitars.

**Steel Palm (requires at least 15 CON)**

Training has allowed you to reduce the incoming damage from an attack. When a non-magical melee attack hits, you may expend a stamina die, roll it, and subtract that much damage from the attack by blocking it with a sturdy hand.

**Magic Crystal (requires at least 15 INT)**

You proudly wear a crystal around your neck, and know how to use it for magic. Choose one cantrip from the Runesmith spell list. It is stored inside your crystal, and may be cast by touching your crystal and consuming a stamina die.

**Trained Ears (requires at least 15 WIS)**

You've spent your life listening intently, and it has paid off. You have advantage when making perception checks that rely on hearing.

**Pantomime (requires at least 15 CHA)**

You have learned to silently mimick many actions and abstract concepts rather well, independently of your handspeak. You may effortlessly communicate concrete concepts like fire or death to creatures that do not share a language with you.

### 3 Bronzehammers



Folk with a culture of near-worship of metal. Bronzehammers often decorate their homes with metal ingots, and it's not uncommon for them to believe that metal holds spiritual significance. From an early age, bronzehammer children flock to mines and forges to learn how metal is harvested and transformed into finished products. Metal tongue is the language of the bronzehammers, made specifically to efficiently discuss minerology and metalworking.

Languages: Common, Metal Tongue

#### Trade School

Early in life you ran a mandatory rotation through the smith's guild apprentice program. You are proficient in smith's tools.

### **Flying Hammer Strike(requires at least 15 STR)**

You know not only how to throw light hammers, but how to do so with terrifying strength and accuracy. When you hit with a light hammer thrown attack, you may expend a stamina die to force the target to make a strength save against your attack roll, or be knocked prone.

### **Shield wielder(requires at least 15 DEX)**

You are proficient with shields, and may now don or doff shields using a bonus action.

### **Armor Training (requires at least 15 CON)**

You spent time training in You are proficient with light and medium armor.

### **Ancestral Warhammer (requires at least 15 INT)**

The runes of metal tongue spell out the names of the ancestors before you on this ceremonial warhammer, and your name has been added to it. You are proficient with warhammers.

### **Minerology (requires at least 15 WIS)**

Your studies have paid off. You have advantage on skill checks made to identify the features of or remember crucial information about minerals.

### **Silverhammer's Tongue (requires at least 15 CHA)**

You're able to communicate confidently about anything related to metal, whether you are knowledgeable or not. You gain advantage on any deception check which depends upon your perceived expertise on minerology, metallurgy, smithing, or mining.

#### 4 Coggers



Gaining their name from their fascination with clockwork, the coppers are a people who immerse themselves in tinkering as a way of life. Some specialize in larger constructions such as cranes, trebuchets, and drawbridges, while others focus on smaller gadgets and coil computers.

Copper culture holds tiny folk as special. This is partly due to the history of tiny folk volunteering to mend items, but also due to their ability to make very fine changes and fit inside clockwork devices to perform maintenance. It is a common practice to build tiny homes in one's attic or garden, and leave offerings to any tiny folk living in them. Some of the proudest achievements in clockwork have been made by tiny folk in these homes, freed to study clockwork without the pressures of working a job.

Languages: Common



### **Cranky counter (requires at least 15 STR)**

You've spent countless hours winding up larger machines, and it shows. When a creature attempts to grapple you, you may expend a stamina die and use your reaction to prevent their grapple and instead make your own grapple. If you succeed, you grab onto one of their limbs and push it down like a crank, slamming them prone onto the ground and dealing 1d4 bludgeoning damage.

### **Repair (requires at least 15 DEX)**

Your nimble fingers and purpose-built tools make quick work of seemingly devastating damage. You may consume one stamina die to cast the Mending spell from the spell compendium volume I, except that you achieve this spell by conventional, and not arcane means.

### **Long hours (requires at least 15 CON)**

You have spent enough long nights working on projects that you aren't affected as harshly anymore by a long night. When you go without sleep, you do not feel the effects until 48 hours have passed.

### **Tinker (requires at least 15 INT)**

You are proficient with tinker's tools. You produce a device with 5 AC and 1 hit point which breaks down after 24 hours. It takes 1 hour and 1 unit of scrap to construct such a device. Options include: - Clockwork Toy - A small creature that chimes and moves forward when wound up with a key. - Fire Starter - May light a candle, campfire, or torch. Deals 1 fire damage. - Music Box - Once wound up, plays a melody for up to 1 minute. - Flare Gun - When fired into the air, the charge ignites and drifts to the ground, casting bright light in a 300 foot radius for one minute. - Thief's Light - This disk produces a dim red light in a 5 foot cone that is hard to detect at range.

### **Cog intuition (requires at least 15 WIS)**

You can readily understand the principles of clockwork underlying many complex traps and devices you may find within a dungeon. Without knowing the specifics, you are able to intuit some of the specifics of trap function. You are more likely to determine facts about a contraption's function, and are more successful in disarming or re-arming such devices.

### **Clock Talk (requires at least 15 CHA)**

You have the uncanny ability to deliver speak to the beats of a metronome. You have advantage on performance checks to entertain or distract while using this technique.

## 5 Soot



The folk that first emerged from shifts in titan mines quickly took on this name due to the pitch black coal dust clinging to their forms. Their role remains preserved after the empire's collapse. If there is a dirty industrial job, it will often be done by one or more soots. It's hard work, and the pay is not the best, but you gotta do what you gotta do. Soots are seen as expendable, and often first in line for conscription due to the already short lives afforded by proximity to smoke, coal, and oil.

Languages: Common, one other

### Apprenticeship

During your childhood you worked as an apprentice to help pay the bills. You are proficient in one tool of your choice.

### **Conscript (requires at least 15 STR)**

You were recruited and served a few months in the army before being returned. In that time you learned to wield a pole arm in formation. You are proficient with pikes.

### **Borrow (requires at least 15 DEX)**

When you attempt to steal an object using a sleight of hand check, you make it with advantage.

### **Tolerant Lungs (requires at least 15 CON)**

Breathing soot hasn't done great things for your health, but at least there's a silver lining. You are resistant to damage taken by breathing harmful gases.

### **Moonlighting academic (requires at least 15 INT)**

You worked with proximity to sensitive information. Maybe you were a chimney sweep for wealthy homes, or spent plenty of time around engineers in a factory, or something else. Choose one of the following skills, and gain expertise in it, adding twice your proficiency bonus when you make checks with it. - Investigation - History - Arcana - Nature

### **Haggle (requires at least 15 WIS)**

You didn't get where you are by paying full price. The first persuasion check you make to haggle with a particular trader is made with advantage.

### **Embellish (requires at least 15 CHA)**

It's hard for others to know what you have and haven't experienced. When you tell a tall tale, you get advantage on your deception check.

## **6 Burden Folk**

Farmers, foresters, and fishermen bear this name. It is a simple life, but often a rewarding one.

Large and huge folk play a specific role in burden folk cultures. Capable of pulling plows, of lifting timbers directly, and performing other miracles that a team would otherwise be needed for, larger folk also act as defenders for many burden folk communities. At summer solstice, burden folk often spend the day celebrating their community's giants by baking confections and singing.

Languages: Common

### **Strong back (requires 13 STR)**

You can carry 20 extra pounds of carry weight before you are overencumbered.

### **Tree climber (requires 15 DEX)**

If you attempt to climb a tree, you are considered to have a climbing speed equal to your movement speed.

### **Laborer's endurance (requires 13 CON)**

Your hands and feet are calloused, and you are used to heavy physical exertion. Days of backbreaking labor don't seem to effect you as much as others. If you finish a rest and have not restored all of your stamina dice, you restore one additional stamina die.

### **Folk Lore (requires 15 INT)**

You've heard enough legends throughout your life, that there's a good chance they involve the monster in front of you. You have advantage when making checks to remember information related to monstrosities and the undead.

### **Animal Husbandry (requires 13 WIS)**

Even if it's not your job, you've spent a lot of time near livestock. You have advantage on animal handling checks dealing with domesticated animals.

### **Tall tales (requires 15 CHA)**

You have advantage on skill checks that use charisma if they rely on you telling stories, true or otherwise.

## **7 Deep folk**

The residents of the caves and mines that honeycomb many regions, most deep folk never venture into the sunlight more than once or twice in their life. Subsisting on farming fungi and hunting underground monsters, the deep folk are often proud warriors.

Deep folk warrens have acted as spaces of refuge over the years. Many soots found their way into deep folk warrens when the boom and bust left them jobless, or when industrial accidents left entire families of orphans. The tradition of soots visiting warrens to check on rehomed friends and loved ones has resulted in the singular channel of trade that the communities are familiar with, often exporting fungi and monster parts.

In addition to soots, the deep folk welcome the blind, elderly, corrupted, and even will accept and reform criminals who are wanted elsewhere.

Languages: Common

### **Ranged Decapitation (requires at least 15 STR)**

You have honed your full rage: in battle. You are proficient with the battle axe and great axe. You may consume a stamina\_die to throw either of them at a range of 20/40. On a hit, this attack deals critical damage.

### **Tunnel Fighter (requires at least 15 DEX)**

When a hostile creature enters within 5 feet of you, you may consume a stamina die to make an attack against that creature. This does not consume a reaction.

### **Deep folk Toughness (requires at least 15 CON)**

Living off of mushrooms and magical monster parts fills you with an unnatural fortune. Whenever you roll hit points, you may add an extra +2 for each die rolled.

### **Mycologist (requires at least 15 INT)**

You're proficient in nature, and your knowledge of mushrooms is extensive enough that you have advantage on all intelligence checks that require this knowledge.

### **Dim Vision (requires at least 13 WIS)**

Life in the tunnels has trained your eyes to see by the dim light of mushrooms. You may see dim light as bright light for 60 feet. You cannot make out color in this light. On the surface you suffer disadvantage on perception checks that rely on sight.

### **Tunnel Sight (requires at least 15 WIS)**

You are able to locate objects, and especially creatures with only the aid of your ears. You gain blindsight for 30 feet.

### **Voice-throwing (requires at least 15 CHA)**

Deep folk have an incredibly strong intuition about how sound echos off various objects. They are capable of throwing their voice up to 60 feet and in some cases around corners.

## **8 Wild Folk**

There are those who refused the empire of man from it's inception, and who played a pivotal role in hastening it's collapse. Aside from their shared opposition to the empire, wild folk can't seem to agree on much else.

Wherever a revolt can be found, the wild folk are either instigating or backing the people who have. This has made them enemies with monarchs, warlords, and other figures of authority. It has also made them allies with many small villages, tribes, and religious groups who have been wronged by the same figures of authority. They are frequently welcomed by the greenfoot people, seen as an ally against industrialists.

**Languages:** Common

### **Sword training (requires at least 15 STR)**

You were trained in a rebel group, and you are proficient with longswords. You own an ex-imperial longsword with the serial number filed off.

### **Stalker (requires at least 15 DEX)**

Imperial soldiers occasionally remark about moments when the trees speak beast tongue. When in the wilderness, you receive advantage on stealth checks.

### **Weather hardened (requires at least 15 CON)**

You are used to being exposed to the elements. Whenever you need to make a check to resist the effects of natural cold, heat, humidity, or rain, you have advantage.

### **Ambusher (requires at least 15 INT)**

You are a battle-hardened insurgent and familiar with ambushes. When you set up an ambush, you may add your intelligence modifier to attack rolls you make in the first three rounds of combat.

### **Field Medicine (requires at least 15 WIS)**

You are proficient with healers kits. You may expend one stamina die and one charge of the kit in order to administer 1d10 hit points of healing to another creature. This takes 1 minute.

### **Beast tongue (requires at least 15 CHA)**

You beast tongue, a complex language composed of various beast sounds chained together to communicate simple messages without raising the suspicion of those who hear and mistake it for actual beasts.

## **9 Greenfoot**

These folk often congregate on the periphery of civilization, where they look after forest gardens, refusing to till the land or use metal tools. A popular greenfoot practice is to bring their newborns to fairy circles to beg for blessings and a fae name.

Languages: Common

### **The natural way**

You may craft simple melee weapons and shields of stone, wood, and other natural materials. Each item made this way requires 1 hour and access to natural resources. These weapons are nearly worthless in trade, and break upon rolling a natural 1 on an attack roll with them.

### **Spear Hunter (requires at least 15 STR)**

You are proficient with spears. When throwing or striking with spears, you have a +2 bonus to attack rolls.

### **Longbow hunter (requires at least 15 DEX)**

You are proficient with longbows, and have a +2 bonus on attack rolls made with them.

### **Herbal Fortitude (requires at least 15 CON)**

You've conditioned tolerances for most common poisons. When you make a constitution save to avoid the effects of poison, you have advantage.

### **Meditation (requires at least 15 INT)**

The fae gifted you as a child. In place of traditional sleep, you may meditate and rest without losing consciousness. You find that this technique is more efficient than conventional sleep, and that you only need 4 hours of meditation each night to sustain you.

### Wheel Of Life(requires at least 15 WIS)

Your fey ancestry has enticed the mysteries of nature to unravel themselves to you and reveal their underlying patterns. With this closeness you gain a magical hold over certain natural processes. You may use your action to expend one hit die and cast the druidcraft cantrip from the spell compendium volume 1.

### Fae Name(requires at least 13 CHA)

The fae bestow you with a name. When you speak or whisper this name to the fae, they will immediately know what major deeds you have or have not done thus far in your life.

### True Name(requires at least 15 CHA)

You learn the true name of either Earth, Water, Wind, or Fire. You may expend a stamina die to cast a cantrip based on the element, or you may expend three stamina dice to cast a higher level spell, as shown in the table below.

Element	Cantrip	Spell
Earth	Mold earth	Stoneshield
Water	Shape Water	Water Cannon
Wind	Gust	Gust of Wind
Fire	Control Flames	Blazing Scorcher

## 10 Wayfarer

Those eccentric artists and inventors who could not secure the blessings of the empire were scattered abroad, wandering to share their special interests with the world. Some peddled goods as specialty merchants, while others offered entertainment or rare services such as minor divination.

The wayfarers live as perpetual strangers to the communities they visit, but they are not without bonds. Some troupes are sponsored to wear the colors and spread the good will of wealthy gold robes, while some are connected deeply with the network of mage guilds across the lands, and have good standing with them.

Languages: Common, One other

### Special Interest

Below are the most common of wayfarer special interests. The common thread is their lack of backing. You have a bonus D4 added to any skill check that leverages knowledge of this subject. In lieu of the subjects provided, you may instead select a specific subject such as a particular nation, public figure, or culture. You have three lore books covering different aspects of this subject. - Mycology - fungus - Ichthyology - fish - Philology - literature - Aesthetics - art - Botany - plants - Zoology - animals - Anthropology - people - Musicology - music

### Bear wrestler (requires at least 15 STR)

Though you've never wrestled an actual bear, you have wrestled a large performer in a bear suit in front of a crowd. You do not have disadvantage on grappling checks made against creatures one size larger than you.

### **Juggler (requires at least 15 DEX)**

You know how to juggle expertly. You have advantage when you make skill checks leveraging this ability.

### **Vice of Clarity (requires at least 15 CON)**

Whether it be coffee, tobacco, or biting your nails, you have a vice. When you expend a stamina die to indulge in your vice, you enter an altered state of mind and more easily ignore interruptions. For 1 minute, you have disadvantage on spell attack rolls, but have advantage when making concentration checks.

### **Magic Show (requires at least 15 INT)**

You learned to entertain others using your magic. You know either the minor illusion cantrip, or the control flames cantrip. You may cast this spell using only your fingers by expending a stamina die.

### **Fey Blessing (requires at least 15 WIS)**

On your travels, you have had a close encounter with the fey, and they admired you. You have advantage on saving throws against being charmed or possessed by magic.

### **Kiss of fate (requires at least 15 CHA)**

You expend a stamina die and speak a good fate into existence. You may then transfer this magic of your lips to one creature by either kissing them, or blowing a kiss to them. The kiss is left as a mark on them, vanishing if they either complete a rest or expend the kiss to gain 1d8 on an attack roll, saving throw, ability check, or skill check. A creature may only have one kiss of fate at a time.