

Ruptured Worlds

A campaign setting for 5th Edition D&D

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CHAPTER 1: INTRODUCTION

WELCOME TO THE WORLD OF SCHISM! A land divided for thousands of years by the river of fire belched out of the great mountain in the North. The Fenlanders call it “Old Stoney”; to the Gretyrians it is known as “The Forge of the Gods”. In Alhodán it is “The Great Fire-Mouth”. And in Hibuki, long isolated by the mountain’s blazing issue, it is simply called “the volcano”.

For millenia the river has run red-hot and raging, preventing almost all travel across it. Over this time, the lands to the East have settled into three kingdoms: Gretyr, The Fenlands, and Alhodán.

West of the river lies Hibuki, in equal parts isolated and protected by the fiery border. Over the ages, Hibuki has developed a distinct culture, quite different from that of the Three Kingdoms. The languages spoken there are unrecognisable to those not from the region. And, despite their smaller size and detached position, they have prospered—no doubt in part due to the rich veins of Thaumite ore that can be found within their mountains.

There is not a man alive who can remember a time before the eruption. Some had even begun to question that there even was a land and a people on the other side—surely, they said, the world ends at the river of fire? And yet, in recent years, the eruptions have quietened, the river running shallow, and at long last it has become possible to cross. The people across the river were no myth. Finally, the lands of Schism are being reunited.

PLAYING A CAMPAIGN IN SCHISM

The world of Schism was developed as a natural setting for a campaign played bilingually—where players speak one of two different languages natively, and have varying ability in the other. The idea is that all the languages in Hibuki are mapped to one of the “real-world” languages spoken by the players, and the languages of the Three Kingdoms are mapped to the other. For more information on how this works, see the section on “Languages” below.

It is, of course, possible to play in this setting with a traditional, monolingual group, and simply roleplay the difference in languages. Any new rules presented here are completely optional.

シズムの世界へようこそ！シズムは北の大山脈から吐き出される炎の河によって何千年にもわたって引き裂かれていた世界です。その山をフェンランダーは「...」、グレティランは「神々の炉」、アルホダン語では「偉大なる火口」、そしてその炎の河により長く他国より隔たれていた火吹ノ国では単に「火山」と呼ばれています。

幾千年の間、その灼熱の河は激しく流れ、通行をほとんど許しませんでした。その間に、東の大地は三つの国に統治されるようになりました: グレティル、フェンランズ、そしてアルホダンの三王国です。

河の西には灼熱の国境により孤立化され守られた形となる火吹ノ国があります。長い年月を経て火吹ノ国は三王国とかなり異なる独自の文化を持つに至ります。

火吹で使われる言語は外部のものには全く理解できません。山岳部から取れるタウマイト鉱石の助けもあり、孤立した小国ながらも栄えています。

噴火前の世界を知っているものはとうに死に絶え、河の向こう側にも世界があることを疑うものさえ現れました。「河が世界の果てなんだろう?」と彼らは言います。しかし、近年噴火がおさまり始め、河も浅くなり、ついには渡れるようになったのです。「河の向こうの人」はおとぎ話ではありませんでした。シズムの大地はようやく一つになろうとしています。

シズムでのキャンペーン

シズムの世界は二言語で行われるキャンペーンのための自然な設定として作られました。プレイヤーはそれぞれどちらかの言語が母国語であることを想定しています。

火吹の言語はすべて一方の実言語に、三王国の言語はもう一方の言語に対応することになります。詳細は後述の「言語」セクションを読んでください。

もちろんこの世界設定を一般的な単一言語のグループで、言語の違いをロールプレイして遊ぶことも可能です。ここで述べる新ルールはすべてオプションです。

CHAPTER 2: THE WORLD

Adventures take place in the Western part of Schism, where the Three Kingdoms and Hibuki are located. There is a world beyond these borders, but this booklet will only concern itself with this area.

The main religion of the Three Kingdoms is called the universal pantheon. It originated in Alhodán but has since spread to all corners of the Kingdoms. There are other, more minor religions, details of which are given in the description of each country below.

In terms of racial makeup, the majority of people here are human, though there are enough dwarves, elves, halflings, and other standard races that they wouldn't be deemed unusual. The more exotic races, such as dragonborn and tiefling, are rarer.

THE THREE KINGDOMS

East of the great River of Fire lies the Three Kingdoms, the centre of power in the region for centuries. These neighbouring countries have jostled against one another over the ages, at times flaring up into war, at times enjoying periods of co-operation and peaceful productivity.

We are currently in one of those peaceful periods. The Alhodani trade with the world, the Fenlanders supply the Three Kingdoms with food, and the Gretyrians hold the forests and the fjords. Each is relatively happy with this arrangement. However, with the recent opening of trade with Hibuki, each country is vying to make the most of this potentially powerful new trading partner and ally.

ALHODÁN

The largest and wealthiest of the Three Kingdoms, Alhodán runs along the Southern coast, reaching up on the East side to meet Gretyr in the North.

RESOURCES AND ECONOMY

Alhodán is sometimes called "The Golden Kingdom", partly for the sun which graces the country with beautiful weather more often than not, and partly for the sandy desert which makes up much of its terrain. Mainly, though, it is for the literal gold which lies beneath their feet. The country is rich in mines, bursting with seams of gold, and it is from this that it derives much of its wealth.

Because much of the country is uninhabitable

冒険はシズム世界の西側、三王国と火吹が存在する地域でおきます。その先にも世界は広がっていますが、この本ではこの地域についてだけ語ります。

三王国の宗教は普遍神教と呼ばれます。元はアルホダン発祥ですが三王国すべてに広まっています。他にもマイナーな宗教があり、詳細は各国の説明に載っています。

人種的には、人間が多数派ですが、ドワーフ、エルフ、ハーフリングなどの多種も一般的に見られます。ドラゴンボーンやティーフリングなどはより珍しいです。

三王国

炎の河の東には、数世紀に渡ってこの地域の中心であった三王国があります。この近隣する各国は歴史的に競い合っており、時には戦い、時には平和的に共存して繁栄していました。

今はその平和な繁栄期にあたります。アルホダン人は貿易、フェンランダーズは食糧、グレティル人は森林と峡湾を握っています。各国はおおむね状況に満足しています。しかし、火吹との通商が最近可能となったことで、各国がこの新しく重要な交易／同盟相手との関係から利益をあげようと狙っています。

アルホダン

desert, it is fairly sparsely populated. Much of the population is based in the coastal towns to the South, or near the border with the Fenlands in the North, where the climate is more temperate.

The hot, dry climate is not well-suited to agriculture, so Alhodán must import much of its food. It does so from The Fenlands above it, as well as from more exotic locations overseas.

Alhodán boasts a strong merchant class, and its trading ports on the Southern coast are the most cosmopolitan cities in all of the Three Kingdoms. Merchants travel to far-off lands, where gold is valued more highly, and bring back all sorts of strange and exotic merchandise to sell at the Alhodani markets.

Apart from gold, another popular Alhodani export is horses. The country is famous for breeding and training fine horses, famed throughout the Three Kingdoms and beyond. They are difficult to transport, especially by sea, and so they cannot be exported in great quantity. Perhaps because of this, the price of an Alhodani horse outside of the Kingdom is astronomical.

POLITICAL SYSTEM

The King of Alhodán lives in a grand palace overlooking the country's inland capital of Doraqua, which sits in a valley protecting it from some of the harsher environmental elements surrounding it. His rule throughout the Kingdom is absolute, though to many he is a somewhat remote figure as he rarely makes the dangerous journey South to the more densely populated coastal towns.

The King is advised by his Vizier, who arranges many of the day-to-day particulars of government. He, in turn, has agents in all the major cities, who ensure that the King's wishes (as expressed by the Vizier) are met throughout the Kingdom.

Although the system is rigid and essentially dictatorial, so long as you follow the law life in Alhodán is relatively peaceful. There is enough money going round that people are by and large quite satisfied, and so the country does not have a history of uprisings or resistance against the authorities.

TOPOGRAPHY AND CLIMATE

Alhodán is mostly an arid country, rich in gold but poor in vegetation. The exception is the Northern regions, bordering The Fenlands and Gretyr, which get more rainfall and grow enough crops to provide for some part of the people's needs; the rest are met by importing food.

The coastal port towns are pleasant owing to

the sea breeze cooling the hot Alhodani air. The further inland you travel, the hotter it gets, and indeed much of the country is uninhabitable. The capital, Doraqua, is somewhat protected by the mountains which surround it, but it is still extremely hot. The King's luxurious palace makes use of a number of water features—routing water from the nearby mountains via a complex system of aqueducts—to give the place a cool, refreshing air.

RELIGION

Many of the gods of the Three Kingdoms originate from Alhodán. The Kingdom holds the largest temple to the universal pantheon in the Three Kingdoms.

There are some who speak of an old religion, of spirits who have retreated to the deserts. This religion has mostly been quashed by the dominance of the universal pantheon, so little is known about it, but ruins and artefacts of old hint at a deep and complex culture which existed around it in ages past.

THE FENLANDS

What the Fenlands lacks in size, it makes up for in the heart and perseverance of its people. A land of chivalry and honour, the Kingdom is famous for the annual Fens Tourney, a series of games held every summer.

RESOURCES AND ECONOMY

The Fenlands is a wet, fertile region, whose agricultural output helps to feed the entirety of the Three Kingdoms. Both the frigid forests of Gretyr and the arid desert of Alhodán struggle to support the populations of those two Kingdoms, and the Fenlanders are only too happy to trade with them their bountiful produce.

There are also some tin and silver mines dotted in the foothills running alongside the River of Fire, to the West of the country, however given their proximity the mines are hellish hot and punishing to work in, which has limited the effectiveness with which the Fenlanders have been able to extract from them.

The Fenlands is famous for its blacksmithing industry, and Fenland swords and armour are renowned throughout the Kingdoms for their strength and high workmanship.

POLITICAL SYSTEM

The Fenlands is a united Kingdom composed of two Principalities, the Northern and Southern Fenlands. The country has an overall monarch, who rules over the region as a whole. Usually, one of the Principalities will be managed by their firstborn child; the other is managed by the

フェンランズ

firstborn of the *previous* monarch. When the monarch dies, it is the firstborn of the previous monarch who takes their place and installs their own child as Prince in the Principality they have just left behind. As a result, there are *two* independent lines of succession, which alternate in taking the role of monarch.

This unusual system of succession carries with it a number of benefits. By the time the monarch dies, their successor will have experience running their own Principality. Although there is a sense of competitiveness between the Princes and frustration on the part of the current monarch's child (who knows they are not next in line to succeed), when eventually they do succeed they will have an understanding of both Princely roles, so they are less likely to show blatant favouritism toward their own child. And the cyclic shift of power between a Northern and Southern monarch encourages a balance between the two regions, rather than centering too much power in either the North or the South.

TOPOGRAPHY AND CLIMATE

The fens which give this region its name are actually concentrated to the North of the Kingdom, near the Firth of Fens. The Northern capital of Mirminster is in fact built atop the fens, and the ground beneath it requires regular maintenance to keep it afloat.

Spidering down from the fens and supplying the rest of the country is an intricate system of canals, atop which brightly-coloured barges ship resources, materials and goods throughout the Kingdom. The bargerunners who manage and dwell in these boats form a tight-knit community which, while technically subjects of the ruling monarch and beholden to the laws of the land, maintain their own sets of laws and family ties which they value far more highly than their duty to Queen and Country.

The Southern capital of Tawnbridge is built on firmer ground around the river Tawny, near the Alhodán border in the Southeast. Many of the canals feed into Tawny, and from there into Tawnbridge, which receives their supplies and sells them to Alhodani traders to take South.

Unsurprisingly, the Fenlands has the highest annual rainfall throughout the Three Kingdoms. The entirety of its Western border is defined by the River of Fire, alongside which runs a series of foothills; the rest of the country is quite flat. To the North is the Firth of Fens and, beyond that, Gretyr. To the South, Alhodán. The East also borders with Alhodán until it meets with the Dark Forest which marks the beginning of Gretyrian territory.

RELIGION

Fenlanders follow the universal pantheon, to whose gods they have built a number of temples throughout the Kingdom. The bargerunners have their own superstitions and beliefs from a bygone age, but they also worship the gods of the universal pantheon.

GRETYR

Northernmost of the Three Kingdoms is Gretyr, a land known for its icy terrain and cold, hard winters.

RESOURCES AND ECONOMY

The rugged landscape of Gretyr is heavily forested, so timber and carpentry make up a good deal of its exports. It also boasts a number of mines, mostly of iron though there are some of silver as well.

The land of Gretyr is wild and uncultivated. Though there are some large towns and settlements near the mines and forests, the majority of the Gretyrian population is composed of hunter-gatherer tribes, living on a diet composed largely of meat and berries.

POLITICAL SYSTEM

Although it calls itself a Kingdom, Gretyr is really a tribal society where the independence and freedom of each tribe is given the utmost importance. It is often said that if you ask a Gretyrian, “who is the King of Gretyr?” they will invariably respond, “I am the King of Gretyr!” Indeed, according to Gretyrian custom they *are* King until proven otherwise, usually by means of their death. This includes women; Gretyrians make no distinction and use the term “King” whether they are male or female.

In times of great need, the tribes come together in a vast assembly called the Kingsmoot, at which the Kings of Gretyr (which is to say, the entire population) vote for one amongst their number to lead them. This temporary leader is called the Grytking, and is expected to step down as soon as the issue that led to the Kingsmoot has been dealt with. Of course, once they have tasted power, many try to hold on to it—to their detriment. History is littered with the bodies of Grytkings who let the ideas of Empire and Kingship go to their head.

TOPOGRAPHY AND CLIMATE

Gretyr is separated from the Fenlands by the Firth of Fens in the Southwest. The region from here Northward is quite mountainous, marked by great fjords and massive cliffs. To the East, beyond the length of the Firth, the Dark Forest extends down and forms a land border with the Fenlands to its West and Alhodán to the South.

グレティル

To the North lies the Frozen Waters, the bleak and unforgiving sea.

Being so far North, Gretyr is highly affected by the seasons. Although generally cold, the winters are particularly harsh. With only two hours of sunlight, Gretyrians generally stay indoors if they can during the winter months, as much to hide from the weird and supernatural forces that are said to take hold during the dark hours of the night as to conserve warmth. The summer months are a time for life and celebration, but can also be exhausting for those not used to sleeping in daylight.

RELIGION

As well as following the universal pantheon of the Gods of the Three Kingdoms, many from Gretyr believe in spirits who inhabit the forests. While not quite gods, these mischievous creatures are said to play tricks on those who dally too long amongst the trees.

HIBUKI

West of the River of Fire is the ancient land of Hibuki. Long hidden from the rest of the world, the recent reduction in the volcano's output has finally allowed for travel across its border.

RESOURCES AND ECONOMY

Hibuki is an isolated, small country, surrounded by the River of Fire to the East and ocean to the West. It gets plenty of rain and grows a wide variety of crops, but because of the limited space and mountainous terrain they can't always grow as much as they need, so when there are storms or drought conditions, the people suffer.

The region is not massively rich in mineral resources, but their mining technology is well-developed, so there are a number of artisinal houses: groups of craftspeople who can work the precious metals with great precision, and who receive support from the state to do so. Some small number of these high precision precious metals are taken across the dangerous sea voyage to the Three Kingdoms, where their skill is unmatched, so they can be traded at a high price.

It is also said by magic users throughout the Kingdoms that Hibuki sits on a rich vein of precious Thaumite ore, sought after for its magical properties and essential for the construction of certain magical items.

Some of the citizens of Hibuki are pleased by the receding of the River of Fire, since trade with the Three Kingdoms will allow them to buy food during times of famine. However, there are those amongst the artisinal and political classes who feel that the River protected Hibuki from losing

火吹ノ国

資源と経済

火吹ノ国は限られた国土の国です。

水は豊かで農作物は様々な種類が栽培できるけれど、国土の狭さから収穫高は十分でないで、嵐や日照りがあれば、苦しむ人々がでます。

鉱物資源は豊かとは言えないけれど、精錬技術が発達していて、精度の高い貴金属を生み出す職人集団が存在し国も支援しています。この高精度の貴金属は、危険な海路を通過して3国にわずかながら輸出され、高値で取引され、技術の高さを買われています。

さらに、他国にはない貴重な魔法アイテムの原石・原料なども取れ、他国では一部の魔法関係者の間で、噂になっています。

火吹ノ国としては、火の河が勢いを落としたことは、食糧難の時に他国から食料を買える状況が生まれることになり、一部の市民には明るいニュースとなりました。一方で、火の河のお陰で、高い技術・資源を守り、情報の流出を防いでくることができたため、職人や官吏には不安の声が出ています。

長い間、国内だけで全てが完結してきた国だけに、急にひらけていくことに、ほとんどの国民が不安を感じています。3国からは積極的な貿易の交渉が始まっていますが、政府は今後どう外交していくか、まだ姿勢が定まっています。

政治体制

基本的に封建制です。

職人集団を抱えるそれぞれの領主がいて、王の議会に参加して国政を参加することができます。国は領主から税を取り立てますが、領主は領民から取り立てる税の額を自由に決められます。治安維持、治水などは領主の裁量に任せられているということです。

its resources and its deep culture of craftsmanship.

As a country which has been entirely self-reliant for thousands of years, the majority of its people feel uneasy at having it suddenly opened to the world. They have begun active trade and negotiations with the Three Kingdoms, but the government has yet to decide on its diplomatic approach long-term.

POLITICAL SYSTEM

Hibuki is largely a feudal society.

The artisanal houses are under the authority of a feudal lord, who can participate in government by sitting in assembly with the King. The King draws taxes from the lords, who in turn impose taxes on the craftspeople and tenants within their domain. Crime prevention, flood control, and other such issues are under the purview of the local lord.

TOPOGRAPHY AND CLIMATE

There are four distinct seasons, with a temperate, somewhat humid climate. Unless there are extraordinary weather conditions, the frequent rain ensures a clean supply of fresh water.

The North is dotted with high mountains which are usually covered in snow, and overall there is a little more mountainous terrain than plains.

The artisanal houses are scattered throughout the Kingdom in mountainous areas with rich supplies of fresh water.

RELIGION

Hibuki has frequently found itself at the mercy of nature, and as such the people tend to look for gods in the mountains and the rivers and other elements of nature. There are many gods, and people need not devote themselves solely to any one of them.

There are universal gods, who manifest both in the Three Kingdoms and in Hibuki; it is just that here they are worshipped by a different name and showing a different face. Then there are local gods, such as the god of a particular mountain or forest. They cannot stray too far from their own land.

地形と気候

春夏秋冬がはっきりしており、温暖湿潤気候。異常気象でなければ、雨は豊富で綺麗な水を確保できる。北に常に降雪している高い山があり、北を越境することはできない。他には、それほど高くない山が点在し、平地より山の面積がわずかに勝る。職人集団は、山があり水が豊かな場所に、それぞれ点在している。

宗教

火吹ノ国は自然に翻弄される傾向から、山や河など自然対象に神を見出し、さまざまなものに神を見ようとする。複数の神々を信仰していいし、信仰できる。普遍的な神は、この世界全体に存在して3国にも火吹ノ国にもいるが、姿形、名前は違った表現がされる。土地に根付く神々は、その土地から遠く離れて存在することができない。

CHAPTER 3: RULES

LANGUAGES

言語

The languages on each side of the River of Fire have developed independently for thousands of years, and as such they are mutually incomprehensible. While the world features the full suite of languages as presented in the *Player's Handbook*, each of the Standard Languages has two versions: that spoken in Hibuki and that spoken in the Three Kingdoms. A character who speaks the Common tongue of Hibuki cannot understand or communicate in Three Kingdoms Common, and an Elf of the Three Kingdoms could not speak with an Elf from Hibuki without learning their language.

When choosing a language, any of the Standard Languages must be prefixed with either “Hibuki” or “Three Kingdoms” in order to specify which dialect is spoken. It is possible to choose both. For example, a character may choose to speak Three Kingdoms Common, Three Kingdoms Elvish, and Hibuki Common. Each dialect takes a full language slot, so in this example the three languages chosen would take three slots.

The Exotic Languages, such as Abyssal, Celestial, and Infernal, are spoken on different planes of existence and are thus unaffected by the geography of Schism. The previous rule, therefore, does not apply to them.

OPTIONAL: LANGUAGE MAPPINGS

Ruptured Worlds is designed to be played with a bilingual group, where players themselves speak one or both of two different languages to varying degrees of proficiency. By mapping languages in the game world to those in the real world, the group can add a sense of depth and reality to the game experience. This also means that in cases where a player is not proficient in one language, other players who speak both can translate for them as needed, *in character*.

In simple terms, this optional rule maps all “Hibuki” languages to one real-world language, and all “Three Kingdoms” languages to the other. When a character is speaking in, for example, Hibuki Common, the player playing that character would actually speak the language “Hibuki” is mapped to. Similarly, when a character is speaking in Three Kingdoms Dwarvish, the player would speak in the language the “Three Kingdoms” is mapped to.

When adopting this rule, it is recommended

SHUFFLING NATIONS

The original group around which this campaign was designed had both Japanese- and English-speaking players, so in this case all “Hibuki” languages would be mapped to Japanese and all “Three Kingdoms” languages to English. It is partly for this reason that Hibuki has something of a Japanese flavour. Groups playing in different pairs of languages might choose to adjust the world to fit: for example, a group playing in Spanish and English could make Hibuki part of the Three Kingdoms and place Alhodán West of the River of Fire.

that players choose characters whose language ability is equal to or less than their own. A player whose character is from Hibuki, for example, should have native-level ability in the language Hibuki is mapped to, and the same goes for the Three Kingdoms. However, there is plenty of scope for players to create characters that speak *both* languages proficiently: diplomats, merchants, or long-term immigrants would all be examples of backgrounds that one might expect to have reasonable ability in the languages of both regions.

OPTIONAL: INTERMEDIATE ABILITY

A player may elect to have intermediate ability in a language, rather than full fluency. This requires only half a language slot. When making ability checks which involve the use of language, such as Persuasion or Intimidation, you have disadvantage on that check.

This rule is particularly useful if you are playing using the Language Mappings rule above, since players who are not fluent in the real-world language being mapped to can still play a character who makes some use of that language without feeling pressured to perform beyond their own ability in the language.

BACKGROUNDS

The adventure takes place at an exciting time for Hibuki and the Three Kingdoms. The crossing of the River of Fire opens up a wealth of opportunity for Kingdoms on both sides of the border. Each of the Three Kingdoms wants to establish the most fruitful relationship with their potential new partner, Hibuki; which for its part wants to maintain its independence and determine its place in this brave new world.

The following backgrounds allow the players to play an active part in this process, either as a diplomat working to represent their country’s interests throughout the Kingdoms, or as a merchant hoping to reap the greatest possible benefit from the new opportunities afforded across the border.

DIPLOMAT

You spend most of your time abroad, either stationed in a particular city or traveling from

背景

外交官

説明

place to place, representing the interests of your home country. Your duties cover a wide range of responsibilities, which might include helping your own country's citizens living abroad; ensuring the smooth functioning of events involving foreign dignitaries; acting as translator and interpreter; introducing the culture of your home country to foreign lands; negotiating trade deals and relationships with foreign powers; and sometime even spying or gathering information to send back to your home country.

Skill Proficiencies: Deception, Persuasion

Languages: Two of your choice

Equipment: A bottle of black ink, a quill, a set of fine clothes, a letter of representation from your monarch, and a purse containing 15 gp

FEATURE: DIPLOMATIC IMMUNITY

When travelling, you are your country's representative and any attack on you is an attack on your country. As a result, you cannot be arrested or prosecuted while you are in foreign lands.

When you first arrive in a new settlement large enough to contain an embassy or consulate for your country, you must present yourself to the officials there as soon as possible. They will stamp your paperwork recognising your diplomatic immunity within the region, and they can help navigate local issues or arrange for a message to be sent back to your home country if necessary.

SUGGESTED CHARACTERISTICS

As a member of the establishment, a diplomat knows how to navigate the bureaucracy of government office. They understand the interpersonal relationships which define how large organisations function, as well as the international politics at play within the world at large.

Some diplomats are extremely extrovert and like nothing more than to be the centre of attention, loudly extolling their country's virtues to the world at large. Others prefer to remain in the background, ensuring the smooth operation of government while avoiding the limelight themselves.

d8 Personality Trait

- 1
- 2
- 3
- 4
- 6
- 7
- 8

技能習熟：

言語： 任意の言語 2 つ

装備：

特徴：

オススメの人物像

d8 人格的特徴

- 1
- 2
- 3
- 4
- 6
- 7
- 8

d6 尊ぶもの

- 1
- 2
- 3
- 4
- 6

d6 関わり深いもの

- 1
- 2
- 3
- 4
- 6

d6 弱味

- 1
- 2
- 3
- 4
- 6

d6 Ideal

1
2
3
4
6

d6 Bond

1
2
3
4
6

d6 Flaw

1
2
3
4
6

MERCHANT

What wealth you have, you made yourself, buying and selling goods throughout the Kingdoms. You love the cut and thrust of the business world: negotiating prices, working with suppliers, and hawking your products at markets throughout the lands. Nothing beats the satisfaction of getting a good deal—and who knows, play your cards right and this time next year you'll have made your fortune.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of artisan's tools or navigator's tools

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice) or navigator's tools, a folder containing a balance sheet of income and expenses and a wad of receipts, a set of traveler's clothes, and a pouch containing 15 gp

FEATURE: DEALMAKER

The merchant is a consummate dealmaker, and if they can't hook you up with what you need straight away, they'll keep you in mind for when they can. In any town which you have previously visited, or after you have spent some time within a town, you'll know the ins and outs of who is looking for what, and when the time comes that *you* need something, you'll know who to contact to get it and what they'll want in return.

商人

技能習熟：

装備習熟：

言語： 任意の言語1つ

装備：

特徴：

オススの人物像

d8 人格的特徴

1
2
3
4
6
7
8

d6 尊ぶもの

1
2
3
4
6

d6 関わり深いもの

1
2
3
4
6

SUGGESTED CHARACTERISTICS

Merchants span a spectrum, from discerning purveyors of fine luxury goods, to wheeler-dealers looking for something cheap they can flip for double the price in the next village. Some are honourable, others... less so. What they have in common is a skill in negotiation and a passion for finding the perfect deal.

d8	Personality Trait
1	
2	
3	
4	
6	
7	
8	

d6	Ideal
1	
2	
3	
4	
6	

d6	Bond
1	
2	
3	
4	
6	

d6	Flaw
1	
2	
3	
4	
6	

d6	弱味
1	
2	
3	
4	
6	