

# ILMATARI ORPHAN



As a child, you were orphaned and raised strictly as well as trained scholarly and practically in a monastery by Sisters of St. Jasper of the Rocks and/or Monks of St. Sollars the Twice-Martyred.

## IDEA

The background, Ilmatri Orphan, is intended for use with:

- the *human* race & the *Illuskan* subrace
- [Swordsage](#), Monk, Cleric or Paladin class
- the [Doloroso Domain](#) for clerics and swordsages

If you use it with other races, classes and subclasses it might have to be tweaked - ask your DM.

## FEATURES

At the age of 12 years old, you were given the possibility to become a *monk* or *cleric* at a *monastery/temple*, or you could join the **Order of the Broken Ones** as *monk* or *swordsage*. Members of this order have no home, except the hostels of temples and monasteries. If you declined, you had to *leave for good* and follow your own path.

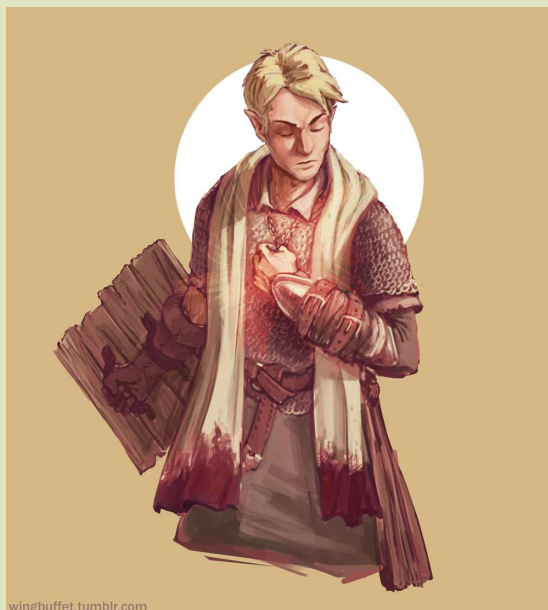
## PROFICIENCIES

- Religion, History & Arcana
- Quarterstaff
- Carpenter's tools
- Calligrapher's Supplies

## LANGUAGES

- Auld Common

## ILMATRI ORPHAN



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## ITEMS RECEIVED BY ALL

- Backpack (5 lb): bedroll (7 lb), blanket (3 lb) & patched tent (10 lb), string, tinderbox (1 lb), whetstone (1 lb), old mess Kit (1 lb), 3 obscure dayrations (4 lb), small knife, crude candle lantern (1 lb) & 10 candles (10 cp)
- Patched common clothes (3 lb) [Equipped]
- Crude quarterstaff (4 lb)
- Purse, waterskin (5 lb)
- Old pouch (2 lb): 50 cp, Sealing wax (5 sp), ink pen (2 cp), ink (10 gp), chalk (1 cp)
- Old scroll case (2 lb): 5 parchment (5 sp)

## ADDITIONAL ITEMS

Joining the order, or leaving for good, you were offered:

- Old Wheelbarrow fitted with old Chest (125 lb) [-5' speed]
- Hempen rope (10 lb)
- Sack (½ lb): rusty grappling hook (4 lb), worn climbers Kit (12 lb) & worn iron pot (10 lb)

## CLERICAL ITEMS

If you chose a holy life as monk, cleric, or swordsage, you received:

- Holy Symbol of Ilmater (1 lb) [Equipped] & Ordination signet ring [Equipped]
- Vestments of Ilmater (6 lb) & Gray Robe (1 lb)
- Old pouch (2 lb): prayer rope, alms box, prayer book, 2 blocks of incense, censer

## ORDER OF THE BROKEN ONES

If you chose to join the Order of the Broken Ones, you also received:

- Emblem of the Order & Battle Robe of the order (ac 12/13 lb)
- Worn greatsword (6 lb), Worn spear (3 lb) & worn shortsword (2 lb)
- worn shield (6 lb)

Battle Robes of the Order are gray robes padded with plates of hardened leather and studs in strategic locations worn with a tabard - it is comparable to studded leather.

## WEALTH

Most of the items are so crude, old, worn or patched, you will hardly be able to sell it for a few cp. The Holy Symbol, Signet Ring and Vestments may only be given to your Abbott/Abbess. The Emblem and Battle Robe may only be returned to your Grand Master.

# APPENDIX

## ALPHA DRAFT V0.0.10

This a rough draft. It hasn't been played or reviewed.

## WHAT TO EXPECT IN BETA DRAFT V.0.1.0

A reviewed draft based on playing experience and review.

### BUGS, ISSUES, SUGGESTIONS?

Have an idea of how to make the draft better? Or did you find something that is not conform with D&D 5th edition? Is the class overpowered? Head [here](#) and let me know!

### LEGAL ISSUES

This background is licensed using the [Cake-Ware License](#), which means you are free to use the background in any way that you want, if it aint illegal. Content referred to might be copyrighted by [Wizards of the Coast](#) et.al

### MORE RESOURCES

If you are looking for more 5e Homebrew resources check out my [GitHub](#).

### CREDIT

Thanks to:

- [The Homebrewery](#) for their simple markdown script!
- [UnearthedArcana](#) and their list of useful resources [here](#)
- [Wizards of the Coast](#): [PLAYER'S HANDBOOK](#), [SWORD COAST ADVENTURER'S GUIDE](#), [DUNGEON MASTER'S GUIDE](#), [MONSTER MANUAL](#), [XANATHAR'S GUIDE TO EVERYTHING](#) & [TOME OF BATTLE](#)
- [Roll20](#)
- [D&D Wiki](#)
- [D&D 5th Edition Wiki](#)
- [D&D Tools - Swordsage](#)
- [Forgotten Realms](#)
- [ORCPUB](#)

