

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.

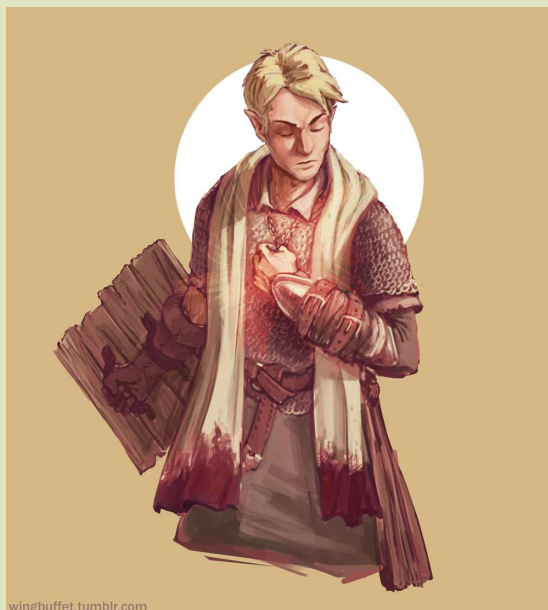
PROFICIENCIES

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

LANGUAGES

- Celestial

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 V0.0.11

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

WHAT TO EXPECT IN BETA DRAFT V.0.1.0

A reviewed draft based on playing experience and full 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](#)

