

# ILMATARI ORPHAN



S 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, Ilmatari Orphan, is intended for use with:

- the *human* race and *Illuskan* subrace
- the *Cleric* or *Swordsage* class
- the *Doloroso Domain*.

For other races, classes, and subclasses, get DM's help.

## FEATURES

At the age of 12 years old, you were given the possibility of becoming a *monk at a monastery*, becoming *cleric at a temple*, or joining the *Order of the Broken Ones* as *monk or swordsage*. Members of the order have no home, except the hostels of temples and monasteries. Else you had to leave for good.

## PROFICIENCIES

- Religion
- Arcana
- Calligrapher's Supplies

## LANGUAGES

- Auld-Common (dead language)
- Celestial

## EQUIPMENT

- Holy Symbol of Ilmater (1 lb)
- Prayer rope & Prayer book
- 5 sticks of incense
- Purse with 5gp
- Patched common clothes (3 lb)
- Bottle of black ink
- Quill
- Small knife

## FEATURE: RESEARCHER

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the multiverse can require an adventure or even a whole campaign. You can always stay for a few nights at hostels of lawfull good aligned monasteries and temples, and receive a pauper meal.

## SUGGESTED CHARACTERISTICS

Orphans are shaped by losing their parents and their experience in being raised and trained in a monastery. Their study of arcana and tenets of their faith and their relationship to the monastery affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme. E.g. some will have thrived with the strict rules and scholarly learning. Others have hated it to the bones, and could hardly wait to get away.

## ILMATRI ORPHAN



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# APPENDIX

## ALPHA DRAFT V0.0.9

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

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### 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](#)