

A detailed oil painting of a medieval knight standing amidst the ruins of a stone building. The knight is wearing chainmail, a red surcoat, and a blue belt. He holds a shield with a red and white striped design and a sword. The background shows large, broken stone blocks and a warm, golden light.

ANCESTRY & BACKGROUND

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Common Ancestries

Your kin, lineage, heritage, or race—this is how your character was born and how others see you at first glance. You may be a dwarf raised in the mines under the mountain with countless other dwarves, or you may be an elf raised by goblins! It's up to you to choose how your character began. Choose 1 ancestry and add its bonus to your character sheet.

Human (Medium)

Found in every terrain and environment, their curiosity and ambition drive them to explore every corner of the world, making them a ubiquitous and versatile race.

Tenacious. +1 to all skills and Initiative.

Dwarf (Medium)

Dwarf, in the old language, means "stone." You are resilient, solid, stout. Even when driven to exhaustion, you will not falter. Forgoing speed, you are gifted with physical vitality and a belly that can handle the finest (and worst) consumables this world has to offer.

Stout. +2 max Hit Dice, +1 max Wounds, -1 Speed. You know Dwarvish if your INT is not negative.

Elf (Medium)

Elves epitomize swiftness and grace. Their tall, slender forms belie their innate speed, grace, and wit. Formidable in both diplomacy and combat, elves strike swiftly, often preventing the worst by acting first.

Lithe. Advantage on Initiative, +1 Speed. You know Elvish if your INT is not negative.

***What About Half-Elves?** Mix the ancestries however makes sense in your world. You can pick one ancestral bonus and use it instead of both, or use both half as effectively or half as often.*

Halfling (Small)

Kind of like a human, but smaller (except for the feet). Where does our luck come from? Well...you know what they say about rabbit feet? Well, we've got feet for *days* compared to them. Imagine the amount of luck you could fit into these bad boys!

Elusive. +1 to Stealth. If you fail a save, you can succeed instead, 1/Safe Rest.

Gnome (Small)

Eccentric, curious, and perpetually optimistic, gnomes are cheerful—especially when compared to their typically grumpier and larger kin, the dwarves. Known for their tinkering, spreading cheer, and playful antics, gnomes pursue their passions with a scatterbrained enthusiasm.

Optimistic. Allow an ally within Reach 6 to reroll any single die, resets when healed to your max HP. -1 Speed. You know Dwarvish if your INT is not negative (but you call it Gnomish, of course).

***Flavor Is Free.** Want to play a Stout Halfling instead of an Elusive one? An Optimistic Human instead of Tenacious? As long as it makes sense and the GM is on board, go for it!*

Exotic Ancestries

Your setting may or may not support these choices—check with your GM first before selecting one.

Bunbun (Small)

Bunbun are agile and unpredictable, using their powerful legs to leap great distances and catch foes off guard. Facing a Bunbun means contending with an opponent who can strike from unexpected angles and swiftly reposition themselves in the heat of battle.

Bunny Legs. Before Interposing or after Defending (after damage), hop up to your Speed in any direction for free, 1/encounter.

Dragonborn (Medium)

The soul of a dragon burns within you, the scales of your body are like forged steel. You are a kiln and your heritage the coals that stoke your flames. Call upon your wrath, to speak in the tongue of your ancestors and imbue unbridled fury into your attacks.

Draconic Heritage. +1 Armor. When you attack: deal an additional LVL+KEY damage (ignoring armor) divided as you choose among any of your targets; recharges whenever you Safe Rest or gain a Wound. You know Draconic if your INT is not negative.

Fiendkin (Medium)

Said to have been born from the union of man and fiend, or from a cursed bloodline, Fiendkin often find themselves outcasts in society. Yet, they embody determination in the face of adversity. Their ancestors didn't emerge from the depths of the Everflame to succumb to minor setbacks!

Flameborn. 1 of your neutral saves is advantaged instead. You know Infernal if your INT is not negative.

Goblin (Small)

Green, cunning, and perpetually vilified, Goblins thrive on the edge of chaos. For a Goblin, vanishing into the shadows is not just a skill—it's an identity. After all, what kind of Goblin would you be if you couldn't slip away unnoticed?

Skedaddle. Can move 2 spaces for free after you become the target of an attack or negative effect (after damage, ignoring difficult terrain). You know Goblin if your INT is not negative.

Kobold (Small)

Small, often maniacal, and dragon-obsessed. Kobolds thrive in the shadows, finding ingenious ways to survive despite their diminutive size. Underestimated by many, Kobolds prove time and again that even the smallest among us can wield great power.

Wily. Force an enemy to reroll a non-critical attack against you, 1/encounter. +3 to Influence friendly characters. Advantage on skill checks related to dragons. You know Draconic if your INT is not negative.

Orc (Medium)

Just when you think you've bested a mighty Orc, you've merely succeeded in rousing their anger. Engaging in combat with an Orc is no endeavor for the weak-willed. While others may cower before death's approach, Orcs boldly defy its grasp.

Relentless. When you would drop to 0 HP, you may set your HP to LVL instead, 1/Safe Rest. +1 Might. You know Goblin if your INT is not negative (but you call it Orcish, of course).

Flavor Is Free. Want to be a leaping Frogfolk instead of a Bunbun? A Flameborn Kobold? A winged Fairy instead of a Birdfolk? A Badgerfolk instead of a Stoatling? As long as it makes sense and your GM is game, go for it!

Birdfolk (*Small or Medium*)

Birdfolk find sanctuary not in stone or chains, but within the boundless expanse of the sky. However, the gift of flight comes at a cost—hollow bones, and commensurate frailty.

Hollow Bones. You have a fly Speed as long as you are wearing armor no heavier than Leather. Crits against you are Vicious (the attacker rolls 1 additional die). Forced movement moves you twice as far.

Celestial (*Medium*)

Descendants of divine beings, Celestials carry an aura of nobility and grace. Their innate connection to the higher planes allows them to resist the effects of misfortune, standing strong where others may falter.

Highborn. Your disadvantaged save is Neutral instead. You know Celestial if your INT isn't negative.

Changeling (*Medium*)

Often hunted for their silver blood, Changelings are natural survivors, slipping into new identities with ease. Changelings that shift too often typically aren't long for the world—they can struggle to remember who they once were, becoming little more than reflections of the faces they wear.

New Place, New Face. +2 shifting skill points. You may take on the appearance of any ancestry. When you do, you may place your 2 shifting skill points into any 1 skill. 1/day.

Crystalborn (*Medium*)

Formed from living crystal, the Crystalborn are beings of dazzling beauty and otherworldly toughness. Their translucent bodies refract light and sound, granting them unique abilities in combat.

Reflective Aura. When you Defend, gain KEY armor and deal KEY damage back to the attacker. 1/encounter.

Dryad/Shroomling (*Small or Med*)

Tied to the natural world, Dryads and Shroomlings embody the balance between flora and fauna. Their unique physiology releases toxic spores when harmed, providing a natural defense against those

who dare to harm them.

Danger Pollen/Spores. Whenever an enemy causes you one or more Wounds, you excrete soporific spores: all adjacent enemies are Dazed. You know Elvish if your INT is not negative.

Half-Giant (*Large*)

Towering beings whose strength is as immovable as the mountains they call home. Their sheer size and resilience make them fearsome opponents, capable of surviving even devastating blows.

Strength of Stone. Force an enemy to reroll a crit against you, 1/encounter. +2 Might. You know Dwarfish if your INT is not negative.

Minotaur/Beastfolk (*Medium*)

Minotaur and other Beastfolk embody a primal connection to *The Wild*, combining strength with natural agility. Their powerful build allows them to move swiftly, whether repositioning to outflank foes or charging in with unstoppable force.

Charge. When you move at least 4 spaces, you can push a creature in your path. Medium: 1 space; Small/Tiny: up to 2 spaces. 1/turn.

Oozeling/Construct (*Small or Med*)

What even is a "PeOpLe" anyway? So what if your heart pumps oil instead of blood, so what if you don't even *have* a heart!? If you can squish yourself into a pair of pants, or swing a sword like everyone else, who's to say *you* can't be a pEOpLe, too?!

Odd Constitution. Increment your Hit Dice one step (d6 » d8 » d10 » d12 » d20); they always heal you for the maximum amount. Magical healing always heals you for the minimum amount.

Planarbeing (*Medium*)

You are not from this plane of existence—your soul is not as strongly tethered to it as others. But with this vulnerability comes power, the ability to temporarily shift from one plane to another in times of dire need.

Planeshift. Whenever you Defend, you can gain 1 Wound to temporarily phase out of the material plane and ignore the damage. -2 max Wounds.

Ratfolk (Small)

Ratfolk are survivors, thriving in the shadows of society where others fear to tread. Agile, resourceful, and fiercely loyal to their own, they have a knack for turning scraps into solutions.

Scurry. Gain +2 armor if you moved on your last turn.

Stoatling (Small)

Stoatlings may be small, but they're far from weak. With fierce determination and warrior hearts, they can take down foes many times their size. Their agility and tenacity let them exploit larger enemies' weaknesses, turning their size into a lethal advantage.

Small But Ferocious. Whenever you make a single-target attack against a creature larger than you, roll 1 additional d6 for each size category it is larger. They do the same.

Turtlefolk (Small or Med)

Turtlefolk take their time in everything they do; they are patient, sturdy, and slow to anger. They rely on their thick shells for protection, making them difficult to harm, but their cautious movements come at the cost of speed.

Slow & Steady. +4 Armor, -2 speed.

Wyrdling (Small)

Unpredictable and chaotic, Wyrdlings are the result of magic gone awry. Their bodies pulse with raw arcane energy, and their mere presence often disturbs the balance of magic around them.

Chaotic Surge. Whenever you or a willing ally within Reach 6 casts a tiered spell, you may allow them to roll on the Chaos Table. 1/encounter.



Backgrounds

Backgrounds provide a glimpse into your character's past—how they were raised, the skills they honed before becoming an adventurer, or even their defining personality traits. Feel free to adapt or reimagine these backgrounds to suit your character's story. Choose 1 background:

Back Out of Retirement. You've forgotten more than most adventurers these days know! Talk with your GM, what made you come out of retirement?

• **Let's see if I remember how to do this...**

You may gain 1 Wound to use an ability or cast a spell as if you were 1 level higher.

• **These old bones.** Your age has long since started to show. -1 max Wounds.

Devoted Protector. Choose 1 ally in your party. You can survive +3 max Wounds as long as they are nearby. Whenever they take a Wound, you do too.

Academy Dropout. School just isn't for everyone! You learn by experience in the *real world* (or at least that's what you tell yourself). Learn any 1 Utility Spell.

Made a BAD Choice. Start with 500 or 1000 extra gold, or an uncommon/rare magical item (that your GM allows). Gain an equally powerful curse or enemy who wants it back. *If you choose this background, your GM may allow you to choose another.*

Haunted Past. You are haunted by voices that occasionally give you cryptic advice. The voices are sometimes VERY helpful. Other times they only want to see you suffer. Advantage against fear.

Ear to the Ground. Advantage on checks to know or obtain gossip for events that will soon happen or have happened less than 1 year ago.

What? I've Been Around. 1/per location (or at the GM's discretion). You happen to know JUST the person who has the information you're looking for, or could get you out of a jam, and... Roll 1d20:

- **1-5.** They want you DEAD.
- **6-12.** You owe them money.
- **13-19.** They can be convinced to help you..
- **20.** They are your biggest fan/are madly in love with you.

Acrobat. Can be thrown by a larger ally, REALLY far. Half damage from falling and forced movement.

Wild One. Whether it is the sticks or flowers in your hair, your smell, or the way you carry yourself, wild creatures are less frightened of you and more willing to aid you. +1 Naturecraft. While Field Resting, roll your Hit Dice with advantage while in the wild.

Fey Touched. You take half damage from all magical effects, double from weapons made of metal (before armor is applied).

Survivalist. You never run out of your own personal rations. Anything can be food if you try hard enough! Advantage against poison saves. +1 max Hit Die.

Home at Sea. Recover twice as many Wounds and HP while resting on a ship or near water. You can fill in for a first mate or captain in a pinch. Advantage on water-related skill checks.

At Home Underground. You can dig twice as fast as others. Safe resting locations underground always count as Lavish lodging for you. You struggle to rest (INT save) while it's raining. "Water... from the SKY?!"

Raised by Goblins. You speak Goblin natively (much better than one who has learned it later in life). You automatically notice and can avoid crudely-made traps and have advantage to notice and disarm more sophisticated traps.

Change It Up! You can choose any other ancestry to be raised by instead, and exchange the known language and get 1 helpful/iconic ability those people would inculcate (e.g., Dwarves know Dwarvish and are very good with smithing or stonecraft).

History Buff. Advantage on all Lore checks related to knowledge about items, facts, or events that happened more than 100 years ago.

(Former) Con Artist. You can forge most documents or mimic voices flawlessly. You have a criminal contact in most major cities. However, your reputation often precedes you—until you prove yourself to be trustworthy.

(Secretly) Undead. Unnatural Resilience: You are immune to disease and do not need to eat, drink, or breathe. Children, animals, and Celestials are uneasy in your presence; many will be horrified to discover your true nature.

Taste for the Finer Things. You always have up-to-date knowledge of the customs and dress of the upper classes and may even know many of their secrets. Advantage on Influence checks with the upper class.

Fearless. You are immune to the Frightened condition. +1 Initiative. -1 Armor.

So Dumb I'm Smart Sometimes. (Req. 0 or negative INT at character creation.) Reroll an INT-related skill check, 1/day. Reroll a failed INT save with advantage, 1/Safe Rest.

Wily Underdog. (Req. 0 or negative STR at character creation.) Reroll a failed STR-related roll (e.g., STR attack, STR save, Might check) and use another stat instead, 1/day.

Bumblewise. (Req. 0 or negative WIL at character creation.) A result of 1 or less on any WIL-related roll counts as a natural 20 (WIL save, Naturecraft, Perception, Influence, or Insight check).

Accidental Acrobat. (Req. 0 or negative DEX at character creation.) Whenever you fail a DEX-related roll (e.g., DEX attack, DEX save, Stealth check, Finesse check), you may roll again. If you still fail, the consequences are BAD.

Tradesman/Artisan. Choose a profession (Baker/Cook, Smith, Stonemason, Weaver, Leatherworker, etc.). Checks you make related to that profession are made with advantage. You also retain special knowledge related to your profession.

Make It Your Own! Remember, backgrounds are just a starting point—you're free to adjust, reimagine, or completely rewrite them to suit your character's story. If you want to know a Utility Spell but don't like the Academy Dropout flavor, come up with a different reason why your character might know it. Maybe they learned it from a traveling bard or discovered it etched into an ancient relic.

Feel free to swap traits, change the flavor text, or blend backgrounds together. Haunted Past might become Blessed by Spirits if your character views their otherworldly voices as guardians rather than tormentors.

Work with your GM to ensure any changes align with your game's setting and are balanced with other backgrounds. These are here to inspire creativity—what you build with them is entirely up to you!

