

A background based character builder for D&D 5th edition

By Jason Maude (@jasonmaude)

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Designer's Notes

I love roleplaying, and D&D is one of my favourite systems. It isn't perfect, but then nothing is. I fundamentally believe that everything can be improved, and that gradual continuous improvement is at the core of being a good human. This work represents my attempt to make D&D better.

My work on this was largely inspired by a problem that I have had for a while with many games (not just D&D): humans as a default. I have always had a nagging sense of discomfort from games where you can play as multiple different races or species all of which have different powers, except the humans whose power is something along the lines of "flexibility" or "being slightly better than average at everything." It encourages a situation in which all of the races/species are encouraged down a certain path in the game, except the humans who can be whatever they want to be.

This nagging discomfort was crystallized into an actual problem when I read about the experiences of D&D players who weren't white. The mythology of D&D is built on centuries of stories, myths, and legends. The rules and gameplay of D&D is built upon that mythology. Unfortunately some of that mythology derives from legends that were racist, sexist, or had what we would consider today to be immoral messages. These messages still persist in the game, and make some players (or potential players) uncomfortable. I want D&D to be enjoyed by everyone who wants to participate, in order to do that we need to remove the barriers caused by these immoral messages, whilst still retaining the parts of the myths and legends that make it an awesome game to play.

And so I started with what any player new to the game will encounter first (or at least very soon after they start): character creation. As has been pointed out by many people the character creation system in D&D has some racist undertones. Races or species in sci-fi and fantasy often mirror the races or nationalities in our own world. This makes it uncomfortable for some people when characters in D&D have ability scores determined by their race. This encourages people to pick their race based on the class they want to play. There's nothing to stop you playing a Dwarvern Bard, but you'll get better stats and be more effective if you play a Half-Elf Bard. The message: "some races are just better at certain jobs" is a real life racist message, and one that will discourage potential players from playing this fantastic game. In order to correct this I have created a system where your starting stat bonuses and abilities are based almost entirely on your background and your class (the only exception being your starting languages).

One important caveat: This has had next to no play-testing, so use with the consent of your group and at your own risk. I will make an effort to gather feedback and improve the system as I receive it.

I'm not seeking to make any money out of this, so I'm putting it out into the world free of charge. See the legal section of this document for further important legal notes.

One last note: Thanks to Wizards of the Coast for publishing D&D and continuing to improve it. Thank you also to them for creating the Open Gaming License and System Reference Document that make fan works like this possible.

How to use this guide

This guide outlines an alternative method of building characters for Dungeons and Dragons 5th edition. This is designed to replace the racial attributes and background choices used in character creation. It does not replace any of the class powers.

The first thing to note before using this character builder is: Consult your GM and the rest of your group first. If you're all happy to use it then go ahead.

Character Creation

If you want to use this character builder use the following steps to design your character. Don't worry especially about getting everything right first time, designing a character is often an iterative process. Feel free to revisit some steps and changing the decisions you made after you consider later steps.

1 - Write your character's story

Write the story of your character. This doesn't have to be a whole novel, but should include the main elements of their life and how they got to where they are at the start of the adventure. It should include elements such as:

- Growing up - What environment did they grow up in? Who raised them? What ideals were they raised with?
- Society - What was the society around them like? What was the culture? What was their attitude to celebration, worship, fighting, magic etc.
- Formative events - What major decisions or events have influenced their life and how?
- Physical traits - What does their body look like? How do they move and present themselves to the world? What race are they? What gender? How do they dress?
- Character traits - What positive traits do they have? What challenges do they face, both internally and externally?
- Skills - What are they good at and what are they bad at?
- Hopes and dreams - What do they want to accomplish? What are their goals?
- Immediate circumstances - How did they get to where the adventure starts from?

2 - Determine ability scores

Based on your character's story determine your base ability scores. Methods for determining ability scores are listed on pages 12 and 13 of the Player's Handbook. Ask your GM as to which system you will be using.

3 - Choose your background

Your character starts off knowing two languages: Common and one other language appropriate to the area/culture you grew up in.

Based on your character's story choose backgrounds from the list below. The backgrounds are divided into four groups:

- Formative landscape - Describes the different geographies in which your character could have grown up or spent a formative period of their life.
- Professions - Describes various professions that your character could have had before becoming an adventurer.
- Battle tactics - Describes the ways in which your character participates in battle.
- Supernatural interventions - Describes various supernatural beings that could have intervened in your character's life and the effects that could have had on your character.

Out of all of the backgrounds available pick three. These backgrounds give you the following benefits:

- A benefit, ability, language, or set of proficiencies associated with the background.
- A choice of stats to increase. For each background choose one of the available attributes and give your character a +1 bonus in that attribute.
- Access to a list of feats. You do not gain all the feats for your background. Instead choose four of the feats from those listed for your chosen backgrounds.

I suggest the following restrictions when choosing backgrounds and feats. Feel free to ignore any/all of these. Ignoring them may lead to some unbalanced characters:

- Choose no more than one background from each of the four groups (exception: for an intelligence based character perhaps two professions would be appropriate).
- Choose at least one feat from each background that you have chosen.
- Don't choose the same attribute to increase for all of your backgrounds.

4 - Choose your class

As described in the Player's Handbook.

5 - Choose starting equipment

Your character starts with the starting equipment of their class, any starting equipment defined by their background, and starting money for their class as defined on page 143 of the Player's Handbook which can be used to buy extra starting equipment.

Ability Score Increases

Whenever your character gets an ASI as a result of levelling up you may do one of the following:

- Gain +2 in one ability score
- Gain +1 in two different ability scores
- Choose one of your backgrounds - gain +1 in one of the ability scores associated with that background and gain a feat from that background that you do not already have.

Backgrounds - Formative Landscape

From the City

You grew up in a large town or city. High and low alike rub shoulders on the streets, and many unlikely friendships and partnerships are formed. You are at your most comfortable walking around the crowded streets of a large metropolis, especially your own home town or city. You know where the traffic is going to be, and how to use short-cuts and back alleys to navigate the urban landscape effectively. Once you have been in a town or city for at least one day you may travel from one part of that town/city to another part in half the time it normally takes. If you leave the town/city for more than a week and then return you will need a day to reacclimatise yourself. This restriction does not apply to your home town or city.

Ability score increase: Dexterity or Intelligence

Cellar Dweller

A lot of what goes on in the city actually goes on underneath it. Tunnels and ruins of the city's past provide extra passages for those who know where to find them and how to use them. You spent much of your life using these tunnels, perhaps for honest purposes, or nefarious ones, or maybe just to get around. You have learnt to spot hidden doors and loose parts of a wall that you could sneak through.

- You have darkvision of 60 feet.
- You are proficient in all checks made to search for hidden doors and secret passages. If you are already proficient in the skill being used to make the check you may double your proficiency bonus.

Day Laborer

The flow of goods through a city is like the flow of blood through the body. Cities are constantly in need of goods being transported from one part of the city to another to keep the life of the city going. This is a constant and reliable source of work for anyone who wants to take it up. You spent some time making a living in this way and grew used to moving heavy crates and boxes through the busy streets at speed.

- You are proficient in athletics.
- Your normal carrying capacity is doubled.

Market Trader

Most things can be found for sale in the city. You spent a lot of time in the market area, hunting for bargains, watching the people buy and sell wares, or trying to flog stuff yourself. You have a keen eye for whether someone is proposing a good deal or is trying to fleece you.

- You are proficient in insight or persuasion.
- You are proficient in all checks made to assess the quality of mundane items or the intentions of a seller of such items. If you are already proficient in the skill being used you may double your proficiency bonus. The GM may decide what classes as mundane, and thus to what this bonus would apply.

Plague Survivor

Many people living in close proximity to each other is an invitation for diseases of all sorts to take hold. At one point in your life you were struck down with a virulent plague that ran through your home town/city. You were not expected to survive, but unexpectedly pulled through. This may have left you with some scars or a mark of the plague, but it has also inoculated you somewhat against future illnesses.

- You have advantage on all saving throws made to resist poison or disease.
- If a poison or disease would apply any levels of exhaustion to you, you may ignore the first level applied.

Tavern Gossip

The currency of a city is just as much information as it is money. Crucial rumours and tidbits of information can be very valuable to allow an opportunity to be seized minutes before a rival gets to it. When walking into a tavern / inn / other drinking establishment you will be able to tell within a few minutes what sort of clientele frequent it and will be able to spot anyone who looks out of place. If you purchase a round of drinks for some of the patrons you will automatically be able to learn any local rumours or gossip.

From the Desert

You grew up in an arid area of the world. Maybe it was filled with endless sand dunes, or perhaps sparse vegetation and hard cracked ground. Life there was hard and taught you to conserve and use efficiently what little resources you had. You are unaffected by the effects of extreme heat and can go for up to two days with no water without suffering ill effects.

Ability score increase: Constitution or Wisdom

Child of the Wilderness

You are at home in the wilderness, wandering in the vast open spaces of the world. You are an expert in surviving beyond the bounds of what the pampered refer to as civilization. However you are not used to the crowded interior of large cities, and become extremely uncomfortable when forced into situations with many, many people living in a confined space.

- You have advantage on perception and survival checks when you are in the wilderness at least 5 miles from the nearest town or similar settlement.

- You have disadvantage on persuasion and deception checks when you are in a large town or city.

Magic of the Desert

Those who survive out in the barren, windswept environs of a desert often fall back on simple magics to be able to survive. You gain access to the following spells. Wisdom is your casting ability for these spells.

- At 1st level: you gain the Resistance cantrip.
- At 3rd level: you gain the ability to cast Create or Destroy Water once per long rest, although you may only use the create feature of this spell (why would anyone want to destroy water?).
- At 5th level: you gain the ability to cast Gust of Wind once per long rest.

Mirage Breaker

The extreme heat of the desert can play tricks on the mind. You have learnt to see what is real and what is not. You have advantage on all ability checks and saving throws made to see through illusions and resist their effects. This also applies to any spells from the Illusion school of magic. If the GM wants to hide the fact that what you are resisting is an illusion then they can instead lower the DC of the check for you by 5.

Pathfinder

As you follow paths or tracks through the wilderness you take care to ensure that you do not get turned around in the rather featureless environment and become lost amongst the dunes. You also know how to navigate the obscuring weather that a desert will often throw your way.

- You are proficient in perception or survival.
- You have an excellent memory for terrain and geography, and will rarely get lost in normal circumstances.
- You are proficient in any ability checks or saving throws made to navigate or survive in obscuring weather (whether natural or not), such as fog or sandstorms. If you already are proficient in the skill/saving throw being used to make the check you may double your proficiency bonus.

Shelter Seeker

In the desert one must always know where to take shelter in the cold of night or when a sandstorm approaches. You have learnt how to quickly locate shelter in even the most inhospitable of climes.

- You are proficient in nature or survival.
- You are proficient in any check made to find a safe place to set up camp in the wild. If you are already proficient in the skill being used for the ability check you may double your proficiency bonus.

From the Forest

You grew up amongst beautiful tall trees, their protective canopy towering over you. The forest is home to all manner of plants, animals, and humanoids all of whom live together in harmony, of a sort. Your knowledge of the forest allows you to make maximum use of the foliage around you to conceal yourself. While you are in an area with trees or foliage you may attempt to hide yourself even if you are only lightly obscured.

Ability score increase: Dexterity or Wisdom

Beast Tamer

Living in the crowded natural environment of the forest you soon learn how to communicate, in a fairly primitive way, with the beasts around you. Establishing who is dominant in an unexpected encounter or indicating that you are no easy prey for a hungry predator is vital to survival. You have learnt how to clearly communicate your intentions to beasts.

- You are proficient in animal handling or intimidation.
- You are proficient in any ability check made to scare away or soothe hostile or suspicious beasts. If you already are proficient in the skill being used for the ability check then you may double your proficiency bonus.

Forager

The forest is an excellent source of food and water, if you can find it. You learnt to scavenge for berries and small fowl and game. You also learnt how to live on meat that was slightly off, or berries that had some unfortunate side effects. After all, if there's nothing else to eat, sometimes the cramps are worth it.

- You have resistance to poison damage and advantage on saving throws against being poisoned.
- As long as the land provides food and water you can find it. You can always find enough sustenance for up to 5 people a day (as long as the land provides it).

Lumberjack

Skill with harvesting and using wood is almost a given for those who grow up in the forest. You have chopped more wood in your time than you care to remember. You have the well defined muscles of someone used to swinging an axe and a knowledge of which woods are best used to craft which objects. You also have the skills to form that wood into the shape that you want.

- You are proficient in either athletics or nature.
- You are proficient with carpenter's tools.
- You start the game with a set of carpenter's tools.

Magic of the Forest

You have learnt to draw on the magical power of plants and trees to a limited extent, this allows you access to some basic magics. You gain access to the spells listed below. Wisdom is your casting ability for these spells.

- At 1st level: you gain the Mending cantrip, although it only works for things made out of plant or animal matter (i.e. not stone or metal).
- At 3rd level: you gain the ability to cast Detect Poison and Disease once per long rest.
- At 5th level: you gain the ability to cast Spider Climb once per long rest.

Tree Climber

The trees of the forest provide an excellent place to hide. You have a lot of practice hiding from enemies, or concealing yourself from the animal you were hunting. Once you have scurried up into the branches you can make yourself virtually undetectable.

- You have a climb speed of 20ft.
- Whilst you are in the branches of a tree (at least 10ft off the ground) you may make stealth checks with proficiency. If you are already proficient in stealth you may double your proficiency bonus.

From the Mountains

You grew up in the chilly heights and windy passes of a mountain range. You learnt to respect the glorious splendour of the high mountain tops, as avalanches and crevasses could quickly turn the beautiful landscape into a deadly trap. Climbing over the high ridges has given you a natural ability to scale what look like impossibly sheer surfaces. You have a climb speed of 20ft.

Ability score increase: Constitution or Wisdom

Cave Explorer

There are many caves and crevasses in the high mountains in which people can get trapped. You were taught how not to get trapped in those situations, and how to rescue those who got caught.

- You have darkvision of 60ft.
- You are proficient in any ability check made to assess or make your way through a narrow enclosed space, whether natural (such as a cave or crevasse) or manufactured (such as a crawl space or narrow tunnel). If you are already proficient in the skill you are using to make that ability check you may double your proficiency bonus.

Frost Skin

The air is thin up on the mountain tops, the shelter rare, and the temperature is rarely warm. Some days not even the thickest furs will protect you from the all pervasive cold. You have spent so long out in the cold and elements that your skin may as well be made from frost.

- You are resistant to cold damage.
- You are unaffected by problems or penalties caused by cold or rainy weather.
- You are unaffected by problems or penalties caused by high altitude.

Magic of the Peaks

Your family had magic that kept them alive in the mountains, they have passed some of that on to you. Wisdom is your casting ability for these spells.

- At 1st level: you gain the Create Bonfire cantrip, though it cannot be used as an attack.
- At 3rd level: you gain the ability to cast Longstrider once per long rest.
- At 5th level: you gain the ability to cast Locate Animals or Plants once per long rest.

Sure Footed

Like the goats that roam the mountains you learnt exactly where to put your feet such that you would not slip and fall or, if you did, how to catch yourself.

- You are proficient in acrobatics or survival.
- You are unaffected by any penalties caused by rocky, icy, or snow-bound terrain. This includes not having to treat such terrain as difficult terrain for the purposes of movement.
- You have advantage on any checks required to cross such terrains.

From the Plains

You grew up on flat or rolling grassland. You are used to the wide open spaces of the wilderness where there is nowhere to hide. Many people think that such terrain makes you soft, but they are mistaken. The endless grasslands, plains, and prairies can be just as dangerous as the high mountains or the dense jungles. At least out in the endless flats you have the advantage that you can spot danger coming from a long way off. You have advantage on perception checks when in open terrain where you can see for at least half a mile.

Ability score increase: Strength or Constitution

Ground Hider

Hiding from enemies in such a featureless environment is a tricky skill. You have practiced the art of using even the slightest ridge or bump in the road as a means of concealment. The best thing about hiding in this way is that almost no-one sees the ambush coming, after all, who can hide on flat ground?

- You are proficient in stealth.
- While not actively engaged in combat and when no enemies can see you, you may attempt to hide even if there are no features by dropping prone. You may double your proficiency bonus for the stealth check required to do this.
- If you ambush an enemy from this position you do an extra d6 damage to any enemy that you hit who is surprised. This extra damage increases to 2d6 at level 5, 3d6 at level 11, and 4d6 at level 16.

Long Distance Runner

The wide open plains with their large gaps between outposts of civilization encourages people to learn how to move fast, even when mounts aren't available. You have learnt how to run for long periods without getting tired.

- You are proficient in athletics.
- Whenever you take the dash action you gain an additional 10ft of movement for the round (note that this is 10ft total, not 10ft per movement).

Rancher

You and/or your family kept a large herd of beasts from which you harvested milk, meat, and furs. You learnt how to manage these herds on the wide open plains and how to bring them to market in the nearest town. You left that life with your faithful companion, the mount that you used to round up your flock or herd.

- You are proficient in animal handling.
- You begin the game with a basic mount, such as a horse.

Wagon Convoy Hand

The use of convoys of carts and wagons to travel the plains is a widely used practice. Safety in numbers helps discourage attack by beasts or bandits. If an attack does come experienced convoy hands know how to use their carts as a defense against the aggressors.

- You are proficient in animal handling or perception.
- You are proficient with land vehicles
- You may use any land vehicle you or your party own as cover. The cover bonus of any land vehicle you or your party own is improved by one level (i.e. half cover becomes three-quarters cover etc)

From the Sea

You grew up on the coast, surrounded by the sounds of crashing waves and the wide open vista of blue stretching before you. Or perhaps you grew up not next to the sea, but under it. Growing up in such an environment often places you quite literally in a sink or swim situation so you have learnt how to survive. You have a swim speed of 30ft.

Ability score increase: Strength or Wisdom

Aquan

Your people hail not from around the sea but from under it. You are used to living under the waters, and coming up to walk amongst the surface dwellers is an odd experience. You do particularly badly when the air is dry.

- You can breathe both air and water and suffer no ill effects from the pressures of the deep sea.
- You can speak and read Primordial, the elemental language of many undersea creatures.
- If you are in desert conditions for too long you suffer ill effects. You will suffer one level of exhaustion after being in desert conditions (either cold or hot) for 5 days, and an additional level after 10 days. In addition, you may not recover levels of exhaustion until you have left the desert terrain.

Beach Comber

You walked the beaches around where you lived looking for the items that had been washed up by the incoming tide. Many days you would find nothing but junk, but occasionally you would find a treasure.

- You are proficient in either investigation or perception.
- You are proficient in assessing the worth of an object. If you are already proficient in the skill you are using to make the ability check you may double your proficiency bonus.
- You start the game with an item worth up to 20 GP that you found washed up on the beach.

Diver

A lot of interesting things can be found on the seabed. You fished for pearls and other sunken treasures in the depths. You have learnt to control your breathing so that you can spend longer pulling up the juiciest finds.

- You are proficient in athletics.
- You are able to hold your breath for up to 15 minutes with no ill effects.

Fisherman

You spent many a quiet day sitting in your boat with net, rod, or spear, waiting for dinner to swim by. You are practiced in gathering and cooking fish and seafood and can support a party, so long as there is water nearby.

- You are proficient in operating water vehicles.
- You can provide enough fish or seafood to feed up to 5 people a day if you are near a river, on the coast, or sailing the seas.
- You start the game with fishing equipment: a fishing rod or spear, bait, and a net.

Magic of the Sea

You have learnt some magic from your people that allows you to manipulate the water all around you. Wisdom is your spell casting ability for these spells. If you are in desert conditions you will not be able to cast these spells.

- At 1st level: you gain the Shape Water cantrip.
- At 3rd level: you gain the ability to cast Fog Cloud once per long rest.
- At 5th level: you gain the ability to cast Mirror Image once per long rest.

From the Underdark

You have spent much of your life in the dark. Maybe as a miner, smuggler, denizen of an underground city, resident in a zone where sunlight does not reach, or something else entirely. In any case your eyes have adjusted to life in the dark. You gain darkvision of 60ft.

Ability score increase: Dexterity or Charisma

Deep Dweller

You live in the deepest and darkest of the dark regions. You are at home and comfortable in the pitch black, whereas the bright light of the day is unnerving.

- Your darkvision extends to 120 ft.
- You know Undercommon, the language of the depths.
- You have disadvantage on perception checks made in daylight.

Magic of the Dark

You have learnt to navigate and defend yourself in the dark with some magical defenses. Charisma is your spell casting ability for these spells.

- At 1st level: you gain the Dancing Lights cantrip
- At 3rd level: you gain the ability to cast Faerie Fire once per long rest
- At 5th level: you gain the ability to cast Darkness once per long rest

Skulker

You have become an expert in using the dark in combat. You strike from the shadows at your foes and then fade away before they can locate you. The following benefits apply when you are in dim (or lower) light conditions:

- You can hide even when only lightly obscured.
- Whilst you are hidden attacking does not reveal your position.

Trap Avoider

Many creatures of the dark seek to use deadly traps to defend themselves. In the dark such things are easily hidden and can quickly dispose of the unwary. You have learnt how to avoid such traps and to minimise the damage you take from them.

- You are proficient in all saving throws that you are forced to make by traps. If you already are proficient in the saving throw being made then you may double your proficiency bonus.
- You are resistant to all damage dealt by traps.

Tunnel Expert

One hazard that topside dwellers need not worry about is the ceiling collapsing in on them. A shoddily designed tunnel or incorrectly placed mine prop can spell death for the unwary. You have learnt how to spot such problems and how to dive out of the way when the roof (or floor) caves in.

- You are proficient in acrobatics or investigation.
- You have advantage on any saving throw required to avoid things falling on you in an enclosed space or as a result of the ground collapsing out from under you. Enclosed space in this sense would include being inside a standard building.

Backgrounds - Professions

Academic

You have spent years amongst books, scrolls, and other stores of the written word. You have studied some truly obscure texts and have learnt about things both magical and mundane, extraordinary and everyday. You have many colleagues who have studied like you and have collaborated on some important works. Your time in academia means that you are well versed in where knowledge is stored in the world in which you live. If you do not know something, you will know where to find the knowledge you seek. You will be able to point to a library, scriptorium, sage, or long forgotten location where that knowledge is stored. Depending on how obscure the knowledge is the GM may give you anything from an exact location to a general area.

Ability score increase: Intelligence or Wisdom

Cartographic Studies

You have spent many happy hours in rooms full of maps. Maps can communicate so much about both the terrain and societies of the world and how the two interact with each other. You also spent time investigating how maps were made and learned the craft of the map maker.

- You are proficient in either history or nature.
- You are proficient with cartographer's tools.
- You start the game with a set of cartographer's tools.

Extraplanar Studies

Bored by study of the material plane on which you live, your research took you to studying the nature of the whole of the multiverse. You learnt about the wonders and horrors that lie beyond the realms of mortals and realised that your own world is but an invisible dot in the vastness of creation.

- You are proficient in either arcana or religion.
- Pick three planes other than the material plane. You are proficient in all intelligence based checks made to know things about those planes and the creatures that inhabit them. If you are already proficient in the skill you are using to make such a check then you may double your proficiency bonus.

Hidden Lore

During your research you have uncovered a piece of forgotten lore that would have a powerful impact on the world if it were known. You have obsessively studied this subject and are now the world's leading authority on it, not that anyone knows that.

- You are proficient in investigation or another intelligence based skill that relates to the hidden lore you have uncovered.
- You know a powerful and unique secret about the world in which you live. Work out the details of this secret and its effect on the campaign with your GM.

Study of the Arcane

You have spent time studying the foundational principles of arcane magic. You have examined the various schools of magic and how they operate. You now understand the arcane at a very deep level, which lends you a significant advantage when studying the topic.

- You are proficient in arcana.
- Whenever you are making an arcana check to study written text you may double your proficiency bonus.
- You start the game with a small book of arcane lore. Work out the details of this book with your GM.

Study of Magic

You have studied the use of some minor arcane magics. Gain two cantrips of your choice from the Wizard cantrips list. Intelligence is your spellcasting ability for these spells.

Tenured Membership

Your time as a research has brought you close to a community of fellow researchers. After studying with them for a number of years you have earned their trust and respect. This has been recognised in the form of tenured membership of a place of learning somewhere in the world.

- You are proficient in one intelligence based skill that you are not already proficient in.
- You have membership of a prestigious library, university, or other centre of learning in the world. Work out the details with the GM.

Acolyte

You have spent time as an acolyte of a particular faith. Your time consisted of worship, living and working with the community of the faithful, and helping those in need. You and your fellow followers of the faith consider yourselves to be brothers and sisters, not by blood, but by something greater. Choose a god to worship and/or religious cause to follow. Fellow worshipers will give you aid and shelter where they can (although just for you, not for your party). They will also provide healing to you or your party if required. Note that more specialised forms of healing will only be available at certain larger communities and you will need to provide any components required to cast the spell.

Ability score increase: Constitution or Wisdom

Clerical Training

You have been taught to be able to call on your faith to cast some simple magic. Gain two cantrips of your choice from the Cleric cantrips list. Wisdom is your spellcasting attribute for these spells.

Faithful Guardian

Part of your service to your god involved the guarding of a strange and powerful evil. This could have been a malevolent artifact, tome of forbidden knowledge, or even an imprisoned demon or devil. The evil force was not contained entirely and occasionally would lash out at you or attempt to seduce your mind with dark desires. You were taught by your fellow worshippers how to guard your mind against the machinations of your charge.

- You are resistant to necrotic damage.
- You have advantage on all saving throws against being charmed or frightened.

Healer's Training

The healing power of divine magic is well known. Many who are sick and injured will seek to be healed by the prayers of the faithful. You have spent some time ministering to the sick and dying around your community and have learnt some of the specialised healing techniques taught by those of your faith.

- You are proficient in either medicine or religion.
- When you use a healer's kit to stabilise a creature make a medicine check and consult the below:
 - 9 or less: The creature is stabilised as normal
 - 10 to 19: The creature immediately returns to 1 HP.
 - 20 or more: The creature immediately returns to 1 HP and may expend 1 hit die.

Pilgrim

You have made a long and arduous journey to a place of significant importance to your faith. The way was hard and not all of your fellow pilgrims made it, but your faith helped you endure to the end. Making the pilgrimage taught you a valuable lesson about detachment from the material world, and the divine blessings you accrued from your journey are still with you to this day.

- You are proficient in either religion or survival.
- You may go up to two days without sleep or food without suffering any ill effects.

Scriptural Studies

You have spent time studying various religious texts. You have gained knowledge not only about your faith but also about the myriad of other faiths in the world. In addition you have

gained an appreciation of the language and structure of religious texts and understand how to uncover hidden meanings from them.

- You are proficient in religion.
- Whenever you are making a religion check to study written text you may double your proficiency bonus.
- You start the game with a small book of religious scripture. Work out the details of this book with your DM.

Shepherd of the Faithful

You were given a position of responsibility in your community and spent some time ministering the faithful. This involved leading people through both their happiest hours and darkest days, cautioning the exuberant and cheering the melancholy. You guided the faithful in acts of worship, service to the community, celebration of life, and mourning of death.

- You are proficient in either insight or religion.
- You know two additional languages used by your local community of worshippers.

Criminal

Not every profession is honest, not every job within the law. Some people choose to seek the rewards of a criminal lifestyle, some are forced into a life of crime in order to survive. For most it is a little of both. After all, in this world, only those who are adaptable will survive. And sometimes that adaptability has to extend to morality and the law. You weren't alone in your criminal enterprises, and your time spent amongst this fraternity has taught you thieves' cant, the special coded language, of symbols, signs, and slang that criminals use to communicate.

Ability score increase: Dexterity or Intelligence

Burglary

People normally keep their most valuable possessions under lock and key in a secure location. You have become a practiced expert in breaking into even the most secure of locations to gain access to such valuables. From casing the joint, to waiting for the opportune moment to strike, to tripping every lock and trap you can find, you are a professional burglar worthy of the name.

- You are proficient in either perception or stealth.
- You have proficiency with thieves' tools.
- You start the game with a set of thieves' tools.

Enforcer

Just because criminals live outside the law of the land doesn't mean that no laws apply. Criminals have to stick by some codes to ensure that there isn't anarchy in the criminal community. You were part of the enforcement of those criminal codes. You used your terrifying presence to ensure that those who hired you had their rights appropriately enforced.

- You are proficient in either deception or intimidation.
- You can get away with some petty acts of crime without being challenged due to your fearsome manner and/or reputation.

Fence

Stealing objects or information is only half of the story when profiting from a life of crime. Few shops will be willing to give you change for a priceless diamond. Finding the right buyer for stolen goods is a skill just as important as lifting the goods in the first place. You also need to find a buyer who isn't going to screw you over. After all you can hardly go complaining to the law if the deal goes south.

- You are proficient in either investigation or persuasion.
- You know how to find people who deal in stolen goods, banned information, or illicit substances. When you move to a new area you can find such people (if there are any to be found) automatically with an hour's work and have advantage on any roll needed to convince them to trust you.

Pickpocket

Many people keep their most treasured possessions about their person so that they can keep an eye on them. Of course they can't watch them all the time. That brief window in which they are not looking is when you strike. Then of course you must beat a hasty retreat.

- You are proficient in either sleight of hand or stealth.
- Your movement increases by 5ft per round.

Smuggler

Goods that are legal in one place may be banned completely in another. Legal goods may incur a fee to move across a border or into a city. Your crime was moving goods discreetly over these borders or around guard posts to avoid the stern gaze of the law and to provide your customers with the goods they wanted at an affordable price. This meant moving large quantities of cargo at night, often through secret tunnels and down hidden passageways, and thinking on your feet when you were caught.

- You are proficient in either deception or stealth.
- You know one language associated with your smuggling routes.
- You have darkvision of 60 feet.

Trap Disarming

If only sneaking past some guards and breaking into a building was all that was required to steal priceless treasures. Such things are normally kept in places festooned with hidden spikes, poisonous gases, magical alarms, and all manner of things to discourage the unwary. Fortunately you are very good at disarming such traps.

- You have proficiency with acrobatics or sleight of hand.

- You are proficient with thieves tools.
- Your proficiency bonus for using thieves tools is doubled when you are attempting to disarm a trap.

Underworld Contacts

Thieves stick together, bound by the thieves code (even if they are only guidelines). You are (or were) part of a gang or criminal network. Maybe it wasn't that formalised and you just had a few friends who also lived on the other side of the law. You are still in contact with these contacts (whoever they are) and can tap them up for information, advice, or leads.

- You are proficient in either deception or sleight of hand.
- You have a criminal contact who can provide you with information and some assistance as well as put you in touch with other criminals. Work out the details of this with your GM.

Entertainer

Life would not be worth living without art and the beauty it manifests. You have stood in front of crowds and delighted them with your talents. Perhaps your name is known across the land, or maybe just among the barflies at one particular tavern. Either way you know how to draw a crowd. You can always find a place to perform, usually in an inn or tavern, but occasionally somewhere more grand. You can receive free modest lodging as long as you perform each night. People in the area in which you perform will be generally well disposed to you.

Ability score increase: Dexterity or Charisma

Actor

You strutted the stage, bringing well known characters from tales and legends to life. You delighted many audiences with your theatrics. Your time in the theatre, or as part of a travelling troupe, has given you the ability to change your appearance.

- You are proficient in either deception or performance.
- You have proficiency with disguise kits.
- You start the game with a disguise kit.

Dancer

Your moves are graceful and lithe. You are in full control of your body, something that took years of practice to achieve. Previously you have used this to entrance audiences. In battle however your movements become something much more deadly.

- You are proficient in either acrobatics or performance.
- You can sometimes slide out of the way of seemingly inevitable blows. You have the following ability which may be used once between each long rest:

Dancer's grace (reaction): When a creature that you can see hits you with an attack roll you may force them to re-roll that attack roll once.

Fire-Eater

Crowds delight in tales of dragons, demons and other strange and powerful creatures. And what better way to bring these tales to life than to have a fire-eater breathe the fire of a dragon's breath or the flames of hell before the audience's very eyes. The name "fire-eater" is a bit of a misnomer though. You don't actually eat the fire, you breathe it out.

- You are proficient in intimidation or performance.
- You have fire breathing equipment and you know how to use it. This grants you the following ability:

Fire breath (action): You breathe fire at a nearby foe. Target a creature within 10ft of you. That creature must make a dexterity saving throw with a DC of 8 + your proficiency bonus + your constitution modifier. If they fail they take 1d6 fire damage. This damage increases to 2d6 at 5th level, 3d6 at 11th level, and 4d6 at 16th level.

Jester

Dressed in a gaudy outfit, with bells on your feet and a pig's bladder on a stick in hand you looked a ridiculous sight. The look was enhanced by the nonsense you used to spout, riddles and rhymes that had no real meaning. And yet if your audience listened carefully they would be able to pick out a method in your madness. Your job was to impart wisdom to high and low alike in a manner that ensured they did not lose face. You have become an expert in sizing up a person and nudging them along with a well placed pun.

- You are proficient in either insight or performance.
- Whenever you roll a natural 1 on a charisma based ability check or saving throw you may re-roll the dice once.

Magician

Ok, you're not a real magician. You don't actually know how to cast spells. Or perhaps you do. Either way, that wasn't what you performed on stage. Even in a world of high magic, simple sleight of hand and showmanship can still wow audiences. It is also a useful skill to distract enemies.

- You are proficient in either performance or sleight of hand.
- You gain the following ability, which you can use once between each short or long rest:
Misdirect (reaction): When a creature hits you with an attack that targets only you, you may force them to make a wisdom saving throw with a DC equal to 8 plus your performance bonus. If they fail then the attack misses instead.

Musician

The playing of a musical instrument is one of the most common forms of entertainment throughout the world. You are possibly a virtuous performer, or maybe a gifted amateur. Either way you have the excellent hand-eye coordination required of a musician.

- You are proficient in either sleight of hand or performance.
- You have proficiency with two musical instruments of your choice.
- You have one of each of the musical instruments that you are proficient with.

Tumbler

You can twist and contort your body into impossible shapes, and then spring out of them as easily as other men walk down the street. You can balance on a high wire, fall and then land into a well placed hidden net, much to the shock and then delight of the audience. Your time performing these acts in front of crowds has given you the ability to get out of danger in a hurry.

- You are proficient in either acrobatics or performance.
- Your ability to quickly get out of danger grants you the following ability:
Tumble out of danger (reaction): If you are forced to make a dexterity saving throw, pass, and would take half damage you can use this ability to take no damage instead.

Hunter

You are a hunter, of beasts, of men, of monsters, or maybe of all of these. You know how to track your quarry for days and conceal yourself ready for the final blow. You are patient until the time comes to strike, at which point you do with overwhelming force. Choose a terrain type in which you have experience in hunting. While you are in that terrain type you may hide yourself, even if you are only lightly obscured, and have advantage on all rolls to do so.

Ability score increase: Dexterity or Wisdom

Animal Whisperer

The smaller beasts of this world provide an excellent source of information on where larger creatures may be hiding. You have learnt how to communicate in a rudimentary fashion with such creatures. Through sounds and gestures you may attempt to communicate simple ideas, although such creatures will know nothing of the ways of intelligent beings such as yourself.

- You are proficient in animal handling or medicine.
- You may communicate simple ideas with small or smaller beasts.
- You may train a small beast to be a pet if you catch one and spend a couple of hours over 2 or 3 days training it.

Climber

Not all prey lurks on the ground. Some of it can be found in the branches of trees, or up rocky screes. Sometimes you have to climb after your quarry to complete the hunt. You have spent a long time climbing after your quarry, and the ability to track and pursue creatures vertically as well as horizontally is now second nature to you.

- You are proficient in either acrobatics or animal handling.
- You have a climbing speed of 20ft.

Herbalism

A knowledge of plants and animals is essential to both surviving in the wild and to tracking down beasts. You have spent time studying which plants are poisonous, which bushes and trees can provide food, which animals like which plants, and other related topics.

- You are proficient in either nature or survival.
- You have proficiency with herbalism kits.
- You start the game with a herbalism kit.

Magic Hunter

The most deadly prey are those who can cast spells and use magic against you. You are that most rare of hunters, one who deliberately seeks out users of magic and disposes of them. You know how magic users operate and dispatch them even as they attempt to use their magic to escape or to destroy you.

- You are proficient in either arcana or stealth.
- You gain the following ability:
Counter mage (reaction): If you are within 5ft of a spell caster and they cast a spell you may take an attack of opportunity against them. You may cast a melee spell attack as this attack of opportunity.

Silent Stalker

You creep through the bushes or rocks, gradually closing the distance until you can launch the perfect shot or strike. In order to catch your quarry you must be able to move quickly and quietly.

- You are proficient in athletics or stealth.
- Your movement increases by 5ft per round.

Trophy Hunter

You do not just hunt for food or gold, you hunt for the thrill of the chase and the glory of the kill. You know not only how to bring your quarry down but also how to extract a suitable trophy from its body. You have a collection of trophies showing the history of your kills.

- You are proficient in nature or medicine.

- You have proficiency with leatherworking tools.
- You start the game with a set of leatherworking tools.

Wilderness Survivor

As you follow tracks through the wilderness you take care to ensure that you do not become lost and end up becoming prey yourself. You have learnt how to navigate through and survive in the wild so that you can see each chase through to the bitter end.

- You are proficient in perception or survival.
- You have an excellent memory for terrain and geography, and will rarely get lost in normal circumstances.
- If the land provides food and water you can find it. You can always find enough sustenance for up to 5 people a day (as long as the land provides it).

Journeyman Crafter

After many years of training you set out to become a craftsperson in your chosen profession. After many more years of hard labour and practice of your craft you have moved beyond the realms of being an apprentice and have ascended to the rank of journeyman. Although not yet a master craftsman you have a great deal of expertise in the area and can work alone with little supervision required. Pick a trade with a set of associated tools or kit. This is your chosen profession. You gain proficiency with that tool set or kit.

Ability score increase: Dexterity or Intelligence

Crafter's Eye

You are very good at analysing work in your chosen field, and are able to tell from a few minutes' study the provenance and quality of another's work. Whenever you are analysing the work of others in your chosen profession you may double your proficiency bonus.

Crafter's Hands

Through the many years of practice in your craft you have demonstrated a rare talent in your field. Your work is good enough that it is occasionally mistaken for that of a master crafter. Whenever you are creating something using the tool set of your profession you may double your proficiency bonus.

Guild Member

You are a member of a merchant's guild. The guild provides you with mercantile connections, information, a place to meet others, and some degree of protection. Note that most guilds have a regular membership fee.

- You are proficient in either persuasion or history.

- You are a member of a reasonably powerful merchant's guild who will provide you with modest amounts of assistance, as long as you keep paying your membership dues. Work out the details of this with your GM.

Magic Trader

The trade in items and components of a magical nature is a specialised skill and a lucrative one for those in the know. Sellers of such goods appreciate a knowledge of the craft or the provenance of the items that they are selling. You have learnt where to find such items and how to negotiate for a good price.

- You are proficient in arcana or history.
- You know where to find sellers of components for spells and the spellbooks of wizards. When you move to a new area you can find such people (if there are any to be found) automatically with an hour's work and have advantage on any roll needed to negotiate prices.

Salesperson

The skill of a professional is not just in the creation of work, but in the trading necessary to buy raw materials and sell the finished product. You know how to haggle and bargain with the best of them.

- You are proficient in either insight or persuasion.
- You know where to find sellers of the raw materials for your trade or buyers of the finished product. When you move to a new area you can find such people (if there are any to be found) automatically with an hour's work and have advantage on any roll needed to negotiate prices.

Lawkeeper

Between civilization and chaos there stands the thin blue line of the law. Used to both defend against the ravages of the mob or the cruel hand of a dictator the law is there to ensure that civilization will still be around for generations to come. You are an agent of the law, a servant of justice. Maybe it is a passion, a calling, or maybe it is just your day job. In any case you have connections with one of the law enforcing groups in the world. You may call on them for reasonable amounts of information, aid, and assistance.

Ability score increase: Strength or Intelligence

Arcane Investigator

The only thing worse than a criminal is a criminal who uses magic. Tracking down crimes when the criminal can teleport themselves into and out of the crime scene is bloody difficult. Such criminals are thankful rare, but they do exist. So an investigator is needed to track them down. That investigator is you.

- You are proficient in either arcana or investigation.
- You are proficient in all checks to know about magical security systems or to uncover hidden magical objects/traps/runes etc. If you are already proficient in the skill being used you may double your proficiency bonus.

Criminal Investigator

You came to crimes after they were committed to attempt to track down the perpetrator. Following the trail given by witnesses, money, or bodies you (almost) always catch the criminal behind the scheme. Doing so requires you to be able to speak the language of criminals so that you can follow them.

- You are proficient in either investigation or perception.
- You know Thieves' Cant, the language of the criminal fraternity.
- You know one other language associated with the area in which you worked as an investigator.

Interrogator

The criminal mind is a tricky thing to fathom, but you have dedicated your life attempting to do so. You have learnt how to apply pressure, mentally or physically in order to crack secrets out of even the most hardened lag.

- You are proficient in either insight or intimidation.
- You are proficient in all ability checks made to interrogate a prisoner. If you already are proficient in the skill being used for the roll you may double your proficiency bonus.

Lawyer

Not all of those accused of a crime are guilty, the truth of claims of guilt must be tested. You practiced the law and helped the forces of the law uncover the truth or falsehood of accusations of criminality. You used your silvered tongue to coax information out of reluctant witnesses.

- You are proficient in persuasion.
- You know one additional language of your choice.
- People will occasionally recognise you as a person with knowledge of the law and ask you to adjudicate on legal matters for them.

Mortician

The old adage says that dead men tell no tales, but that is only because most people don't know how to read them. You have spent much of your life examining corpses and have a keen eye for little details that tell you how someone died and under what circumstances. This fascination with corpses may seem to others to be a bit weird, and it is, but it is also very useful.

- You are proficient in either investigation or medicine.

- You are proficient in all checks made to examine corpses, working out how they died, how long they have been dead etc. If you are already proficient in the skill being made to make the ability check then you may double your proficiency bonus.

Town Guard

Spare a thought for the poor town guard, patrolling the streets day and night, chasing all manner of criminals, helping to keep the peace, and then getting laughed at by parties of adventurers who blow through their hometown. Before you were an adventurer yourself you were a humble town guard. That didn't involve much fighting, mainly your job was to help maintain order amongst your neighbours and occasionally chase down a criminal or two.

- You are proficient in either athletics or insight.
- You have a badge that you may use to gain a certain amount of cooperation from honest persons living in your jurisdiction (although criminals will probably be more wary of you).

Many Faced

Your job requires you to wear many faces, to talk your way into places that you shouldn't be, to pretend to be someone that you are not. Perhaps you hustle people for money, perhaps you are a spy for a king, perhaps you just like to learn others secrets. You know one additional language that is used in the region in which you work.

Ability score increase: Intelligence or Charisma

Forger

Kings and lords do not go in person to order their guards to unseal the vault and remove a chest of jewels, they send their servants to do it with a signed order. And if that signed order just happens to not be from the king or lord, then someone else might end up with a chest of jewels themselves. You are an expert in copying seals, forging signatures, and imitating the writing style of others.

- You are proficient in either deception or sleight of hand.
- You are proficient with forger's kits.
- You start the game with a forger's kit.

Impersonator

You are an expert in mimicking the voices of others and can imitate their mannerisms exactly, even to the point of fooling their close friends and relatives. Note that while this skill allows you to imitate speech patterns with a high degree of skill, actually looking like another person is a separate skill entirely.

- You are proficient in performance.
- All attempts to pass yourself off as another *specific* person or creature use performance rather than deception.

- When you are passing yourself off as another *specific* person or creature you may double your proficiency bonus if you have heard the target that you are attempting to imitate speak for at least a minute.

Information Broker

Your trade was in information. The secrets and knowledge of others is valuable currency, and you made a living out of casually obtaining papers and slipping them to interested buyers. You have learnt a lot about the world along the way. Recently you have learnt something incredibly important. Hopefully no-one knows that you know this information, or else your life could be in danger.

- You are proficient in either history or sleight of hand.
- You know a well-hidden and important secret of a powerful individual or organisation. Work out the details of this secret with your GM.

Lip Reader

One of the best places to obtain secrets is an overheard conversation. And the best place to overhear a conversation is when you're on the other side of the tavern and couldn't have possibly heard it. Sound might not carry far, but if you can lip read it doesn't matter how far off you are.

- You are proficient in perception.
- You can lip read, while making a perception check to attempt to do so you may double your proficiency bonus.

Multi-Lingual

It is no good uncovering people's secrets if you cannot understand them. You have made a habit of studying languages so that you can find out what people are saying. You have also made sure you know how to record that information in code such that no-one else can read it.

- You know how to read and write three languages of your choosing.
- You know how to create ciphers to record information. Deciphering any of your encoded text without the proper key requires the creature attempting to decipher them to pass an intelligence check with a DC of your intelligence score plus your proficiency bonus. They may also decipher your message through magical means.

Second Identity

You have spent many years creating all the documents, gathering all the equipment, and making all the connections to pass yourself off as another specific person. This second identity is well established and you can slip into it with little preparation.

- You are proficient in deception or persuasion.
- You have a well established second identity that you can adopt with relative ease (work this out with the GM).

Thousand Faced

They see you commit the crime in broad daylight, but then you nip into an alley, remove your disguise and you are instantly someone else. There are a thousand wanted posters of you across the land, all with a different face on them.

- You are proficient at deception or performance.
- You are proficient with disguise kits.
- You start the game with a disguise kit.

Military

You have served your time as a soldier in one of the military units in the land. You may have served with loyalty and honour, with cowardice and greed, or just bored drudgery. In any case you still have connections to your old military outfit. Choose a military force active in the world. You have a rank within that force and some comrades who are still in the military. You may call on them for a limited amount of aid, intel, and shelter.

Ability score increase: Strength or Constitution

Cavalry

Life in the cavalry is mostly just maneuvering about the battlefield on your mount, followed by a few seconds of exhilaration as you charge, and then a minute of panic as you try to escape from the melee to reform. You learnt how to use your mount to its best effect. You also learnt how to protect it, after all a cavalry soldier with no mount is not going to last long. You gain the following benefits while mounted:

- You have advantage on all melee attacks against unmounted creatures that are smaller than your mount.
- You can force any attack that targets your mount to target you instead.

Infantry

You were on the front lines, carrying the packs, digging the trenches, and on occasion hacking at others with your weapons. You don't know how you've managed to survive, but somehow you have. Along the way you've learnt a few things about patching wounds and wielding weapons.

- You are proficient in medicine.
- You have proficiency with two weapons of your choice.

Officer

You were an officer of a high enough rank to be put in charge of leading men in the field. Choose one benefit from the Battle Tactics: Leader background.

Quartermaster

An army marches on its stomach, and you were in charge of feeding that stomach. You made sure that the supply train for your company was all in order and that the food and bandages that are vital to an army's survival were in place. This sometimes meant a day spent organising and checking tedious paperwork, but better that than a soldier not having eaten.

- You are proficient in investigation or medicine.
- You are proficient at controlling land vehicles.
- You start the game with a small land vehicle, such as a cart.

Scout

You weren't on the front lines, you were further forward than that. Your task was to observe enemy lines and report back your findings as quickly and as accurately as possible.

- You are proficient in perception or stealth.
- Your movement increases by 5ft per round.

Surgeon

What separates life and death in battle is not just how sharp your blade is, but how good a surgeon you have waiting for you back at camp. You were practiced in stitching men up so that they could quickly get back out on the battlefield, or at least so they wouldn't die.

- You are proficient in medicine.
- When you use a healer's kit to stabilise a creature make a medicine check and consult the scale below:
 - 9 or less: The creature is stabilised as normal
 - 10 to 19: The creature immediately returns to 1 HP.
 - 20 or more: The creature immediately returns to 1 HP and may expend 1 hit die.

Veteren

You have seen it all, you know the battles, the campaign, the long hours of boredom between battles and the few minutes of sheer terror within them. You've seen a lot of friends buried, and others just walk away with their minds broken. You have come out of the experience stronger and tougher, after all that is what it takes to survive. Choose one benefit from the Battle Tactics: Tough section.

Noble

You were born into a position of privilege in the upper echelons of society. You were raised in a household of immense wealth, in which your family's every need was seen to by an army of waiters, maids, cooks, grounds-keepers, and a myriad of other staff. You were educated by private tutors, and raised to perform your duties to further your family's lineage and position.

You have a position in one of the noble houses in the world. This affords you some well placed connections amongst the nobility and the court of your land and allows you to call on help from your family to a certain extent. You also have a letter of pedigree certifying your position in the nobility.

Ability score increase: Intelligence or Charisma

Academic Training

You were given the finest education that money could buy. You had an array of brilliant tutors who educated you in all you needed to know about fulfilling your duties as a noble. They ensured that you knew the history of your lands and the ways of its people in depth.

- You are proficient in either history or religion.
- You know two additional languages of your choice.

Aura of Nobility

Nobles such as yourself are born to lead. The peasants couldn't survive without you and sometimes need your guiding hand to ensure that they are on the right path. Your assumed confidence can be used to great effect, although the power of your privilege is often short lived.

- You are proficient in either intimidation or persuasion
- You have advantage on all charisma based checks made to interact with people within the first hour of meeting them (as long as they are impressed by nobles).

Combat Training

Your tutors made sure to school you in the ways of combat. You may choose one feat from the Battle Tactics: Armour Training, Battle Tactics: Melee Weapon Training or Battle Tactics: Ranged Weapon Training backgrounds.

Courtier

Although the nobility like to appear refined and detached, underneath they are just as vicious as any common street thug, and twice as ruthless. You quickly learnt growing up how to navigate the subtle barbs and sideways glances that are the moves of the game in a seat of power. You have become quite the expert in playing the dangerous games of diplomacy and favour that happen in many noble courts.

- You are proficient in either deception or persuasion.
- You are always able to gain an audience at a noble court (unless they are actively opposed to you and/or your party). Note that this gives you a hearing, it does not mean that they will agree with you.
- You are proficient in all checks made to influence the ruler of a city/land/kingdom/empire or their court. If you are already proficient in the skill that you are using then you may double your proficiency bonus.

Family Business

Although making money is a grubby business it is sometimes required to raise the funds needed to maintain one's estates. You were sent to observe and even have a hand in running this revenue stream. Although the day-to-day work of running the business was obviously left to the experts you have picked up some skills in interrogation of ledgers and documents and still have access to some of the funds provided by the business.

- You are proficient in either insight or investigation.
- You have a connection to a business concern owned by your family. This business will provide you with a modest amount of funds or other relevant benefits every so often. Work out the details with your GM.

Loyal Retainers

Not only do noble titles get handed down through the family line, so do bonds of service. Generations of families will often serve the same noble household, and yours is no exception. You have a retinue of up to three loyal retainers. They will perform mundane tasks that you ask them to, but will not do anything dangerous. They will not follow you into dangerous areas and will leave if you frequently put them in danger.

Noble Steed

There is nothing more heroic than a knight riding atop a brave charger. You learnt how to ride the beasts provided by your family's extensive stables.

- You are proficient in animal handling.
- You begin the game with a basic mount, such as a horse.

Sailor

You have spent much of your life at sea, with only your shipmates for company. You learnt how to operate vessels at sea, from the smallest row boat to a three masted sailing ship. You are proficient in operating water vessels.

Ability score increase: Constitution or Charisma

Captain

You wore the captain's hat and stood at the wheel looking every bit the inspirational commander. Or at least you think you did. Often times cajoling and shouting at the crew was more what you were engaged with. You have put the life of a full time captain to the side for a time, but you are still recognised by your crew as their leader, and still maintain part ownership in your ship.

- You are proficient in either insight or intimidation.

- You can obtain free passage on your ship for you and your party whenever required.
- The crew of your ship will obey your orders (if reasonable).
- Your ship will keep operating in your absence and will provide you with some modest income in terms of gold or other relevant benefits.

Cookery

A life at sea for a crew means ensuring a well stocked galley. Skill at preparing the same food in a variety of ways is also useful for keeping up morale. You have spent some time in the galleys of ships making sure the crew were kept fed, and well fed at that.

- You are proficient in animal handling or survival.
- You are proficient with chef's tools.
- You start the game with a set of chef's tools.

Merchant Sailor

Ships are part of the life-blood of trade, and large merchant guilds will often have large fleets of them. You served your time as part of a trading fleet, moving cargo, negotiating sales, or a little of both. You still have your papers of service and can use these to secure passage with your old outfit.

- You are proficient in either athletics or persuasion.
- You can secure free passage for yourself on-board a ship belonging to the merchant guild on whose ships you served. Note that this benefit only applies to you, not to the rest of your party.

Navigator

Some think of the sea as featureless, but they have not spent any time attempting to navigate a boat across the waves. You have, and are well aware of the islands, shoals, currents, winds, and supernatural hazards that the sea can produce.

- You are proficient in nature.
- You have proficiency with navigator's tools.
- You start the game with a set of navigator's tools.

Pirate

You sailed under the fearsome flag of a pirate company. Often the sight of your ship alone would be enough to convince the ships you raided to hand over their valuables. On occasion you would have to board the enemy and fight them. Fighting on a ship is an odd experience for those who have not tried it, and you are ready to take full advantage of their discomfort.

- You are proficient in either acrobatics or intimidation.
- You have advantage to all attack rolls while you are fighting in/on a ship / boat / other water based craft.

- You do not suffer any penalties for fighting in an unusual position, such as tight spaces, balancing on a narrow beam, or hanging from something.

Shipwrecked

Cast adrift from your boat you washed up in a remote location. You spent months by yourself, stuck on an island or wandering the wilderness in search of a way home. Eventually you were rescued, and you came home with a secret. During the time you were lost you stumbled across something terrifying or wonderous (or both) that you one day intend to return to.

- You are proficient in animal handling or survival.
- You have a hand-drawn map that shows the location of the secret you discovered. This will be far far away from civilisation. Work the details of it out with your GM.

Battle Tactics

Armour Training

When you are in battle one thing matters above all else: survive. You have been trained in how to wear armour and use it to defend yourself. You are proficient in wearing light armour and shields. Note that some of the below skills have prerequisites.

Ability score increase: Strength or Constitution

Shield Bash

Most people see a shield as a defensive tool, but that's just because they haven't learnt its full potential as a weapon.

- You gain the following ability while you are wearing a shield:
Shield bash (bonus action): You may only use this ability if you took the attack action on your turn. You may attempt to shove a creature within 5 feet of you.

Shield Master

You have learnt to use your shield not just to block standard attacks, but also those of a more magical nature. You have the following benefits while you are wearing a shield:

- You may add your shield's AC bonus to all dexterity saving throws against all harmful effects that target only you.
- You gain the following ability:
Block explosion (reaction): You may use this ability when you have to make a dexterity saving throw as a result of a damaging effect. If you pass the saving throw and the effect would deal half damage you instead take no damage.

Medium Armour Proficiency

You have been trained in how to use hide, chain, scale, and other medium armours. Gain proficiency with medium armour.

Medium Armour Maneuverability

Prerequisite: Proficiency with medium armour

Some medium armour can prove difficult to sneak in, but not for you. You have learnt how to move in your armour to be as stealthy as someone wearing normal clothes. For you medium armour no longer imposes disadvantage on stealth checks.

Medium Armour Mastery

Prerequisite: Proficiency with medium armour

You have learnt how to maximise the benefits that medium armour can provide. If your dexterity is 16 or higher the maximum dexterity modifier to your AC of medium armour increases to 3 (rather than 2).

Heavy Armour Proficiency

Prerequisite: Proficiency with medium armour

You have been trained how to use the heaviest armours effectively and would face no challenges striding across the battlefield in a suit of plate mail. Gain proficiency with heavy armour.

Heavy Armour Mastery

Prerequisite: Proficiency with heavy armour

Your training in heavy armour has gone beyond that of a mere apprentice or journeyman. You are not a master of heavy armour. While you are wearing heavy armour you reduce all slashing, piercing, and bludgeoning damage from non-magical weapons by 3.

Battle Dancer

You have developed a unique fighting style that makes you look more like a dancer than a standard combatant on the battlefield. This style of fighting keeps you ever alert to the dangers surrounding you when you fight, and means that you cannot be surprised whilst you are conscious.

Ability score increase: Dexterity or Intelligence

Graceful Slide

You are adept at dodging seemingly fatal blows and shots.

- You gain the following ability which can be used once between each short or long rest:
Graceful slide (reaction): When a creature that you can see hits you with an attack roll you may force them to re-roll that attack.

In-and-Out

You are the master of hit and run attacks, striking the enemy and then fleeing before they have a chance to retaliate. You may disengage as a bonus action.

Protect your Partner

A dance normally requires people to dance with. Your dance partners are your comrades in arms, whose movements you have learned well enough to gain an advantage when you are both engaged with the same enemy.

- You gain the following ability:
Partner defense (reaction): When a creature within 5 feet of you makes a melee attack against one of your allies who does not have this ability you may make an attack of opportunity against them.

Quick Step

Your speed in battle is second to none. You are always first to the draw. You add your proficiency bonus to initiative rolls.

Springing Bound

You hop, skip, and leap through the battlefield, round obstacles and over barriers as if they weren't there.

- When you are prone standing up only costs you 5ft of movement.
- Climbing costs you no extra movement.
- When you take the dash action on your turn you suffer no penalties from difficult terrain.

Sudden Swing

You have almost supernaturally fast reflexes and can dodge dangers that you didn't even consciously realise were there.

- You have a +3 AC bonus against attacks of opportunity.
- Creatures cannot benefit from advantage on attacks as a result of not being seen by you.

Battle Mage

Not all battles are fought by those who wield physical weapons. Many magic users are trained to fight in the heat of battle. Others have survived through bitter experiences, and have become good at drawing on their magical power at a moment's notice. You have practiced combat magic such that you rarely make a serious mistake. Whenever you roll a natural 1 on a spell attack roll you may re-roll that attack once.

Ability score increase: Constitution or Intelligence

Arcane Defense

You have studied not only how to use magic offensively, but also how to defend yourself against those who would use magic to harm you. You have advantage on all saving throws that you are proficient in if the cause of that saving throw is a spell or magical effect.

Keen Mind

You have trained yourself to know where you are, what time it day it is, and other little details that could one day save your life.

- You always know which way is north.
- You always know the number of hours before the next sunrise/sunset.
- You can accurately recall anything you have seen or heard within the past month.

Spell Sniper

You have learnt how to use your spells from afar to ensure that you can put pay to your enemies before they even get near you. The following benefits apply to your ranged spell attacks (that is spells that have a range and require an attack roll):

- The range is doubled.
- You ignore all penalties caused by half-cover and three-quarters-cover.

Still Mind

You can reach a place of perfect stillness of mind even in the midst of battle. You have advantage on all Constitution saving throws made to maintain concentration on a spell.

War Caster

Spurning the opportunity your magic affords you to stay far away from battle, you charge in with the frontline fighters, trusting in your powers to see you through.

- You can perform the somatic components of spells even when you have weapons or a shield in both hands.
- When you would be able to make an opportunity attack against a hostile creature you can use your reaction to cast a spell with a casting time of one action at the creature instead of taking a weapon attack.

Leader

You are not just a fighter, but a leader. You command others on the battlefield, helping them to operate as a well oiled unit. You have the ability to inspire your comrades to action. This ability can be used once in between long rests:

Inspirational command (bonus action): If you are in a combat situation give an inspiration dice to an ally that can hear you within 30 feet. This dice expires after 1

minute, or when you are no longer in combat (whichever comes sooner). The dice is a d6 (this increases to a d8 at level 5, a d10 at level 11 and a d12 at level 16). The dice can be used by your ally to add to the following:

- Any weapon attack roll
- Any spell attack roll
- Any saving throw
- Any ability check that is pertinent to the combat

Ability score increase: Wisdom or Charisma

Ambush Coordinator

You are a master of the ambush, directing your squad to prepare the necessary traps and take up expertly concealed positions ready to land a devastating first strike upon the enemy. If you spend up to 10 minutes coordinating an ambush with your allies up to 6 of them gain the following benefits for 30 minutes:

- They have advantage on all ability checks required to prepare the ambush.
- Any attacks that hit a surprised creature do extra damage equal to your inspirational command dice.

Battle Lynchpin

You coordinate your ally's efforts in battle ensuring that they can more easily hit nearby enemies. You become the lynchpin around which they can devastate your opponents.

- You gain the following ability:
Battle coordination (action): Until the end of your next turn your allies gain advantage on attack rolls against enemies within 10 feet of you that you can see.

Inspiring Speech

You may make an inspiring speech to your party before they go into battle. If you spend at least 10 minutes making an inspiring speech you may choose up to 6 creatures who remain within 30 feet of you for the duration. They gain temporary HP equal to your level + your Charisma modifier. You can only make one inspiring speech between each long rest.

Superior Inspirational Command

You can use your inspirational command ability a number of times equal to your charisma bonus between each long rest, as opposed to just once.

Melee Weapon Training

Your blade is an extension of your arm. Your axe moves from one enemy to the next without stopping. You know exactly how to use gravity to enhance the damage done by your hammer.

You favour fighting the enemy face to face. Whatever your weapon (or weapons) of choice you know exactly how they should be used. You have proficiency with two melee weapons of your choice.

Ability score increase: Strength or Dexterity

Called Strike

You can slip under your enemies guard and deliver a finishing blow before they have a chance to blink. Once a round before you make a weapon attack roll with a melee weapon that you are proficient with, you may declare the attack to be a called strike. This imposes a -5 penalty to the attack roll, but the attack does +5 damage if you hit. The damage bonus increases to +10 at 5th level, +15 at 11th level, +20 at 16th level.

Deadly Blow

At the critical juncture of a battle you have the ability to turn the tide of battle with a well placed blow. Once between short/long rests when you hit a creature with a melee weapon with which you are proficient you may add one additional weapon dice worth of damage.

Defensive Duelist

You fight with light weapons that allow for more maneuverability. Some may think that this makes you an easy target, but they are mistaken.

- You gain the following ability whilst you are wielding a melee finesse weapon with which you are proficient:

Deflect blow (reaction): When you are hit with a melee attack you may add 2 to your AC, potentially causing the attack to miss. This bonus increases to 3 at 11th level.

Dual Wielding Expert

You have practiced fighting with a weapon in each hand. After all twice the weapons means twice as many chances to strike your opponent.

- You can use two-weapon fighting with melee weapons even if the weapons aren't light. You must still be able to wield both of the weapons with one hand.
- You can draw or stow two one-handed weapons when you would normally only be able to draw or stow one.

Versatile Fighter

You have practiced with many, many weapons. Some you are just starting to learn. Some you have become an expert in.

- Choose one melee weapon with which you are proficient. You gain a +1 to all attack rolls made with that weapon.
- You have proficiency in two additional melee weapons of your choice.

Web of Steel

You weave a web of steel round your opponents such that they cannot escape your blows. To them it appears as if you are on all sides of them at once. Once you have engaged with an opponent escape becomes impossible.

- You may make attacks of opportunity against opponents who have taken the disengage action.
- If you hit an enemy with an attack of opportunity then their speed drops to zero until the end of their turn.

Ranged & Thrown Weapon Training

You throw javelins with deadly accuracy and speed. You know the exact tone of a bow string at the perfect tautness. The motions of loading and firing a crossbow are second nature are now deeply imbedded in your muscles. Whatever your weapon (or weapons) of choice you know exactly how they should be used. You have proficiency with two ranged/thrown weapons of your choice.

Ability score increase: Strength or Dexterity

Called Shot

You can plant an arrow or bolt right between the eyes of your foe. Once a round before you make a weapon attack roll with a ranged/thrown weapon that you are proficient at using, you may declare the attack to be a called shot. This imposes a -5 penalty to the attack roll, but the attack does +5 damage if you hit. The damage bonus increases to +10 at 5th level, +15 at 11th level, +20 at 16th level.

Crossbow Expert

Prerequisite: Proficiency with at least one form of crossbow

The crank, load, aim, fire of a crossbow can be tedious and some see it as an inferior weapon for its slow rate of fire. Ignoring these naysayers you have practiced with the crossbow till the rhythm of the loading and unloading runs at the same tempo as the rest of the battle.

- You ignore the loading feature of crossbows.
- You don't suffer disadvantage when shooting at a creature within five feet of you.

Sharp Shooter

You are deadly with ranged weapons. You can shoot an apple off the head of a Gnome at 100 paces. The following benefits apply when you are using any ranged weapon with which you are proficient:

- Attacking at long range doesn't impose disadvantage.

- You ignore all penalties imposed by half and three-quarters cover.

Sure Throw

Thrown weapons may lack the range of a bow or crossbow, but they can rip through the enemy once you get in close. The following benefits apply when you are using any thrown weapon with which you are proficient:

- Attacking at long range doesn't impose disadvantage.
- If you move at least 10ft in the direction of the throw before making the attack then you make the attack with advantage.

Unerring Accuracy

When you have your enemy where you want them there is almost no chance that you will miss. Whenever you have advantage on an attack roll with a ranged/thrown weapon with which you are proficient you may re-roll one of the attack dice once.

Versatile Fighter

You have practiced with many, many weapons. Some you are just starting to learn. Some you have become an expert in.

- Choose one ranged/thrown weapon with which you are proficient. You gain a +1 to all attack rolls made with that weapon.
- You have proficient in two additional melee weapons of your choice.

Terrifying Fighter

For you battle is not about forms or technique. It is about life, death, and living on the knife's edge between the two. Fancy flourishes won't mean a thing if your opponent has an axe through their chest. Your technique might not be fancy, but it is honest. Honest and terrifying. If you have killed at least one ally of a creature within the last thirty minutes then you have advantage on intimidation rolls against that creature.

Ability score increase: Strength or Charisma

Aggressive Fighter

In battle you will close with your opponents as quickly as possible, so that you may see the sweat dripping from their face and the fear in their eyes up close. It doesn't matter which opponent, any will do.

- You gain the following ability:
Close the distance (bonus action): If you are not engaged with an enemy you may move up to your speed directly towards the closest enemy.

Battle Roar

You unleash a terrifying cry that sounds as if it is from the depths of hell. This sends your enemies temporarily fleeing.

- You gain the following ability which can be used once between each short or long rest:
Battle roar (bonus action): Each creature of your choice within 30 feet that can hear you must make a Charisma saving throw with a DC of 8 + your Charisma modifier + your proficiency. Each one that fails becomes frightened of you until the end of your next turn.

Brutal Criticals

Your heaviest blows are not just staggering; they are usually fatal. All critical hits you make with weapon attacks do +2 weapon dice damage.

Shoulder Barge

With a terrifying roar you run at full speed towards your opponent and use your momentum to barrel into them, spending them sprawling. If you move at least 20ft towards an enemy on your turn you may attempt to shove them as a bonus action.

Whirlwind of Steel

In combat your weapon swings this way and that creating an ever advancing wall of steel. On a turn when you score a critical hit on a weapon attack or reduce a creature to 0 HP as the result of a weapon attack you may make an attack as a bonus action.

Tough

You have a scar or two across your body. In fact you have so many that it looks like someone was trying to carve a poem into you. Life's experiences have toughened you up and taught you how to recover quickly. Because of your generally strong constitution you have advantage on all saving throws against being poisoned.

Ability score increase: Strength or Constitution

Battle Fortitude

You laugh in the face of battle injuries, using your superior fortitude to keep going even when the going gets tough. Whenever you take the dodge action you may spend 1 hit die to heal yourself.

Bulky

Your large frame makes it somewhat difficult to fit into beds or chairs, but also means that you take even longer to bring down. Your HP maximum is increased by 1 per level.

Fast Recovery

You recover from your wounds remarkably quickly. Whenever you spend hit dice you may set each hit dice to $2 * \text{your Constitution modifier}$ if it rolled lower than that.

Juggernaut

Once you start moving in battle opponents find it almost impossible to stop you. You know that to stop in battle is frequently to drop dead, so you make sure that you are never tied down. You have advantage on all ability checks and saving throws made to avoid or escape the following conditions:

- Grappled
- Knocked prone
- Paralyzed
- Restrained

Relentless Endurance

Just as your opponent thinks that they have taken you down you suddenly come at them for one last strike. The first time each day you would drop below 1 HP you instead drop to exactly 1 HP.

Supernatural Interventions

Angel Touched

An angelic being of immense power has taken an interest in you. This angelic being grants you certain powers and may intervene in your life from time to time. Work out the exact nature of your connection with your DM. The angel will communicate with you in Celestial, a language which it has taught you through your connection.

Ability score increase: Constitution or Wisdom

Angelic Detachment

Your angel teaches you to be at peace with reality and to detach yourself. This detachment not only applies to the material plane but also to the things of the heavens and the hells. You are thus less affected by the machinations of the divine and devilish. You gain resistance to both necrotic and radiant damage.

Angelic Light

A soft radiance often flows from your body as the power of your link with the angel spills out of you. This warm glowing light can be used to heal and to illuminate.

- You learn the Light cantrip, Wisdom is your spell casting ability for this spell.
- You have the following ability which can only be used once between each long rest:
Healing hands (action): You touch a willing creature and cause it to gain HP equal to your level.

Angelic Manifestation

Every so often your angelic guide will make themselves known to the material plane by physically manifesting through you. You can speak their name in order to enable this manifestation and become the living embodiment of the angel for a short time. As you do two massive ethereal wings sprout from your back, a sight that is both awe inspiring and terrifying.

- You have the following ability which can only be used once between each long rest:
Angelic manifestation (action): This ability lasts for 1 minute or until you dismiss it as a bonus action. While it is active you gain advantage on all intimidation checks. From 3rd level the wings also grant you a fly speed of 30ft per round.

Angelic Wrath

You channel the power of your angelic companion into your attacks. Your weapons and spells glow with a blinding holy light that brings avenging wrath down upon your enemies.

- You gain the following ability which can only be used once between each long rest:
Angelic wrath (bonus action): This ability lasts for 1 minute or until you dismiss it as a bonus action. While it is active you may add radiant damage equal to your level to one weapon attack or damaging spell every round.

Radiant Consumption

Your angelic companion teaches you about sacrifice. They teach you that you must burn away the impurities in your soul in order to destroy your enemies. You learn how to concentrate the power of your link to the angel into an all consuming radiant fire that will burn you and your enemies.

- You gain the following ability which can only be used once between each long rest:
Radiant consumption (action): This ability lasts for 1 minute or until you dismiss it as a bonus action. While it is active you shed bright light in a 10ft radius around you, and dim light 10ft beyond that. At the end of each of your turns you and any enemy in the bright light (10ft radius) takes radiant damage equal to your level.

Devil Touched

You have become involved with a devil somehow, perhaps you have made a bargain with a devilish entity, perhaps your parents did. Some of that devil's power now flows through you. They may from time to time interfere in your life (at the GMs discretion). When you choose this background choose fire, cold, or lightning. This is your devil damage type. You also learn Infernal, the language of devils.

Ability score increase: Intelligence or Charisma

Devilish Aura

An aura of devilish magic springs up around you whenever you cast a spell that deals damage of your devil damage type. This gives you the following benefits:

- You may re-roll all damage dice for that spell that roll a 1.
- Until the end of your next turn any creature that hits you with a melee attack takes 1d4 damage of your devil damage type.

Devilish Power

Your link with the devil grants you access to certain spells. Charisma is your spellcasting attribute for these spells.

- At 1st level: you gain the Thaumaturgy cantrip
- At 3rd level: you gain the ability to cast Hellish Rebuke once per long rest (the damage dealt by this is of your devil damage type).
- At 5th level: you gain the ability to cast Darkness once per long rest

Devilish Pride

The devil seeks to guard you as they do not want to waste their assets lightly. They grant you certain powers to allow you to avoid danger.

- You have resistance to your devil damage type.
- You have darkvision of 60ft.

Pact Magic

Your link with the devilish entity grants you certain powers. Gain two cantrips of your choice from the Warlock cantrips list. Charisma is your spellcasting attribute for these spells.

Dragon Touched

Far from being just deadly beasts Dragons are old creatures of great intelligence. The particularly old ones have access to a wide variety of powers and sometimes gift these to their followers. The shapeshifting ones can turn themselves into humanoids and sire humanoid children who may gain some of their powers. You have been granted or inherited some of these powers. Choose your dragon type from the table below and note the associated damage type. You also know Draconic, the language of Dragons.

Dragon type	Damage type	Breath weapon shape	Breath weapon ability save
Black	Acid	5 x 30 ft line	Dexterity
Blue	Lightning	5 x 30 ft line	Dexterity
Brass	Fire	5 x 30 ft line	Dexterity
Bronze	Lightning	5 x 30 ft line	Dexterity
Copper	Acid	5 x 30 ft line	Dexterity
Gold	Fire	15 ft cone	Dexterity
Green	Poison	15 ft cone	Constitution
Red	Fire	15 ft cone	Dexterity
Silver	Cold	15 ft cone	Constitution
White	Cold	15 ft cone	Constitution

Ability score increase: Strength or Charisma

Dragon's Breath

The Draconic power flowing through your veins allows you to use your breath as a weapon. You gain the following ability which you may use once between each short or long rest (note that The area of attack, damage type, and saving throw attribute of the attack is determined by your dragon type, see above for more details):

Dragon's breath (action): You turn your breath into a weapon. Everyone in the affected area must make a saving throw with a DC of 8 + your constitution modifier + your proficiency bonus or suffer 2D6 damage (or half as much if they succeed). The damage increases to 3D6 at 5th level, 4d6 at 11th level, and 5d6 at 16th level.

Dragon's Hide

Your skin is covered with thick scales, like that of a fully grown dragon. While you are not wearing armour your natural scales provide you with an AC of 13 + your dexterity modifier. You may use a shield in addition to this benefit.

Dragon's Resistance

Your Dragon ancestor or benefactor has given you protection against damage aligned to their nature. You can walk through fire or clouds of poison or be struck by lightning and come out unscathed.

- You have resistance to your dragon damage type
- Whenever you pass a saving throw against taking damage of your dragon damage type you take no damage, even if you would normally take half damage.

Terrifying Roar

You can roar like a dragon and send your enemies temporarily fleeing. You gain the following ability which can be used once between each short or long rest:

Dragon roar (bonus action): Each creature of your choice within 30 feet that can hear you must make a Charisma saving throw with a DC of 8 + your Charisma modifier + your proficiency bonus. Each one that fails becomes frightened of you until the end of your next turn.

Fey Touched

You have gained a connection with the Fey realm. Perhaps one of the Fey Lords or Ladies has taken an interest in you. Maybe you saved the life of a high-ranking fairie. In any case fey eyes now follow your travels. The fey will sometimes contact you or influence your life in some manner. They have taught you Sylvan, the language of the Fey.

Ability score increase: Wisdom or Charisma

Dream Walker

Ever since meeting the fey you have found that you are more in control of your dreams and your sleep cycles than you were before. You no longer need to sleep, but instead may enter a light trance for 4 hours to gain the benefits of a long rest. In addition you cannot be sent to sleep against your will.

Fade Away

The fey have given you the ability to shroud yourself in a cloak of illusion when threatened.

- You gain the following ability which may be used once between short or long rests:
Fade away (reaction): Immediately after taking damage you become invisible until either the end of your next turn, you attack, deal damage, or force someone to make a saving throw (whichever is soonest).

Fey Magic

The fey have granted you access to certain spells. Charisma is your spellcasting attribute for these spells.

- At 1st level: you gain the Minor Illusion cantrip.
- At 3rd level: you gain the ability to cast Disguise Self once per long rest.
- At 5th level: you gain the ability to cast Misty Step once per long rest.

Fey Sight

Your connection with the fey grants you sight that can see through the illusions that others try to weave. This allows you to guard your mind against all kinds of supernatural horrors and persuasive magics.

- You gain resistance to psychic damage.
- You have advantage on all saving throws against being charmed and frightened.

Reality Bender

The fey have taught you that the rules governing reality are not as rigid as mortals make them out to be. Fey frequently bend these rules to get what they want and they have taught you some of their tricks. You have learnt how to alter space and time to move across the world faster than you would normally be able to.

- You gain the following ability which can be used once between each short or long rest:
Space bending (bonus action): Your speed is doubled until the end of your turn.

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Background Based Character Builder v0.001 is by Jason Maude

Change Log

Version	Date	Changes
0.001	21/10/2019	Initial version