

The Visitor

You're not from around here. Statistically speaking, you probably stepped through a portal, but it's possible you were whisked away by eldritch forces, followed a rabbit down its hole, entered a large piece of furniture or otherwise transitioned from your world to this one.

This world might be similar to yours, but with surprising differences. It might be radically different - the stuff of fantasy fiction! Whatever the case, there are plenty of convenient coincidences like "breathable air", "common languages" and "non-lethal gut biomes" which might seem suspicious, but at the same time are worth being grateful for.

But now that you're HERE, what do you do?

Skill Proficiencies: Insight, Persuasion

Languages: One of your choice, though it's a different language to you.

Equipment: Scrounged clothing, a knife, a memento from your homeworld, a purse with 15gp that you might intend to pay back.

Feature: Knowledge of Another World - This has two benefits.

First, when you fail an intelligence check, if you explain how you got the right answer for **your** world, and how the problem is things are wrong here, you gain inspiration.

Second, any time you try to replicate something (like technology or magic) from your homeworld, it will fail, but you gain inspiration if you can provide a good explanation for the failure. Gain inspiration. .

Suggested Characteristics

Whatever you perspective is, it's shaped by the world you come from, and you see things in this world through that lens. Whether that is a good or bad thing is rather up to you.

D8	Personality Trait
1	I am a fish out of water, yes, but an ENTHUSIASTIC fish!
2	This world is the escape I always wanted. An opportunity for adventure and excitement that I never would have had back home.
3	This world is an opportunity, and I am excited by it, but I still have ties back home. As I put down roots here, how do I balance those things?
4	My first priority is to find a way back home.
5	I take steps to try not to stand out as an outsider; even if it sometimes means overacting "normal".
6	This world is a mirror of my own, but twisted. I am surrounded by familiar faces who turn out to be strangers.
7	This world is far more fantastical than my own, and that is wondrous.
8	This world is far simpler than my own, and that is an opportunity.

D6	Ideal
1	Good - I have so much to teach the people of this world!
2	Lawful - I knew how things worked back home, and I will find ways to make them work here.
3	Neutral - This new world is full of new things, but I am all the more swept up in how big it reveals the universe to truly be.
4	Chaotic - I am truly free to reinvent myself in this new world.
5	Evil - An entirely new world with no rap sheet, no history, and a bottomless supply of new victims? Hell yes.
6	Any - There is no greater gift than a whole new world to explore.

D6	Bond
1	When I first came through, there were some robed figures who seemed really...knifey? I blew that scene, but they seem very persistent.
2	I found your way to this world because I was following someone. I haven't found them yet.
3	I have no idea what the deal is with this cat.
4	I have a doppelganger in this world. No, not that kind of doppelganger;
5	When I first arrived, I was greeted by a strange figure, and they've shown up a few times since then. They seem a little off, but have been nice enough.
6	I owe a lot to the person who found me when I first arrived, and they have encouraged me to go out to see this new world.

D6	Flaw
1	Everyone here is kind of stupid.
2	From time to time I will used the absolutely wrong glarb to describe things and people will look at me like it's not a totally reasonable glarb until I remember.
3	When faced with behaviors I find uncivilized or inappropriate, I think I'm just doing everyone a favor by explaining the problem in detail.
4	A new world is so romantic! If only my judgement in romance were a <i>little</i> better,
5	I frequently mope about the things I have left behind, be they meaningful or trivial.
6	No one understands my memes.

