

15 NEW BACKGROUNDS

PLUS GROUP BACKGROUND RULES AND NEW EQUIPMENT

Introduction: This document contains the cook, cursed, dead, demolitions expert, doctor, farmer, harvester, legendary lineage, lycanthrope, parent, polymorphed, possessed, raised by animals, retired adventurer, and tinkerer backgrounds plus rules for group backgrounds the whole party can share and new tools and explosives.

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Backgrounds

Cook

To you food is more than just sustenance and pleasure. A great meal is art that brings people together. You might have worked in a tavern, a bakery, as a personal chef to a noble family, or within a military unit as they marched to war. Decide what kind of cook job you had or roll on the table.

Something called you away from full-time cooking to the world of adventuring, but you still take pleasure in the craft. Still preparing and cooking food is a big part of who you are how you communicate with others.

d10	Cook Job
1	Tavern cook.
2	Restaurant chef
3	Baker
4	Street vendor
5	Personal chef
6	Candy maker
7	Military cook
8	Caterer
9	Cheesemaker
10	Brewmaster or vintner

Tool proficiencies: Any food-related set of artisan's tools (see New Equipment later in this PDF)

Skill proficiencies: Deception, Persuasion

Languages: One language of your choice

Starting Equipment: A set of common clothes, a set of artisan's tools related to your craft, an iron pot, a book of recipes you've gathered over the years, and a belt pouch with 10 gp

Feature: Through Their Stomachs

You are able to earn a comfortable living during your downtime by working as a cook. At the same time you are able to feed your adventuring companions modest meals each day for free. You are also able to use your talents to arrange meetings with anyone interested in a free meal. By offering to a cook a free meal for someone who would appreciate it (at the DM's discretion), you are able to get a meeting with him or her over that meal.

Suggested Characteristics

Just like a sculptor understands clay, you understand ingredients. You might be a bit of a snob when it comes to what you eat, or any dish, even that which others find vile, may fascinate you. Years of selling your edible creations made you a salesperson able to please any tough customer.

d8	Personality Traits
1	When I eat anything I critique the dish aloud.
2	I multitask very well.
3	I make non-verbal noises that indicate my mood while I eat.
4	If insulted I hurl even greater insults back.
5	I like to take my time and savor each bite when I eat.
6	I try to keep things as clean as possible.
7	I am constantly on the lookout for new and exotic ingredients.
8	I let others know I expect others to work as hard as I do.

d6	Ideals
1	Creativity. I don't follow a recipe, I improv with what I have on hand. (Chaotic)
2	Knowledge. I want to learn everything I can about the food of other cultures. (Neutral)
3	Hierarchy. I listen to those above me and expect those below me to take orders. (Lawful)
4	Generosity. Everything I cook is for others to enjoy. (Good)
5	Community. I feed the people who feed me. (Neutral)
6	Fame. I will be known across these lands at all costs. (Evil)

d6	Bonds
1	My grandmother had a secret recipe I'm trying to duplicate.
2	There is a world famous chef I respect above all others.
3	I'm putting all the recipes I've gathered into a book.
4	There is no food like my place of birth's signature dish.
5	I still use the complex techniques my mentor taught me when preparing even the simplest dish.
6	I always have some of my favorite herbs and spices on hand.

d6	Flaws
1	I'd rather eat nothing than something bland.
2	I am easily pulled into competition with others.
3	I try to take charge in situations when someone else is the clear leader.
4	When I am physically uncomfortable, I complain quite a bit.
5	Frivolity is a waste of time. I do not like unnecessary fun.
6	I have a hard time trusting others with tasks.

Cursed

You lived with some sort of curse for years. How you got the curse and how it affected you are your decision. You can create the details with your DM or you may roll or choose them from the table below.

As a cursed person you once suffered from a magic problem so rare it's almost unique. This curse could have been placed on you by a spellcaster or magic monster like a genie or hag. Or maybe you caught the curse while trespassing in an ancient tomb or vault or because you accidentally killed a sacred animal or offended the servant of a god in some way. How you caught your curse and how you or someone else cured it, are up to you and the DM.

d20	While cursed...
1	...you spoke only in questions.
2	...you spoke only lies.
3	...you saw all humanoids as terrible monsters.
4	...you had horrible nightmares whenever you closed your eyes.
5	...everything you touched turned to mud.
6	...all living things were harmed by your touch.
7	...you heard the surface thoughts of every humanoid within 50 feet.
8	...anything you ate tasted like sand in your mouth.
9	...others saw and heard you as if you were an undead zombie.
10	...you grew donkey ears, a donkey tail, and couldn't speak, only bray.
11	...you hungered for the flesh of other humanoids and thirsted for their blood.
12	...any offspring you had were goats instead of humanoids.
13	...any person for whom you had affection scorned you with unbridled hate.
14	...any person who tried to address you by your name or a nickname would instead vomit spiders.
15	...you lived the same day over and over again.
16	...you could not read or understand any language.
17	...all animals would attack you on sight.
18	...each day you woke up in a new body with a random age, gender, and humanoid race.
19	...people who knew you before the curse forgot everything they knew about you and who you were while you were cursed.
20	...whenever you tried to speak, your mouth filled with corrosive acid.

Skill Proficiencies: Intimidation and Arcana or Religion

Languages: Two of your choice

Equipment: A set of common clothes, a small knife, two random trinkets from the trinket table in the *Player's Handbook* (pages 160-161), and a belt pouch with 5 gp

Feature: The Pulse of Evil

You have learned to tap into the residual magic left in your body from the curse placed on you. You may spend a day of downtime in quiet meditation. By doing so you can sense the direction of the closest creature with the undead or fiend type - whichever is closest. Meditating this way does not tell you the distance to the creature or give you any details about it. You simply know which direction the creature is from you at the time you end your meditation.

Variant Feature: Pass the Curse

Check with your DM before taking this feature. The curse you had is still dormant within you. You may pass this curse to any living creature you touch. The creature suffers the curse's full power. You may only do this once. Doing so causes the magic of the curse to completely leave your body. The curse cannot be passed to legendary creatures.

Suggested Characteristics

As a person who is cursed, you've probably lived a solitary life in order to avoid hurting loved ones. Now that the curse is lifted, you're able to spend time with those you love again, but you've been changed. If you can keep them engaged and talking by asking lots of questions, you may never have to discuss the fact that you were cursed. Bringing it up is painful, so you might talk about anything and everything to avoid triggering a horrific memory. Of course, you might choose to sit in silence and talk about nothing as opposed to talking about the curse. Though try as you might, the memories are never far away.

d8	Personality Traits
1	I ask questions faster than people can answer.
2	If someone brings up the time I was cursed, I act like I have no memory of it.
3	I have trouble concentrating on one topic of conversation for very long.
4	I will fill conversational gaps of silence with anything I can think to talk about.
5	I flinch whenever someone I don't know well touches me.
6	I wake up screaming, but don't remember my dreams.
7	I have trouble finding objects in my disorganized piles of stuff.
8	I just wear what's comfortable.

d6	Ideals
1	Kindness. I can't help but get furious when people take others for granted. (Good)
2	Greed. The world owes me and I will take from it. (Evil)
3	Order. If I live life the right way, I won't be cursed again. (Lawful)
4	Beauty. Appreciate what's here now because nothing lasts. (Chaotic)
5	Community. Good people can help you through hard times. (Neutral)
6	Power. The only way to overcome adversity is to pound it into oblivion. (Neutral)

d6	Bonds
1	I have yet to be forgiven by someone important to me I hurt while cursed.
2	The thing that cursed me is still out there.
3	I can't return to the place where I was cursed because there are people waiting to kill me.
4	There's a family heirloom I kept close while cursed that gave me hope.
5	I want to learn to perform the curse that affected me.
6	I'm trying to find and help others who are suffering from the curse that affected me.

d6	Flaws
1	The anguish I still feel is greater than anyone else's pain.
2	I don't face my personal problems directly because I'm scared of their outcomes.
3	People like me when I'm happy, so I'll just always be happy.
4	Anyone who pays attention to me gets what they want.
5	I'd rather complain and criticize than be positive and compliment others.
6	Rumors are usually true so I tell them to everyone I can.



Dead

You died and came back. This experience changed you and defines who you are today. The specifics of your death are up to you, but the following questions and suggestions will help you determine your odd personal history.

How did you die? It probably wasn't of old age. Spells like *raise dead* can bring back those who die before old age takes them, but after dying of old age there is almost no magic which can bring a person back to life. Was it combat? An accident? A disease?

How long were you dead? Spells like *true resurrection* allow a PC to return from death after as many as 200 years. How has the world changed politically, technologically, and culturally since your death? What remains of your family, friends, and personal life?

What was your period of death like? Did you spend time in the glory of eternal battle in Ysgard? Were you enjoying the paradise of Elysium? Were you being tortured in the Nine Hells or Abyss? Do you remember nothing from that time?

Maybe you didn't completely pass on, but lived life as an undead, wayward soul such as a ghost or vampire. Why did you become such a being? What acts did you commit that you now regret? Who still thinks of you as a monster?

Finally someone brought you back. Who was it? Why? Maybe it was to face an old enemy. Maybe it was a loved one who searched for a long time and spent all their resources to bring you back. Maybe you were brought back for a secret only you knew. How did this person bring you back? Was it straight forward magic? What about a spell like *reincarnate*, which could bring your spirit back in the body of a different humanoid race? Or maybe it was some other magic that has a more sinister secret.

Skill Proficiencies: History, Intimidation

Languages: Two of your choice

Equipment: 50 feet of rope, a bit of dirt from your grave in a sacred vial, a set of common clothes, two rare coins with which you were buried, and a belt pouch with 5 gp

Feature: Spirit Talk

Nonhostile souls of the dead can connect with you thanks to the long time you spent dead. You may spend a day of downtime communicating with the souls to learn a piece of information by asking a question. The quality and specifics of the information you get is up to the DM.

Suggested Characteristics

You have experienced something few living people have yet to go through. You might be the type who embraces the second chance and loves life, relishing every opportunity and letting nothing stand in your way. Or you might be quiet and brooding, thinking of the revenge you seek for your death or missing the planar heaven you left behind. People who have died often live in one of these extremes, experiencing life to the fullest or becoming fixated on a single goal that gives their new life meaning.

d8	Personality Traits
1	When faced with a new experience the word no is not in my vocabulary.
2	I always have the loudest laugh in the room.
3	When I want something I'm direct and simple in my request.
4	The story of my demise, like all my stories, is greatly exaggerated.
5	If you ask me about my death I will stare daggers at you.
6	I treat most people like they're idiots because they don't know what I know.
7	If I don't want to do something I simply don't do it.
8	I don't excite easily.

d6	Ideals
1	Freedom. Life is short so live how you want. (Chaotic)
2	Despair. Nothing in life is worth celebrating and death is the destination we all deserve. (Evil)
3	Vengeance. I will find and punish what killed me. (Neutral)
4	Charity. I want to prevent others from dying before their time. (Good)
5	Mercy. I was given a second chance and others should get the same opportunity. (Good)
6	Labor. Life is short and so I must keep working to make my mark. (Lawful)

d6	Bonds
1	I have a great fear of that which killed me.
2	The scars of my death wound are still on my body.
3	My vengeance is more important than any other task.
4	I never wish to return to my gravesite.
5	I wish to bring back another who died by my side.
6	Any mention of my hometown reminds me of my first life.

d6	Flaws
1	Death isn't a big deal to me. I've died and come back. People should stop whining.
2	I don't listen to protests before I do something reckless.
3	I'd rather be mad than solve a problem making me angry.
4	I would rather cheat, lie, and steal than be honest because none of this matters.
5	Everything was better when I was dead.
6	I'm better than everyone who hasn't died and come back from the dead.

Demolitions Expert

You assemble, dismantle, and use explosives and weapons of destruction, including siege weapons. Maybe were in the military, and you built bombs that you threw into the throngs of invading hordes or launched boulders from catapults into enemy towers. Perhaps you belonged to an organization of criminals or rebels, and you were the one who blew up the safe or caused the buildings of oppressors crumble. Whatever the case, you know the power of weapons of destruction and harnessed them to make structures and enemies fall.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Bomb makers tools (see New Equipment later in this PDF)

Languages: One of your choice

Equipment: A bomb-makers kit, a collapsible 10-foot pole, a piece of shrapnel from unique explosive you haven't been able to identify, a set of common clothes, and a belt pouch containing 10 gp

Feature: Bomb Sniffer

Because of your experience with weapons of destruction, you know the best place to find explosives, siege weapons, and ingredients for making bombs. These items are not always readily available for free, but if an giant clan comes raiding, you know right where to go, be it a secret underground black market, or the local barracks. Your DM can rule there may be no such weapons around. The team you worked with, military or criminal, may be able to sometimes provide you with rare bomb ingredients you need at the DM's discretion.

Suggested Characteristics

As a demolitions expert, you really know your way around explosives and siege weapons. As such, you have seen more destruction and death in one moment than some may ever seen in a lifetime. This experience has shaped the way you view the world. You know better than most how fragile life really is.

d8	Personality Traits
1	The act of destruction is art to me. I enjoy watching structures topple and break.
2	I am a weapon content to take orders from others.
3	I talk nonstop about the various ingredients in bombs and I constantly make metaphors using explosions.
4	I'm a stickler for safety.
5	I love to experiment to see if I can make a better bomb.
6	Life's too short to worry about what others think of me, so I speak my mind at all times.
7	I could be dead tomorrow, so I party hard today.
8	I love to tell others the stories of my demolitions, but only when they ask.

d6	Ideals
1	Fun. I love a good explosion. (Chaotic)
2	Power. I blow things up so people know I could end them at any moment. (Evil)
3	Protection. In a world of enemies and monsters, I believe the best defense is a better offense. (Neutral)
4	Freedom. Those in power can only be removed by those with the better weapon. (Chaotic)
5	Hierarchy. People get hurt when the wrong person is giving the order to light the fuse. (Lawful)
6	Greater Good. I only use explosives when there is no other option left to save innocent lives. (Good)

d6	Bonds
1	There's one type of explosive I fear more than any other because it has literally scarred me.
2	I am haunted by the memories of innocent people one of my explosions accidentally killed.
3	I will be better at my craft than my mentor ever was.
4	I built an enormous explosive and lost it. I'm searching for it before it gets used by the wrong people.
5	I would do anything for the people I worked with long ago.
6	There is a settlement that was unkind to me. I will return there and burn it to the ground.

d6	Flaws
1	I am too quick to anger and use weapons of destruction as the solution to a problem.
2	I have a difficult time doing anything quietly.
3	I believe I am only good at one thing and all other tasks are beyond me.
4	I enjoy practical jokes that result in the physical harm of others and their property.
5	I am so nervous and cautious it often prevents me from taking action when I should.
6	I really like fiddling with explosives - too much.



Doctor

You were a surgeon, barber, country doctor, field medic, nurse, or other medical professional. Healing wounds, treating diseases, and creating medicines for others in need was how you spent your days. While illness and injury make many uncomfortable, they are areas in which you thrive. When others panic, you're working on a cure or stopping the bleeding.

Skill Proficiencies: Investigation, Medicine

Tool Proficiencies: Herbalism Kit, Poisoner's Kit

Equipment: A preserved medical anomaly (such as a deformed skull or appendix), an herbalism kit, a set of traveler's clothes, and a belt pouch containing 15 gp

Feature: The Doctor Is In

If you work as a healer during your downtime from adventuring you are able to afford a comfortable lifestyle for yourself. In addition, whenever you and your allies are in a civilized settlement, you are able to provide them with free medical care and hospital beds, provided they are sick or injured. This is provided as a professional courtesy from your former colleagues in the field of medicine.

Suggested Characteristics

Many doctors share a passion for healing the human body, whether or not they have bedside manner. Their studies and experiences have given them an edge and they are often the smartest person in the room. This quality can make some haughty know-it-alls, but those who are kind are mentors sought out for advice. Many societies hold their healers in high esteem for good reason. It's up to you if this went to your head or not.

d8	Personality Traits
1	I talk about bodily fluids and other subjects most find gross, but I do not.
2	I constantly give out unsolicited medical advice.
3	When there is a problem I cannot solve or diagnose, I talk it through until I figure it out.
4	I can never give an answer with 100 percent certainty because nothing is certain... I think.
5	When I give instructions I just tell people what to do, never why.
6	I stare openly at people who have medical ailments.
7	When I see a problem that needs solving I become obsessed with finding the answer.
8	I speak up whenever I see a person doing anything I don't like.

d6	Ideals
1	Reason. There are no coincidences because everything can be explained with logic. (Lawful)
2	Charity. All creatures have a right to proper medical care. (Good)

d6	Ideals
3	People. Governments do not have the best interests of their people at heart. (Chaotic)
4	Knowledge. True power over the anatomy can fix any problem. (Neutral)
5	Mercy. To take the life of any creature without first exhausting all other options is unthinkable. (Good)
6	Independence. I only provide help to those who ask. (Neutral)

d6	Bonds
1	I own a scalpel that has been in my family for generations.
2	I'm determined to find a cure to a disease that took my lover.
3	I am devoted to the school where I learned my trade and hope to return as a professor someday.
4	I feel drawn to other medical professionals and seek out their company.
5	I have a fascination with a particularly specialized field of medicine, such as leeching or amputation.
6	I have a precious research diary that contains all my medical observations and thoughts.

d6	Flaws
1	My opinion is always factually correct.
2	If you ask me a question and I don't know the answer, I lie.
3	When someone does something even a little foolish, I can't help but berate them.
4	I do not have a sense of humor, especially when it comes to jokes at my expense.
5	I am very worried about the long-term effects of magical healing, but I will rely on it in a pinch.
6	In cases of extreme suffering I will take the life of patients even when it is against their wishes.

Variant Doctor: Veterinarian

If you want to play a doctor who treats animals instead of people, you gain proficiency in the Animal Handling skill instead of the Investigation skill. In addition give yourself the Sure Thing, Doc background feature in place of The Doctor Is In feature.

Variant Feature: Sure Thing, Doc

If you work as a vet during your adventuring downtime, you are able to afford a comfortable lifestyle for yourself. In addition when you require an animal (such as horses for mounts or bloodhounds for tracking) you are able to borrow them from a client, provided you return the animals in good health. The actual terms of the agreement with the client are between the DM and you.

Farmer

You have worked the land and hand-raised livestock from birth to feed the mouths of many. As a farmer, you woke up before the sun and came in from working the fields after it set. You have left behind a mundane life to seek adventure for thrill or fame or fortune. Work with your DM to determine the types of livestock and crops you had on your farm. It might have been pigs and corn, or perhaps you raised deep rothe and mushrooms in the Underdark.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A relative's recipe for homemade stew, an iron pot, 50 feet of hemp rope, 2 gp worth of trade goods (your choice), a set of common clothes, and a belt pouch with 5 gp

Feature: Farmhand

When you are not adventuring you are able to provide a modest lifestyle for yourself by working on another's farm. You might sleep in the hayloft or in a spare room. By working this way, you also ingratiate yourself to the farm owner, who gives you free food for your adventures. Before leaving on an adventure you are given enough food for you and your party to eat for a week while traveling and adventuring.

Suggested Characteristics

Farmers are defined by the simple life - you haven't had as much excitement in your life as others. Before your adventuring career began, you may have never left your village or town. A farmer could be eager, scared, or naive on adventures, but all are defined by their strong connection to the farm where they were raised.

d8	Personality Traits
1	I really enjoy talking about and spending time with domesticated animals.
2	I have a catch phrase I use whenever I am surprised.
3	I often lose the point of the story I am telling.
4	I have a tick I can't control when I am scared or excited.
5	I often sing the songs of my homeland without provocation.
6	I look forward to eating and enjoy every bite of every meal.
7	I stare openly at that which I have never seen before.
8	I laugh very loud and clap my hands when I am amused.

d6	Ideals
1	Manners. I conduct myself in public with the utmost respect for all people around me. (Lawful)
2	Generosity. I am happy to share whatever I have with those less fortunate. (Good)
3	Destiny. I was meant for more than the simple life. (Neutral)

d6	Ideals
4	Faith. I am left the farm to bring my religion to others. (Any)
5	Freedom. I want to experience everything I can. (Chaotic)
6	Knowledge. I learn everything I can about the world. (Any)

d6	Bonds
1	My dog ran away when I was irresponsible with its care.
2	My parents have fallen on hard times and I have vowed to help them repair the farm.
3	My best friend is betrothed to the woman I secretly love.
4	I will get vengeance on the monsters that destroyed my village.
5	I can only get my favorite food in the town of my birth.
6	I have a prize farm animal I love to show off to others.

d6	Flaws
1	I sometimes wander off without telling anyone.
2	I am easily fooled and believe whatever I am told.
3	I lie to others to appear more experienced than I am.
4	I ask rude, abrasive questions to strangers.
5	I spend coin too quickly.
6	I do not open my mind to the ethics and morals of others.



Harvester

You were a lumberjack, miner, oil driller, or had another profession that gathers resources nature created. The wild has a lot to offer and taking those goods was the way you made a living. Decide the nature of your profession or roll on the table below and why you left this life to make a career as an adventurer.

d6	Job
1	Metal miner
2	Gem miner
3	Lumberjack
4	Oil driller
5	Fungus and herb collector
6	Fur trapper

Skill Proficiencies: Athletics, Nature

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A work knife, 50 feet of hemp rope, an ancient copper coin found in the wilderness, a set of common clothes, and a belt pouch containing 10 gp

Feature: Appraisal

Other harvesters respect your life of hard labor, and are available to consult on the value of non-magical gems and art objects for free. In addition when you find an object of value that relates to your profession, you know the value of the object and where to find a buyer.



Suggested Characteristics

Whether you value a hard day's work or not, you know what that kind of life is like. While some harvesters can be lazy and do what they can to get out of work, many are the first to step up and perform a task that needs to be done, even if it requires a few hours of backbreaking labor. Often a harvester is proud of the work that they do, but some have changes of heart and believe their professions take too much from nature.

d8	Personality Traits
1	I believe I work harder than anyone else.
2	I am usually worried about money.
3	I listen to everyone else's opinion before I give my own.
4	I enjoy learning about new technologies in my field.
5	I believe every good job deserves a good reward.
6	When I am in large crowds of people, I fidget.
7	I use sayings my parents told me.
8	I love a good dirty joke.

d6	Ideals
1	Family. Friends needs come before everything else. (Neutral)
2	Power. I take from the land as I would take anything from anyone too weak to resist. (Evil)
3	Community. Working with a team I am stronger and collect more rewards than I would alone. (Good)
4	Survival. If you didn't earn it, it's not yours. (Neutral)
5	Generosity. The rewards I get are for all to share. (Good)
6	Creativity. I don't care how I approach a job, as long as it gets done. (Chaos)

d6	Bonds
1	I plan to be married as soon as I have enough money.
2	My prize harvest was stolen by a rival and I want it back.
3	My best friend is in prison for a crime he did not commit.
4	I will restore the lands from which I harvested too much.
5	I always have a job waiting for me back home.
6	My work gloves belonged to a deceased family member.

d6	Flaws
1	I often drink too much when I feel I've worked hard.
2	I do not give in, even when I know I am wrong.
3	I secretly worry about the effect my harvests have on the land.
4	I borrow money with no intention of paying it back.
5	I do not ask for help when I need it.
6	I make fun of people for not knowing the things I know.

Legendary Lineage

You have heroes in your family background and the story of your ancestors is known far and wide. Perhaps your parents were a famous adventuring duo, or a grandparent hunted and killed great evils. Maybe your heroic bloodline has many heroes within it going back as far as any can remember. Whatever the case, the deeds of those who came before you are great and the public's expectation of your accomplishments is even greater. The weight of your family name affects all you do.



Skill Proficiencies: Athletics, History

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A set of traveler's clothes, a wood figure made in the likeness of an ancestor, a signet ring, a gaming set in which you are proficient, and a belt pouch containing 15 gp

Feature: Good Reputation

Since your family name is known, you can reap many benefits by flying the flag of your heritage. People in positions of power and privilege are willing to take a meeting with you and grant you favors. The DM decides the extent and effect of these favors, but they should not involve lavish gifts or great personal risk to the granter.

Suggested Characteristics

You've lived a different life than those less famous and probably don't know yourself as well as you should. Since birth you've been told you are special and destined for greatness, which is an idea you may be eager to prove or disprove. You're used to being under pressure and to folks talking about you both to your face and behind your back. As you start your adventuring career you have a choice to make. Most people of a heroic lineage who adventure either embrace the family name or try to get out there and make their own way. The result, however, is the same - a determined hero trying to show the world they are something more just a lucky kid with the right parents.

d8	Personality Traits
1	I am polite and humble to all who fawn over me.
2	I'm sure you've heard of the great heroes of my family, but let me tell you anyway.
3	I am quiet in public and don't enjoy being noticed.
4	I boast about how I will put my ancestors' deeds to shame.
5	I am attracted to people who don't fawn over me right away.
6	I often find reasons to excuse myself from large groups of people who love me for my name.
7	I am able to fake smile for anyone, even if I hate that person.
8	I always ask for people to give me free stuff because I can.

d6	Ideals
1	Family. I intend to uphold my family name. (Lawful)
2	Might. I was born better than everyone and so I deserve better than everyone. (Evil)
3	Individuality. I am not my family's name and will make my own legend. (Chaotic)
4	Leadership. I feel a call beyond my heritage to protect the people who look to me. (Good)
5	Aspiration. I want to make the people who believe in me proud. (Neutral)
6	Generosity. I was lucky to be born into this family and I will give back to those less fortunate. (Good)

d6	Bonds
1	I wield the same weapon my ancestor used.
2	No one knows the real me like my childhood best friend.
3	A parent will not respect me until I make good on the family name.
4	I would do anything to protect the town where I grew up.
5	I have my eye on a quiet cottage to which I plan to retire.
6	I feel like the only person who really gets me is my dog.

d6	Flaws
1	I can only handle so much fawning before I explode in anger.
2	If I am not constantly praised, I doubt myself.
3	If you speak ill of my ancestors, I will punch you in the face.
4	I prefer to have someone else fix my personal problems.
5	I put down others to boost my own confidence.
6	If something is fashionable, I will avoid it at all costs.

Lycanthrope

You were afflicted with lycanthropy, a disease which caused you to become a shapeshifting monster such as a werewolf or wererat. The disease drove you to commit violent acts you never even contemplated in real life and though you are cured, you must live with the consequences. Perhaps making up for those actions causes you to adventure or a determination that what happened to you should never happen to anyone. Or you may seek to again hold the power this supernatural disease brought to you.

Not all lycanthropes are inherently evil. There is a small chance you were a rare werebear or weretiger. If so, your actions were probably not sadistic. Still your lycanthropy is cured and you've begun a new life as an adventurer, maybe because you feared you might hurt those you love or because society wouldn't accept you as a lycanthrope no matter your actions.

You decide the length of time you had the disease, the acts you committed, and the person who cured you of it. You can choose or roll on the table below to determine your type of lycanthropy. There are rarer types in some worlds, such as weresharks and werespiders. Ask your DM if such options are available.

d20	Lycanthrope
1 - 10	Werewolf
11 - 15	Wererat
16 - 18	Wereboar
19	Weretiger
20	Werebear

Skill Proficiencies: Intimidation, Survival

Languages: Two of your choice

Equipment: An iron pot, a set of common clothes, a small knife, a tooth, claw, or tusk from your old animal form, and belt pouch containing 10 gp

Feature: Naked Survival

You are used to waking up cold and naked somewhere in the woods miles from home. As such, your body is a bit heartier and can withstand harsher conditions than most. You are able to do things like sleep naked in the cold without a bedroll or go a day without food without having gaining levels of exhaustion. If harsh conditions persist or are unbearably extreme (as determined by the DM) you may still gain levels of exhaustion as normal.

Suggested Characteristics

Former lycanthropes are usually withdrawn in social situations. Even though the curse of lycanthropy has left your veins, it is still a part of your memory and dreams. You might do everything you can to avoid triggering those memories or you might long for the time when your strength was greater and swords couldn't pierce your skin. Either way, few understand what you went through, so you keep to yourself, trust few, and speak only when necessary.

d8	Personality Traits
1	I don't eat meat. It reminds me of when I was a lycanthrope.
2	It can't hurt me, but I avoid handling silver with bare hands.
3	If someone does something I don't like, I growl at them.
4	I pay very close attention to the cycles of the moon.
5	Good liquor and a hearty meal are the best way to sleep without nightmares.
6	If I lecture those who take loved ones for granted.
7	I prefer the company of a few close friends to crowds.
8	Whenever I sense a noise, smell, or sight that reminds me of my lycanthropy, I feel ill.

d6	Ideals
1	Family. No one comes before my loved ones. (Neutral)
2	Freedom. People should live their lives their own way. (Chaotic)
3	Power. Weaklings deserve to be devoured. (Evil)
4	Chivalry. If I behave myself I shall never again be the savage animal I was. (Lawful)
5	Righteousness. I shall never do enough good to erase my evil acts, but I'll try. (Good)
6	Vengeance. I will see all lycanthropes put to rest. (Neutral)

d6	Bonds
1	I feel a personal connection to the type of animal I used to be able to become.
2	A close friend is ready to kill or cure me should my curse return.
3	There is a town that knew me as a lycanthrope where I cannot show my face.
4	There is another I have inflicted the curse upon who now hunts me.
5	I still have the scar from the bite that gave me the curse.
6	One victim still haunts me whenever I close my eyes.

d6	Flaws
1	I secretly want to be a lycanthrope again at any cost.
2	Even though my curse is gone, in times of great stress my savageness comes out at the wrong time.
3	I still enjoy the taste of fresh meat.
4	I would rather hurt those around me emotionally to avoid the risk of hurting them physically.
5	I would rather a friend or I die than succumb to a curse that changes behavior.
6	Yeah, I'm rude. You got a problem with that, sire?

Parent

You have spent years as a primary caretaker of a child or children. You might be their biological parent, adoptive parent, grandparent, aunt or uncle, family friend, older sibling, or cousin. You ended up with the responsibility and have been raising and mentoring them in the ways of the world. The frustrations, celebrations, long hours, and happiness of raising a child are all things you know well.

The age of your children and who looks after them while you adventure is up to you. You might have a score of little ones you adopted and a partner who looks after them. All your children might be grown and can look after themselves. A temple, a neighbor, or the local thieves' guild could watch over your children. Maybe the unthinkable has happened and you lost your children or they were kidnapped or taken from you in some way. The unique relationships with your children are yours to determine.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A drawing, object, or craft project your children made for you, an iron pot, a gaming set, a set of common clothes, and a belt pouch containing 5 gp

Feature: Get the Dirt

Parents tend to travel in the same circles and easily relate to one another by swapping stories. Anytime you're in a populated area and find another group of parents at a tavern or other meeting place, you are able to gather rumors about what's happening in that area. In addition you can watch another parent's children during downtime. Any parent who takes you up on this owes you a favor to be repaid later. The worth of this favor depends on how long you watched the other parent's children and the DM.

Suggested Characteristics

As a parent you are a natural leader. You are calm under pressure. You understand conflict resolution and negotiation. Your children give you strength and a reason to keep living and adventuring. Some other adventurers might see having a child as a weakness enemies can exploit, but you know the truth. Having children gives you a purpose beyond fortune and glory.

d8	Personality Traits
1	I take every opportunity to boast about my children.
2	I worry about people when they're in a dangerous situation.
3	I am always giving advice even when it isn't asked for.
4	Talking about bodily fluids does not faze me. Get used to it.
5	I happy to help resolve other people's personal conflicts.
6	I know that working hard is the only way things get done.
7	I find great joy in the smallest triumphs.
8	I enjoy playing with children, even those who are not mine.

d6	Ideals
1	Family. Everything I do is for my children. (Any)
2	Responsibility. The adults my children become are formed by the examples I set. (Lawful)
3	Creativity. The only way people grow is by feeling free to express themselves. (Chaotic)
4	Power. People should do as I say because I'm smarter than they are. (Evil)
5	Protection. Those who have power must shield innocent people who do not. (Good)
6	Sincerity. Staying honest will keep you out of trouble in the long run. (Neutral)

d6	Bonds
1	I know a family recipe that I hope to pass to my children.
2	I would give my life to save any child.
3	I have promised to take my children on a special vacation to a specific place someday.
4	There is an expensive house I have my eye on for my family.
5	My children will be educated at the same institution where I learned my trade.
6	My family name must never be disgraced.

d6	Flaws
1	I push other people into doing things they don't want to do when I want them to do.
2	My home life is so stressful that I do reckless things to blow off steam.
3	Whenever others tell stories about their children I must top it with one about my own.
4	I correct anyone who is doing something that annoys me even a slightest bit.
5	It is more important to win an argument than to be right.
6	I'd rather give people whatever they ask for than deny it and disappoint them.



Polymorphed

You were transformed into an animal or monster and lived that way for years. You most likely entered this form unwillingly but how you came down with this affliction is up to you. A caster with an ax to grind may have cast *true polymorph* for some petty offense committed by you or a loved one. Maybe you unwittingly donned a cursed magic item. Perhaps you activated some arcane trap when you accidentally stumbled into an ancient ruin. You could have made the choice willingly to infiltrate some group of monsters or hide as a beast from someone hunting you. You also should decide who or what changed you back to your true form.

You were in your alternate form for years. How was living in that form different from the way you lived your life before? In what ways were you more powerful? Less powerful? Do you miss the strength of your old form or are you glad to be back in your own flesh?

Skill Proficiencies: Survival and Animal Handling or Deception

Languages: Two of your choice

Equipment: A bag of caltrops, a realistic ink drawing of your polymorphed form, a set of common clothes, and a belt pouch with 5 gp

Feature: Kindred Spirit

Nonhostile creatures of the same type as your polymorphed form are inclined to like you. These creatures might help guide you to a place if they know its location, provide you with shelter, or shield you from danger, provided they are not put directly into harm's way.

Variant Feature: Body Horror

This feature is meant for games using the variant madness rules in the *Dungeon Master's Guide* (pages 258-260). Before choosing this feature you must ask your DM. You have spent so much time in the form of another creature that you are not easily shocked by bodily manipulation and mutilation. Whenever such a sight would cause you to save against a madness effect you automatically succeed.

Suggested Characteristics

You have spent so much time in the skin of another form that you're not comfortable with your true body. This discomfort may manifest in a physical form like fidgeting, wearing baggy or eccentric clothing, or the need to change your appearance through tattoos or piercings. You may have more of a subconscious mental tick like targeting the appearance of others to make yourself feel better or nightmares of once again living in your polymorphed form. Your old form was a prison that hid your true self, but it was also a way to keep yourself shielded from harm.

d8	Personality Traits
1	I am always fidgeting because I am uncomfortable.
2	I retained a rude physical behavior of my polymorphed form.
3	I obsess over my appearance and wear eccentric outfits.
4	I always judge the way others look.
5	I am unsure of what to say when people ask about me.
6	I often speak in my head by accident instead of aloud.
7	I find it's easier to lie than give real personal details.
8	I must keep touching my body to reassure myself I'm in it.

d6	Ideals
1	Freedom. People should be free to express who they are. (Chaotic)
2	Power. If it gets me what I want, I'll manipulate anyone. (Evil)
3	Security. All people deserve a place where they feel at peace. (Good)
4	Beauty. All people should appreciate who they are. (Neutral)
5	Authority. If you respect authority, you will be protected. (Lawful)
6	Dog Eat Dog. To survive you must be the smartest or strongest. (Neutral)

d6	Bonds
1	I have altered my appearance to look like my polymorphed form.
2	Some friends I made in my polymorphed form don't know I've been turned back.
3	I carry a piece of my old body.
4	The place where I spent most of my time while polymorphed is home to me.
5	I still haven't seen my family since before I was polymorphed.
6	I still enjoy eating what I ate in my polymorphed form.

d6	Flaws
1	I want to be back in my polymorphed form.
2	I sometimes believe I still possess abilities of my polymorphed form that I no longer have.
3	All transmutation magic is terrible and must be stopped.
4	I physically hurt myself for assurance I am in my true form
5	It's easier to back down from an argument than try to convince someone I'm right.
6	The opinions of my friends are more important than my own.

Possessed

You have spent a significant amount of time under the thrall of some malicious entity which controlled your every action. It could be that the dominance of an aberration or vampire brought about your slavery or you may have been possessed by some undead spirit or fiend. Under the thrall of this being you might have been forced into heavy labor, gladiatorial combat, or some more unpleasant machinations that were part of the villain's greater scheme. The being might have been practical and controlled you in a pragmatic way, or it could have been a right villain who delighted in cruelty and made you hurt the people who loved you. It is up to you whether you remember all the details and your actions during the possession or if you only have fragments of memory to piece together.

What was the end result of your possession? Did someone drive the evil presence out of you? Did the being leave of its own accord? Was it destroyed or did it promise to return to take you again some day? How has the possession left you feeling? Sad and broken? Ready to take on the world again? Terrified it may happen again?

Skill Proficiencies: Deception, Perception

Tool Proficiencies: One type of artisan's tools, gaming set, or musical instrument which reflects the hobbies and taste of the being who possessed you.

Languages: One of your choice

Equipment: A set of common clothes, a small knife, a wearable trinket like a ring or bracelet given to you by the being who possessed you which cannot be thrown away or destroyed, and belt pouch containing 15 gp

Feature: Living Conduit

As a creature who has previously been possessed for a long time, you share a connection with the specific type of creature that possessed you (e.g. ghosts). As a result you can tap into the minds of such creatures and seek information on a specific subject by meditating for a day during downtime. The quality of this information is up to the DM. It usually comes in fragments and flashes and if the creatures you seek know nothing about the subject, your meditation yields no information.

Suggested Characteristics

You are a rare creature to have been possessed for so long and lived. As a result it might be difficult for others to relate to you. Do you keep this part of your past to yourself in order to work with your party or constantly talk about the experience to help them understand what you went through? How does being so closed off or so open affect the rest of your life? It might be difficult for you to trust others and you're a natural skeptic when it comes to kindness. What's their game? Are they trying to manipulate you? Manipulation is just another form of possession and you won't let that happen again.

d8	Personality Traits
1	I react to surprises with a quick expression of fear.
2	I disdain a certain food I ate all the time while I was possessed.
3	My trust can only be earned by people who prove themselves in life-threatening situations.
4	Any mention of the entity which possessed me causes rage.
5	I must talk about my experience in order to cope with it.
6	I mumble when I speak.
7	I must exercise each day to keep my demons at bay.
8	I never ask directly for what I want and talk around my request until you figure it out.

d6	Ideals
1	Freedom. No person is beholden to another. (Chaotic)
2	Power. The only way to prevent domination is to dominate others. (Evil)
3	Protection. Those who commit evil against the innocent must be stopped. (Good)
4	Respect. People deserve to be treated like people. (Lawful)
5	Redemption. I must prove to myself that my life is my own again. (Neutral)
6	Creativity. Nothing is more important than free expression. (Chaotic)

d6	Bonds
1	The being which possessed me left a mark upon my skin I cannot remove.
2	While possessed I hurt someone close to me and I have yet to repair the relationship.
3	I haven't been back to my home since my possession ended.
4	I composed a poem in my head when I was possessed and even now it brings me comfort.
5	I still do not know who cured me of my possession.
6	While possessed I met the love of my life.

d6	Flaws
1	When I drink, I forget my past so I drink a lot.
2	I am cold when dealing with new people even if they are kind.
3	I took on a bit of my possessor's love of cruelty and display that when questioning enemies.
4	To remind mw that I am back in my true form, I physically hurt myself.
5	I fall deeply in love with new love interests right away.
6	Physical pain makes me forget emotional pain.

Raised by Animals

When you were a child beasts raised you in the elements. The exact type of beast is up to you, but most often large mammals like wolves, big cats, bears, and dolphins raised characters with this background. Instead of ignoring or devouring you, these beasts took you in as one of their own and protected you. They taught you to hunt and thrive in the uncivilized world. Even with your beast family looking out for you, survival was still a daily struggle.

How did you come to live with these animals? Were you abandoned by your parents in nature? Did you wander off and get lost one day? Did your caravan or vessel have an accident that left you stranded and alone? The choice is yours, but somehow you left the civilized world as a child and came to live with your new family.

At some point you were brought back into civilization either by choice or by force. You're learning what it means to be part of civilization and to have easy access to the things you fought for each day like food, water, and shelter. How has that changed your world completely?

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Herbalism kit and either wood carver's tools or mason's tools

Equipment: A piece of fur, tooth, or other memento from one of your beast parents, a set of common clothes, a small knife, and a belt pouch with 5 gp



Feature: Friend of the Family

There is a small animal friend you made in the wild. This creature should be a Small or smaller creature with a challenge rating of 0. While this creature will not fight for you, it does follow you around and will protect itself if attacked. You are able to give it simple tasks such as delivering a note or small package to a person you can see nearby, causing a distracting, or serving as an alarm bell. Should this creature die you are able to find and befriend a new, similar animal.

Suggested Characteristics

You are restless, which may be why you adventure. For all its comforts, the civilized world is too crowded and stuffy. You long to feel the thrill of the hunt, listen to the wind, feel the sun upon your exposed skin, and smell clean air. You might be uncomfortable in the trappings of civilization, but you feel superior to those who choose a softer life. They don't understand that survival goes beyond toiling the fields or the shop.

d8	Personality Traits
1	I pull and rearrange these restricting clothes constantly.
2	I eat with my hands.
3	Whenever I walk into a new place I take a long sniff of the air.
4	Bathing isn't for me.
5	I openly laugh at anything I find amusing.
6	I do not back down from a challenge.
7	I get angry whenever someone makes fun of me for not knowing something.
8	I speak very little and often in cryptic nature metaphors when I do.

d6	Ideals
1	Free Spirit. Nothing is more liberating than following your own heart. (Chaotic)
2	Natural Order. Every animal must live life by nature's code. (Lawful)
3	Savagery. Eat the weak because they'd eat you if they could. (Evil)
4	Family. Do all you can for the pack and the pack will protect you. (Neutral)
5	Hard Work. Move through tough times to earn the good. (Neutral)
6	Protection. Those without claws have a right to life too. (Good)

d6	Bonds
1	I haven't seen my parents since before I met my animal family.
2	My birth parents have another child I have never met.
3	One of my animal siblings died because of me.
4	The homeland of my animal family is slowly being urbanized.
5	When I see an animal in need I must help it.
6	I have a scar given to me by one of my animal family members during a disagreement.

d6	Flaws
1	I would rather physically fight than argue.
2	The best comfort of civilization is liquor.
3	If you give me an order, I will do the opposite to spite you.
4	Objects belong to no one so I take what I want.
5	I am easily manipulated when an animal's life is threatened.
6	I try to hide my past when I meet new people because they never understand me.

Retired Adventurer

You have lived a life of adventure already and retired to something quieter. You thought you were done and to that end may have given away all your old gear and spent all your treasure. Little did you know something would pull you back into your old life. If you choose this background you have some exciting questions to answer.

You determine what your past looked like. What adventures have you already had? How much time did you spend adventuring before retirement? Who was your most-hated enemy? Who did you adventure with? Why did you hang it up?

Something happened that made you lose your edge and finally honed adventuring skills. Has age or luxurious retirement made you soft? Did a physical or magical accident take some abilities from you? Did a supernatural force steal your mojo?

You have decided to walk the road of adventure once again. Why? Was it because you ran out of gold and want to earn some more the only way you know how? Did you become restless in retirement and are now seeking the thrill of battle? Are you out to prove you can still live up to your legend? Are you out for vengeance? A noble quest? To tie up one final loose end you didn't realize until now was undone? Whatever the reason, you're back on the road and ready to dive into another dungeon.



Skill Proficiencies: History, Insight

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: An old map to a secret dungeon you never got around to visiting, a set of common clothes, a set of bone dice or a deck of cards, and a purse containing 25 gp

Feature: C-List Celebrity

Whenever you are in a civilized area that knows of your past adventures, you can live a aristocratic life style for free as people wish to honor your past deeds. You can also use your influence to gain audiences with important political figures and get random gifts from admiring fans. However if you choose to use your influence in this way, it also alerts anyone in the area looking for you of your location and draws a lot of attention to your party.

Suggested Characteristics

As a voice of experience in your party, you know the danger of the road you walk. You understand when to be cautious and when it's time to take a risk. You have the right advice, warnings, and stories for all situations. Even if you don't

know what the heck you're doing, your past makes others look to you for leadership.

d8	Personality Traits
1	I have no idea how to tell a short story.
2	I'm sure of my first instincts and always act on them.
3	Anyone younger than I am needs my advice.
4	I don't enjoy physical contact with others unless it's my fist in their faces.
5	I show my numerous scars to help drive points home.
6	When I laugh, the volume of my voice fills up the entire room.
7	Nothing pleases me more than a good meal, good company, and job well done.
8	I correct others when their lack of manners offends me.

d6	Ideals
1	Generosity. Everything I have I share with those around me and in need. (Good)
2	Good Times. I take advantage of every opportunity to have fun. (Chaotic)
3	Power. Those who do not tremble at my name will have reason enough to do so soon. (Evil)
4	Logic. Emotions shouldn't make decisions for us. (Lawful)
5	Greater Good. I would gladly give my life to defend those who cannot defend themselves. (Good)
6	Live and Let Live. Just because we disagree doesn't mean we have to kill each other. (Neutral)

d6	Bonds
1	I never found that magic item I wanted in my early career.
2	There's more than a few broken hearts in my past.
3	There is an inn I frequent where no one knows about my past life and I'd like to keep it that way.
4	I can't go back to the town I accidentally partially leveled.
5	My old adventuring companions get together now and then to relive the good old days.
6	A famous song is actually about one of my greatest battles.

d6	Flaws
1	I do not take the advice of others because I know best always.
2	Violence solves most problems.
3	Ale is my very, very best friend.
4	I really don't know when to shut up.
5	I tend to fall asleep at times when I should be alert.
6	I am sarcastic at all times, especially when least appropriate.

Tinkerer

You have crafted mechanical marvels and improved existing technologies. You know that nothing in this world is perfect and everything could be improved and you're often the one finding ways to improve them. Maybe you have a workshop filled with categorically organized projects and plans, or just a crate filled with random, half-complete inventions you'll get to someday. Whatever the case, you know the best way to make a mark is to leave a lot of physical things behind which others appreciate.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Two types of artisan's tools

Equipment: A set of artisan's tools (one of your choice), a bottle of black ink, a quill, a puzzle-box containing the plans to your next creation, parchment, a set of common clothes, and a belt pouch containing 10 gp

Feature: My Finest Creation!

You have a creation that works so well, you are almost never without it. Work with your DM to create a unique invention that has a mundane purpose that gives you a slight advantage in exploration or social interaction. Some examples are an iron claw which can retract and extend up to 10 feet and lift 5 lbs., a palm-sized perfume dispenser which can create four unique smells of your choice, a mechanical teddy bear which can be wound up and walk on its own with a speed of 10 feet for one minute, or a small music box which can be used to record songs as well as play them back.

By showing off your prized possession at taverns and inns, you can receive free meals and lodging from the owner of the establishment as long as you demonstrate your creation during each night of your stay to entertain travelers.

Variant Feature: Spare Parts

Most adventurers ignore the old pots, worn leather boots, ratty blankets and other trinkets they find in dungeons in favor of more sparkly treasure, but you know there is a benefit to that which is left behind. By collecting discarded, worn out, and broken materials you are able to trade cost for time while crafting mundane items during your downtime. When you craft an item, at the DM's discretion, you may choose to spend only 1/3 the item's market price, but must spend 50% more time crafting the item than you normally would.

Suggested Characteristics

To be a tinkerer is to see the world differently than others. Whether motivated by profit, power, ambition, knowledge, or benevolence, you are able to identify ways to make the world a more convenient place to live. Think about how constantly seeing all the world's inconveniences affect you. You might be scatter-brained and unable to focus on one problem at a time, you might be weary of all the ponderous inventions you see in the world, or you might get a visceral thrill when solving a problem.

d8	Personality Traits
1	When faced with a problem, I talk out the solution to myself.
2	I have a hard time focusing on conversations when I see an object that requires my expertise.
3	I give unsolicited advice to anyone who will listen.
4	I never do anything technology could do for me.
5	I whole-heartedly believe science is better than magic.
6	I treat everyone as a potential client. You never know who might be convinced to invest in an exciting technology.
7	I get my best ideas when I am drinking.
8	I am unable to relax and must always be working on something.

d6	Ideals
1	Knowledge. I can never know all there is in the universe, but I can try. (Any)
2	Power. When I solve a problem I have dominion over it. (Neutral)
3	Logic. I can fix all the inconveniences in the world by applying reason. (Lawful)
4	Creativity. The only way I invent something new is by breaking the rules. (Chaotic)
5	Charity. I want the things I make to help others in need. (Good)
6	Might. With the right invention I can make the world bow at my feet. (Evil)

d6	Bonds
1	My rival took credit for an invention that was mine.
2	My parents think I'll never make anything of myself.
3	My world-famous mentor gave my tools to me.
4	I will return to the place of my birth and show them all I was a success.
5	I idolize the teachings of a legendary inventor.
6	I look to my friends for feedback on my creations.

d6	Flaws
1	I am terrified that life might be meaningless.
2	Nothing I make is ever good enough for me.
3	I never throw anything away and tend to carry more than I can handle.
4	I give into flattery easily.
5	I am easily distracted.
6	I speak ill of anyone who gets more praise than I.

Group Backgrounds

Group backgrounds are an optional feature that can apply to your entire party at your DM's discretion. If your DM allows you to choose a group background decide which background you want with the rest of the players at the table. Your group's background should be a choice you all make together as it applies to all the characters within your adventuring party.

Group backgrounds give you a background feature that the DM can deem is either in addition to or in place of your current background feature.

Family

Your party is made up of characters who are all part of the same family. Not everyone needs to be blood-related. Some might be related through marriage or adopted. Others might be servants or friends so close they might as well be family. Whatever the relation, you have spent a significant portion of your lives together and that time has created a familial bond. Remember that families have their own problems and rivalries and you should work those relationships out with your party.

Feature: Favor Exchange

If someone outside the family owes a family member a favor they can repay the debt to any member of the family. As a result people all over the land might owe your family favors that you can call in at the DM's discretion. These favors usually do not involve putting another person at great personal risk or receiving a lavish gift. It's more along the lines of borrowing mundane equipment, scoring free meals and lodging, and getting invited to important parties.

Military Unit

Your party is made up of characters who were all part of the same government military unit or mercenary army. Your camaraderie was built during training and your trust in one another was forged on the battlefield. Think about the kind of military you were in, why your unit left, and the battles you fought together. Are you the last surviving members of your unit? Are there others who were in your unit out there? Did you go rogue? These decisions are up to you and your party.

Feature: Secret Code

You and your party know a secret, coded language that is only shared with others of your former unit. This language is both spoken and written. It uses an alphabet of your DM's choosing (and may be unique).

Religious Order

Your party is made up of characters who are all part of the same religious order be it a monastery, cult, or temple. You share devout beliefs in the same gods, studied religion together, and are friends who share common ethics. Together you walk the world, doing deeds in the name of

your religion. Think about why your group has chosen to adventure and how you might differ in the interpretation of your gods' wills.

Feature: Converts

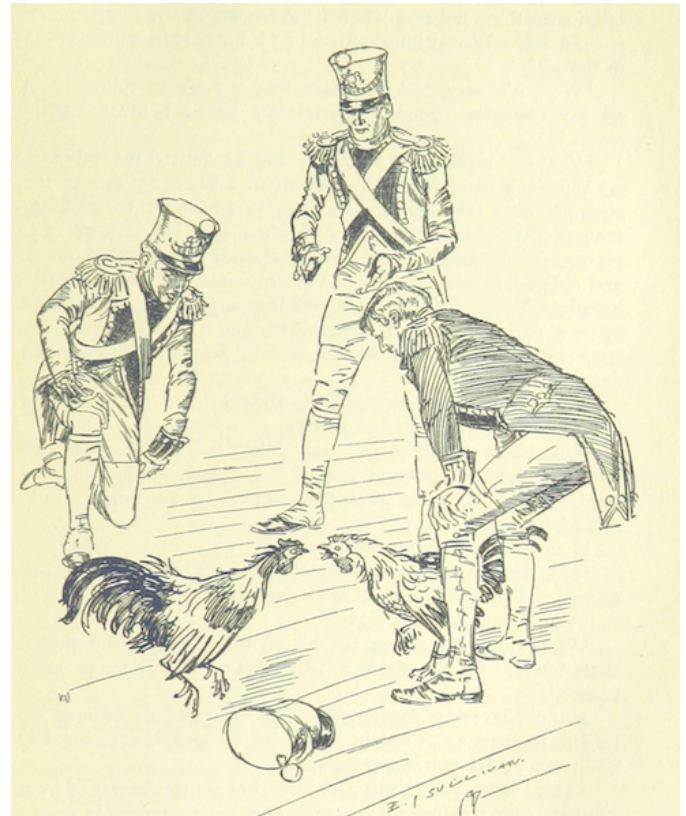
An army of believers is better than one. If your party spends time doing missionary work and proselytizing in a civilized area, some people will see the light of your gods and worship as you do. At the DM's discretion, these fellow worshippers will be able to grant you aid such as room, board, and mundane supplies. Over time you may be able to open your own temple of your religion with the support of others.

Secret Society

Your party is made up of characters who work for an organization with inner-workings which remain a secret to the public. Your society might be spies for a government, a cabal of assassins, a band of hidden protectors of nature, a team of vigilantes, a group trying to divine the secrets of the world, an organization bent on world domination, or something else. Whatever the case, you have a secret mission to carry out. This secret bonds you and your party together in trust.

Feature: Communication Ritual

If you and two or more members of the secret society are together, during a short or long rest you can perform a magic ritual which allows you to communicate with one other member of the secret society who's name you know, provided that person is willing to receive the message and on the same plane of existence as you.



New Equipment

The equipment on this page relates to the new cook and demolitions expert backgrounds found earlier in this document.

New Tools

The backgrounds in this document could give you proficiency in one or more of these new tools.

Bomb Maker's Tools. While all the tools needed to assemble and disarm bombs are included with this set, the supplies needed are harder to come by. It is up to your DM how often you come across materials for sale to create bombs. Their price constantly fluctuates as these ingredients are normally purchased on the black market.

Tools

Item	Cost	Weight
Bomb maker's tools	50 gp	5 lb.
<i>Artisan's tools</i>		
Baker's supplies	5 gp	9 lb.
Candy making supplies	5 gp	5 lb.
Cheesemaking supplies	2 gp	4 lb.
Vintner's supplies	25 gp	8 lb.

New Explosives

If your DM allows the use of explosives and the demolitions expert background in your campaign, it may open up some or all of the explosives options on page 268 of the *Dungeon Master's Guide*. The bombs below can be added to that list at your DM's discretion.

Frost Bomb. As an action you can light a frost bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 cold damage and have their speed reduced by 10 feet until the start of your next turn.

Lightning Bomb. As an action you can light a lightning bomb and throw it at a point up to 60 feet away. Each creature within 10 feet of that point must succeed on a DC 12 Dexterity saving throw or take 3d6 lightning damage.

Thunder Bomb. As an action you can light a thunder bomb and throw it at a point up to 60 feet away. Each creature within 5 feet of that point must succeed on a DC 12 Constitution saving throw or take 3d6 thunder damage and be deafened until the start of your next turn.

Explosives

Item	Cost	Weight
Frost bomb	400 gp	1 lb.
Lightning bomb	400 gp	1 lb.
Thunder bomb	300 gp	1 lb.

Variant: Oops, Explosion

Accidents happen. Bombs can be a hazard to the user. Each time you throw a bomb, roll a d20. On a roll of 1 the bomb explodes in your hands.

