

Backstory Feats



An adventurer's background isn't a footnote to forget—it represents important parts of their life up until they started risking their lives for coin or glory, and that part of them doesn't disappear when they hit the road.

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The talents learned in an adventurer's past can grow and develop into lifelong skills used throughout their illustrious career. This set of flavorful and powerful feats uses backgrounds as prerequisites, representing the advancement and integration of their old skills with their new experience. Use these feats to further develop characters, more deeply entrenching their histories with the incredible adventurers they've become.

Ascetic Herbalist

Prerequisite: Hermit

In your isolation you learned to fend for yourself, tending your own wounds and curing your own ills using only what grew around you. You have advantage on any ability check you make using an herbalism kit.

In addition, you can mix common herbs into exquisite healing balms. By spending 10 minutes mixing ingredients from your herbalism kit you can create an herbal balm. Once made it must be applied within 1 minute or it loses its potency. Once you create an herbal balm, you cannot make another until you complete a short rest. When you create an herbal balm, choose one of the following:

- **Healing Balm.** When applied, the target heals for 2d8 + your Wisdom modifier.
- **Resilience Balm.** For 10 minutes after being applied, the target has advantage on saving throws against diseases and poisons, and it has resistance to your choice of poison, lightning, fire, cold or acid damage.
- **Restoring Balm.** When applied, the target is cured of one disease, neutralizes a poison, or removes the blinded, deafened, or paralyzed condition.

Crime Lord

Prerequisite: Criminal

Your reputation has continually grown within the criminal underworld, and the further you rise as an adventurer, the more thieves and cut-throats come looking to you for the next big score. You have advantage on Charisma (Deception) and Charisma (Intimidation) checks made to influence criminals.

In addition, when you access the network of criminals you are ingratiated with you may choose to hire underlings. Once hired, these underlings arrive at the time and place of your choice. The time must be

within the next 48 hours and the place must be within a city your criminal network is in. These underlings follow your orders but will not perform any actions that would obviously harm themselves, and they are likely to abandon you or possibly even turn on you if the situation grows especially dire. The underlings continue following your orders for up to 24 hours before dispersing back to their criminal underground.

Once you use this feature within a city you may not use it there again for 7 days. The underlings must be paid upfront through a mutual contact and can be hired at the following costs: up to 6 [bandits](#) (10 gp each) or 4 [thugs](#) (30 gp each) or 2 [spies](#) (50 gp each).

Exemplar

Prerequisite: Acolyte

You have kept your faith throughout your adventures and are a shining example that younger charges of your faith aspire and flock to. You gain the following benefits:

- Increase your Wisdom or Charisma by 1, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to affect followers of your faith.
- When you visit a temple, church, or other place holy to your faith and staffed by an active clergy, you may ask the clergy for assistance with your current task. You gain the help of a [priest](#) that obeys any commands that you issue to it for the next 24 hours. The priest departs and returns to their temple after 24 hours or when they are asked to violate your shared faith. Once you use this feature at a temple, you cannot use it there again for 7 days.

Folk Legend

Prerequisite: Folk Hero

You are a living legend—your adventures have only added to the tall tales surrounding you, stories that grow grander with every retelling. The stories surrounding you have inspired plucky young upstarts hoping to follow in your footsteps. Whenever you hide, rest, or recuperate among other commoners you may choose to take on a sidekick (use the statistics of a [scout](#)). You may only have one sidekick at a

time. Your sidekick follows you indefinitely and obeys your orders to the best of their ability. If your sidekick dies you cannot take on another for at least 7 days.

In addition, if you gain a class level while you have a sidekick and your new character level is at least 9th, your sidekick advances alongside you and uses the statistics of a [veteran](#). Your sidekick must have accompanied you while you gained at least half of the experience points used to gain your new class level (or if not using experience points, at the GM's discretion).

Grifter

Prerequisite: Charlatan

You've never stopped running games or selling snake-oil, attaining a mastery of the subtle art of the con and leaving marks ever more confused, impoverished, and surprised. You gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- When making a Charisma (Deception) check, you can choose to make the roll with advantage. Once you use this feature, you must finish a short or long rest before you can use it again.
- Whenever you succeed on a Charisma (Deception) check against a creature within 5 feet of you, you may use your reaction to Swindle or Befuddle that creature.

Befuddle. Until the end of its next turn, the creature can't take reactions. At the start of its next turn, its confused behavior is determined by rolling 1d10.

1: The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action.

2–6: The creature doesn't move or take actions.

7–8: The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing instead.

9–10: The creature can act and move normally.

Swindle. You steal one item no heavier than 20 pounds that the creature was holding or carrying.

Master Artisan

Prerequisite: Guild Artisan

Even while adventuring you burnt the midnight oil to constantly hone and perfect your craft. Your reputation as an artistic master commands respect in your field. You gain the following benefits:

- Increase an ability score of your choice by 1, to a maximum of 20.
- Choose a type of artisan's tools. You have advantage on ability checks made using that type of artisan's tools.
- Any object you create or service you provide using your chosen type of artisan's tools is masterfully done, and you earn double the normal price for your objects or services.

Military Tactician

Prerequisite: Soldier

The tactical knowhow you earned as a soldier was never forgotten—those hardened stratagems have saved your life and countless others numerous times during your adventuring career. As a bonus action, you may bark an order at an ally within 60 feet. Once that ally benefits from one of your orders, they cannot benefit again until they finish a long rest. When you bark an order, choose one of the following:

- **Evasive Maneuvers!** If the ordered ally takes the Dodge action during their next turn, they gain a +4 bonus to their AC until the start of your next turn.
- **Get the Lead Out!** On their next turn, the ordered ally may make an additional Move.
- **Take That One Down!** Choose a creature you can see. If the next attack the ordered ally makes targets that creature, they have advantage.



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Old Salt

Prerequisite: Sailor

You've sailed vast oceans both for profit and for adventure. The sea calls your name and you are not shy to answer. You gain the following benefits:

- Increase your Strength or Dexterity by 1, to a maximum of 20.
- You have advantage on any ability checks made for sailing water vehicles, including their upkeep, navigation, and any other tasks required for their proper operation.
- While on or near an ocean you instinctively know when a storm is coming, able to unerringly discern its distance and direction at least 6 hours before it arrives.

Scholar

Prerequisite: Sage

You've always been at home in places of knowledge and your days of adventuring have proven just how valuable knowledge can be. You gain the following benefits:

- Increase your Intelligence by 1, to a maximum of 20.
- You have advantage on Intelligence (Arcana) and Intelligence (History) checks made to research, read, or decipher texts.
- You keep meticulous notes on the dangers you face and by consulting them you become far more prepared for the threats ahead. You can spend 10 minutes consulting your notes. When you do, choose a creature type other than humanoid, or choose a type of humanoid (such as dwarf, elf, or human). For the next 8 hours, you have advantage on saving throws made to resist the traits and attacks of creatures of that type. Once you use this feature, you must finish a long rest before you can use it again.

Star Performer

Prerequisite: Entertainer

You are naturally at the center of attention—you grace every occasion with your presence and your performances are legendary. You gain the following benefits:

- Increase your Charisma by 1, to a maximum of 20.
- You have advantage on Charisma (Performance) checks.
- While you are performing, creatures that witness your performance have disadvantage on all Wisdom (Perception) checks made to hear or see anything but you, and their passive Perception is reduced by 5.

Storied High-Born

Prerequisite: Noble

The combination of your noble lineage and the rumored talks of your harrowing adventures afford you an exciting, favorable reputation amongst the upper crust of society. You gain the following benefits:

- You are considered a nobleman of high renown and are at the center of many exciting tales of danger. Other nobles happily invite you into their home as an honored guest or even try to marry you off to one of their sons or daughters to add your prestige to their own family's name.
- While a guest at a noble's home, you receive your choice of favors and gifts that collectively equal up to 5 gp worth of goods and services a day.
- Should you request protection while you are the guest of a noble, most hosts provide up to 8 [guards](#) willing to obey your orders so long as your commands are within reason. They are still employed by your noble host and cede authority to their lord over you. They will also likely report your orders and activities back to your host, and they are unwilling to leave the area governed or owned by your noble host.

Streetwise

Prerequisite: Urchin

You grew up on the streets and now that you're better traveled it only takes a day or so to wrap a city around your finger. You gain the following benefits:

- Increase your Dexterity or Charisma by 1, to a maximum of 20.
- You can use your streetwise instincts to gain advantage on a Dexterity (Stealth) or a Charisma (Persuasion) check after being in a city for at least

24 hours. Once you use this feature, you must finish a long rest before you can use it again.

- After remaining within the same city for at least 24 hours, you cannot be surprised during combat.

- When you or an ally within 30 feet is hit by an attack, you can use your reaction to halve the damage of that attack. Once you use this feature, you must finish a short or long rest before you can use it again.

Survivalist

Prerequisite: Outlander

Your keen senses and instincts for self-preservation have carried over well into your adventuring life, seeing you and your allies through otherwise impossible situations. You gain the following benefits:

- Increase your Constitution or Wisdom by 1, to a maximum of 20.
- You have advantage on Wisdom (Survival) checks.
- You have advantage on saving throws made to withstand weather effects such as environments of extreme cold or extreme heat.

