



**Character Origins**  
By Paul Weber

## INTRODUCTION

Every story has a beginning. Who were you before you became an adventurer? What did you do to make a living and survive? With this additional supplement there are over 50 additional character backgrounds ready to roll. Backgrounds range from the common farmer, to the rare vampire hunter and everything in-between. There are also an abundance of new tools, weapons, gear, and other items and equipment that can be added to your world as well as returning items featured from the Official Dungeons & Dragons Players Handbook with added detail such as vehicles, and equipment packs.

## ADVISORY

Although most of these backgrounds were carefully thought-out, some may be over or underpowered for your particular campaign and you should work with your DM to tweak or completely modify what's in this material. These concepts, like my other unofficial material, are simply motivators to help inspire creativity and broaden game-play.

## CONTACT

If you desire to contact me or simply like to see more material like this you can join or reach me on my ever-growing Facebook group page that can be found by searching on Facebook with the key words "Dungeon Master Paul Weber" or by typing in the following URL into your browser, <https://www.facebook.com/groups/dmweber/>

**“Who will you become?”**



## A WORTHY NOTE

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# ARTIST

You have a skill that very few others can duplicate and your skills can be turned into physical pieces of artwork that can become valuable to the right buyer or audience. Although the income from your craft provides little coin, you know in time, with enough practice, you'll be able to turn a profit. You spend your downtime perfecting your craft and you can appreciate other's artwork more than most.

**Skill Proficiencies.** Performance, Insight

**Tool Proficiencies.** One of the following: Calligraphers supplies, Painters supplies, Woodcarver's tools, Performers Kit.

**Languages.** Any one standard language

**Equipment.** You may choose one of the following equipment packages based on your Artist Type.

**Illustrator's Equipment.** Calligraphers supplies, dirty common clothes, a portfolio of your illustrations, and a pouch containing 15 gp.

**Painter's Equipment.** Painters supplies, dirty common clothes, a carrying satchel, and a pouch containing 15 gp.

**Sculptor's Equipment.** Woodcarver's tools, common clothes, a small sculpture you've made, and a pouch containing 10 gp.

**Performer's Equipment.** Entertainer's pack, Costume Clothes, and a pouch containing 10 gp.

## FEATURE: WORKS OF ART

During downtime you may spend (1d12 x 20 minutes) creating a work of art pending on your chosen artist type. Performance Artist may spend equal time performing in crowds. You earn 1 silver piece for every minute spent on your artwork or performance. When you reach level 10 your artwork earns 1 gp for every minute spent.

## SUGGESTED CHARACTERISTICS

Artist are quite and typically non-social individuals. They have a sense of beauty and gather inspiration from other works of art they see, as well as from nature and everyday life. They are observant and can spend hours looking at one particular object or scene that draws their attention, sometimes becoming fixated on it. Sometimes they can become aggravated if something isn't turning out the way they expect it to.



There are a variety of different artist, all specializing in a particular style of artwork. You may specialize in illustrations, painting, sculpting or even in the art of performance. You may roll on the table provided or choose one that best fits your characters background.

d6	Type	d6	Type
1	Illustrator	4	Wood Sculptor
2	Painter	5	Stone Sculptor
3	Ice Sculptor	6	Performance

d8	Personality Trait
1	I have the ability to appear happy even when I'm totally depressed.
2	I find myself constantly doodling or sketching.
3	I look down on others who can't appreciate fine art.
4	I'm a hopeless romantic, always searching for that "special" someone.
5	My mood can change in the blink of an eye.
6	I'm a perfectionist. Everything I do must be done right.
7	Whenever I enter a new place I always look around for new and exciting inspiration.
8	I enjoy adding little exaggerations to my stories to make them more exciting.

d6	Ideal
1	<b>Canvas:</b> The world is a canvas for us all. (neutral)
2	<b>Creativity:</b> The world is in need of new ideas and bold action. (chaotic)
3	<b>Influence:</b> Artwork is the key to brainwashing and manipulation. (evil)
4	<b>Tradition:</b> History in artwork reminds us what a terrible place the world would be without laws. (lawful)
5	<b>Beauty:</b> The world would be a better place if everyone appreciated art. (good)
6	<b>Honesty:</b> Art should reflect the soul; it should come from within and reveal who we really are. (neutral)

d6	Bond
1	I'll never forget the first gallery that displayed my artwork.
2	I aim to be world renowned and the headliner of every major gallery.
3	I'm seeking out the most beautiful creature or scene as inspiration for my masterpiece.
4	One day I'll meet my idol and learn everything I can from them.
5	The tools of my craft are my most treasured possessions.
6	I'm still seeking a lover as passionate as I am about art.

d6	Flaw
1	I believe I'm most creative when I'm drunk so I drink a lot.
2	I spend most of my coin on art supplies.
3	All my work is plagiarized in one way or another.
4	Sometimes when I'm lacking inspiration or ideas I'll sleep for days at a time.
5	I become hostile when others can't appreciate true beauty or art. Especially if it's mine.
6	I'll do anything for fame and renown.



# ASSASSIN

You have always lived in the shadows, and death has always fascinated you. You spend your spare time picking locks, slowing your heart rate and controlling your breathing. You know how to blend into a crowd or situation making yourself appear almost invisible or unnoticeable. You feel the most calm at night and are a bit of a thrill seeker.

**Skill Proficiencies.** Stealth, Acrobatics

**Tool Proficiencies.** Thieves' Tools, Poisoner's Kit.

**Equipment.** 10 throwing stars, 3 bottles of basic poison, a dagger, 30 feet of rope with grapple, a backpack, a black hooded cloak, a disguise or poisoners kit, fake documentation, and a pouch containing 10 gp

## FEATURE: SHADOW WALKER

Because of your advanced practice in the art of stealth you have advantage on Stealth (Wisdom checks) that rely on sneaking or hiding.

## SUGGESTED CHARACTERISTICS

Like thieves, Assassins usually belong to a guild of others who take contracts to kill. They are typically quite and reserved individuals who have a fabricated yet detailed back-story to avoid letting others outside their guild know who they are. They also utilize fake documentation to slip to authorities in case they are questioned for a crime so that they can stay off the radar. Just because an Assassin kills for a living doesn't mean they are evil. While some are indeed evil, other Assassins do what they do because it's all they've known, and they excel at it. Assassins who are morally good, typically only assassinate those they can prove deserve death. Most Assassins will eliminate their target any way they can, be it confronting them in the dark, or poisoning them and walking away.


## VARIANT: NINJA

You may choose to be a Ninja instead of an Assassin. Ninjas and Assassins are, for the most part, one in the same. You may replace the 'Shadow Walker' feature with the the 'Silenced' feature listed below.

**Feature: Silenced**


Once a day, if you fail a stealth check you may choose to succeed on it instead. You regain this feature after a long rest.





d8	Personality Trait
1	I like to force those I'm about to kill to tell me their deepest secret.
2	I hide my professional life from everyone, in fear they'll turn me in or despise me.
3	I can't really see myself doing anything besides killing others for coin.
4	I find it funny to toy with my targets in some way before finally killing them.
5	I collect newspaper articles or other memorabilia that relates to my kills. Always have to have a trophy.
6	The only free work I do is when a client doesn't pay up.
7	I always leave a trademark of some kind at the scene of my crime.
8	I utilize disguises to get close to my target.

d6	Ideal
1	<b>Righteous:</b> Those who are evil must be slain to protect the good. (lawful)
2	<b>Greed:</b> Someone will get paid to kill, might as well be me. (neutral)
3	<b>Grim:</b> I've been chosen to decide who dies, and when. (chaotic)
4	<b>Reaper:</b> Taking lives is fun, getting paid is a bonus. (evil)
5	<b>Balanced:</b> Killing someone who's innocent just doesn't feel right. (good)
6	<b>Sympathy:</b> Sometimes others deserve a second chance. Especially those with gold. (any)



d6	Bond
1	I always carry an item from my first kill.
2	A ritual must be done before killing a contracted target.
3	Once my weapon is drawn, it must taste blood.
4	Someone knows who I am and keeps sending me threats. I must find and kill them.
5	My black cloak is just as important as my weapons.
6	My scars remind me never to trust another assassin.

d6	Flaw
1	I have so many aliases I lose track of who I am to others.
2	Sometimes I let my guard down because I think I'm too good to get caught.
3	I drink too much to cope with what I've done.
4	I'll kill anyone for the right price. Even high risk targets.
5	Blood is fine, but guts and organs make me weak.
6	I'm paranoid to the point I hardly take contracts anymore.



## BARBER

You either worked in a shop, from home, or on street corners and know exactly how to make others look and feel good using scissors, brushes, and razors. You've been cutting hair and trimming beards since you figured out how to use the tools of the trade, making a small name for yourself in your community. You appear stylish yourself and others seem to notice you first when they walk into a room or see you out and about.

**Skill Proficiencies.** Persuasion, Perception

**Tool Proficiencies.** Barber's Tools

**Languages.** Any one additional standard language

**Equipment.** Barber's tools, 2 vials of perfume, fine clothes, and a pouch containing 15 gp.

### FEATURE: GLAMOROUS

Any creature that you perform a haircut, shave, or trim to, including yourself, gains a +1 to their charisma score for 48 hours. This feature can't be used again on the same creature for 1d20 days. In addition you may use your downtime to cut hair in an applicable area to earn coin.

### SUGGESTED CHARACTERISTICS

Barbers are fashionable and charismatic. They often use their charisma to convince others of what looks good and what doesn't, as well as to earn tips after performing their craft. Barbers can be silently judgemental and jealous of others and tend to enjoy gossip. Most barbers have a clientele of repeat customers who prefer them to other barbers. Individuals who have a background as a barber are typically good storytellers and know how to avoid bad conversation.

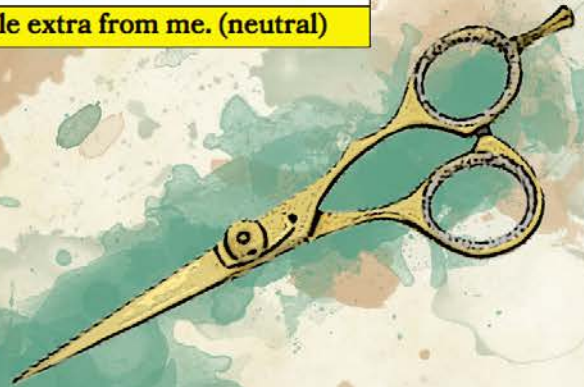


**d8 Personality Trait**

- 1 I'm constantly changing my appearance to either be different than others, or keep up with the trends.
- 2 I don't like being dirty or looking ungrounded. My gear and clothing always has to look pristine.
- 3 I surround myself with ugly people so I always look the most attractive.
- 4 I like helping others find a style that best suits them.
- 5 I get jealous of others who are more attractive than me.
- 6 I have accessories in every color to match all my outfits and don't like to wear the same thing often.
- 7 I'm outgoing and charismatic and care what others think of me. I like to be the life of the party.
- 8 I usually keep to myself but can't help but get angry when someone is rude to my friends.

**d6 Ideal**

- 1 **Joyous:** Everyone deserves to feel beautiful. (good)
- 2 **Business:** Those with coin deserve to look great, despite who they are. (neutral)
- 3 **Numinous:** Pain is beauty. (chaotic)
- 4 **Scalped:** Others need to have their eyes gouged out with my shears. (evil)
- 5 **Halo:** Those who are evil need to be identified by a horrific appearance. (lawful)
- 6 **Gratuity:** Work is work but those who tip well get a little extra from me. (neutral)

**d6 Bond**

- 1 I have golden shears I'm saving to use on someone special.
- 2 I'll stop at nothing until I can open my own salon or barber shop.
- 3 No one knows I sold my soul in exchange for beauty.
- 4 My client mentioned something about a large treasure. Think I'll get it first.
- 5 I have a mirror that whispers things in my head. I need to listen to it or make it stop.
- 6 My debts are larger than my income can pay off. I need to do something else for coin.

**d6 Flaw**

- 1 I actually have a fear of touching others.
- 2 I literally start crying if my appearance is insulted or mocked.
- 3 I sleepwalk and wake up alone in strange places.
- 4 I forget to clean my shears and end up giving my clients an infection.
- 5 I overuse perfume to the point it makes others near me sick.
- 6 I spend most of my income on new fine clothing.





## BODYGUARD

As soon as you realized wealthy individuals paid for protection from individuals of your size and stature, you jumped on the opportunity. You have always been strong and intimidating in appearance, and now you utilize those physical assets to your advantage by providing protection to those who have the coin and are afraid of their own shadow. The job doesn't pay too well and in your spare time you may take security or bouncing jobs at the local tavern or other town events for extra coin.

**Skill Proficiencies.** Intimidation, Perception

**Tool Proficiencies.** Clubs (weapon), vehicles (land)

**Equipment.** A club you've named that's engraved with an intimidating title such as "The Problem Solver," security clothes, common clothes, an 8oz flask filled with any liquid, and a pouch containing 10 gp.

### FEATURE: INTIMIDATING

Because of your strong and intimidating appearance, others are easily frightened when you are hostile and confront them. Because of this, you have advantage on intimidation checks and you can't be intimidated by a creature smaller than yourself.

### SUGGESTED CHARACTERISTICS

Those who pursue a career as a bodyguard are naturally strong and large in appearance with distinguishable muscle definition. They are observant and typically spot trouble before it happens. Some were orphaned when they were children and lived isolated lives. They rely more on their physique and lack charisma or the ability to socialize with others properly. Bodyguards may have lived their youth isolated but a majority of them seek companionship and are generally good at heart, which is why they provide their services against thugs rather than join them.



d8	Personality Trait
1	I'm quick to violence and violence is my go to method of problem solving.
2	I actually prefer bigger targets, they tend to be more challenging.
3	I prefer to lead, and am always first to enter a room.
4	It takes a lot for me to get angry or violent but when I do, I'm a force to be reckoned with.
5	I can't resist a wager when it comes to a contest of strengths.
6	I'm not that intelligent and often stumble with my words.
7	I can't help but laugh when I see strangers hurt themselves.
8	I can keep a straight face throughout any type of situation.

d6	Ideal
1	<b>Insured:</b> Everyone is responsible for their own actions. (neutral)
2	<b>Enforcer:</b> Laws exist to be enforced. (lawful)
3	<b>Guardian:</b> Those who are weak need protecting. (good)
4	<b>Basher:</b> Big or small, others need a good beating now and then. (chaotic)
5	<b>Brute:</b> Other creatures only exist to be my punching bag. (evil)
6	<b>Brawler:</b> There are no rules in a fight. (neutral)

d6	Bond
1	I don't go anywhere without my trusty club.
2	I need to know why I was abandoned as a child.
3	Providing personal security for my King would be my dream come true.
4	My life is not as important as the lives of my friends.
5	Secrets are always safe with me. I'll take them to the grave.
6	I am who I am today because of my foster parents.

d6	Flaw
1	Even in a simple fight I may just use too much force.
2	I become hostile if anyone is physically too close to me.
3	I can't have a civilized conversation with a stranger because I try to intimidate them.
4	I always underestimate smaller creatures.
5	I have a prejudice against another race. (or my own)
6	I used to have a criminal record, and it still follows me and my name around.

## ASSOCIATED BACKGROUNDS

The following are additional backgrounds you could choose from using the same skills, equipment, tool proficiencies, and tables as the bodyguard with little to no modification.

- Security Officer
- Town Guard
- Bouncer

## BOUNTY HUNTER

You may be neither sided with or opposed to the law, but you simply enjoy the thrill of hunting down individuals on the run from justice and turning them in dead or alive for monetary rewards. You are cunning and have a knack for adventure and may be well acquainted with several law enforcement agencies around the world.

**Skill Proficiencies.** Intimidate, Perception

**Tool Proficiencies.** Disguise Kit, Thieves' Tools

**Equipment.** 50 feet of rope, 5 wanted posters of currently active fugitives, your first wanted poster, manacles with key, 3 trinkets from previous bounties (roll on table PHB pg. 160-161), explorer's pack, travellers clothes, and a pouch containing 12 gp.

### FEATURE: RECALL & RESTRAIN

You have the ability to remember small details including scars, tattoos, faces, names, writings, or conversations. In addition you also have advantage on any ability checks that rely on grappling or restraining another creature your size or smaller.

### SUGGESTED CHARACTERISTICS

Bounty Hunters are mostly thrill seekers who are ruthless and cunning when it comes to finding and capturing a wanted individual. They are observant and have a great recollection when it comes to names, faces, and other identifying features. Most Bounty Hunters spend their time traveling in search of their target and have very little when it comes to personal possessions. Most even lack a permanent residence. They utilize rumors to track down their target and usually enjoy coin more than anything else.

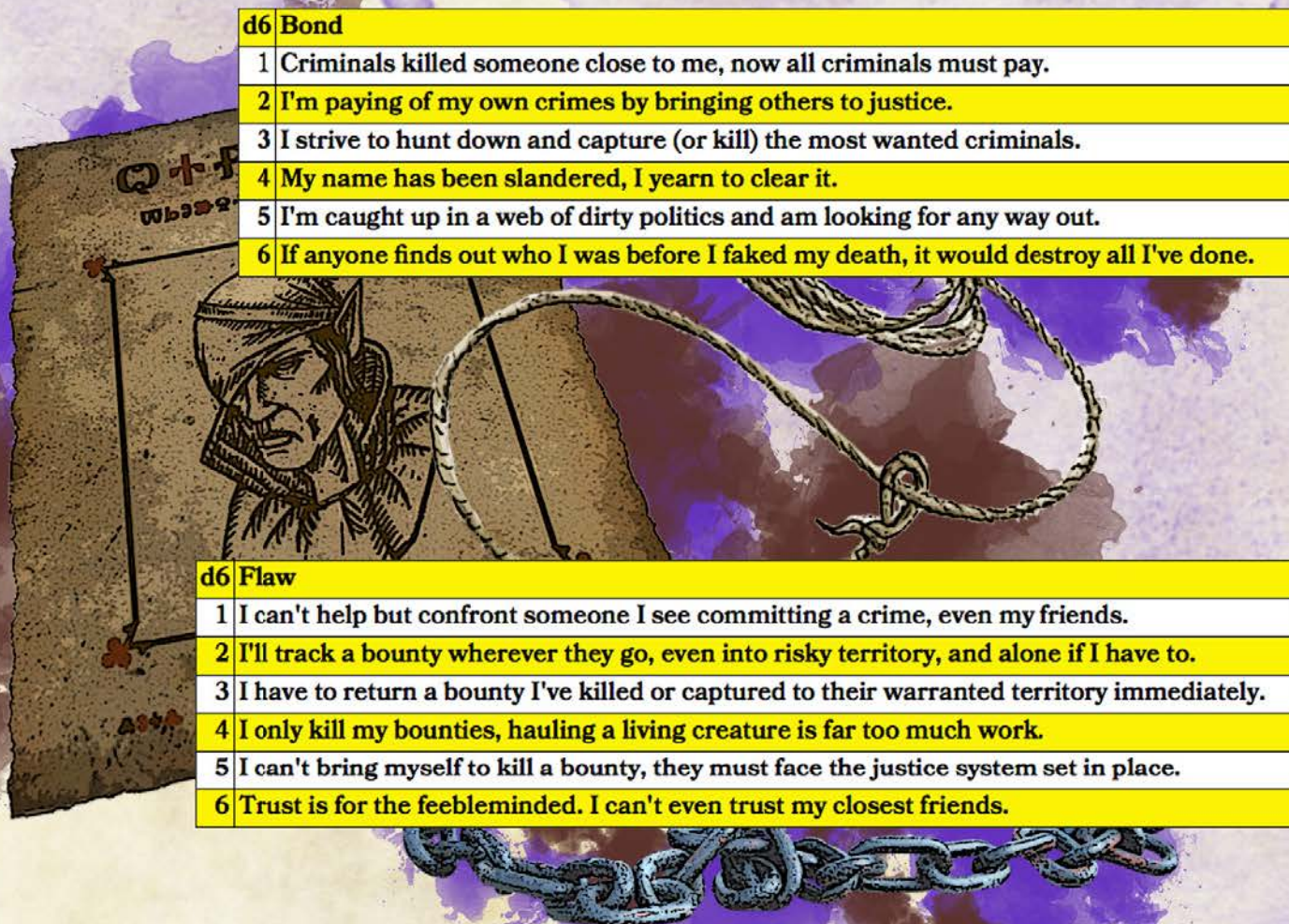


<b>d8 Personality Trait</b>	
1	Just like those I track, I prefer to live my life on the road.
2	I always have a plan and a backup plan. If those don't work, I'm able to think quickly and efficiently.
3	I'm very opinionated and can't help but say what's on my mind.
4	Bounty Hunting alone is for the foolish, I prefer to have friends and split the rewards.
5	I never trust anyone I don't know, you have to prove yourself for me to trust you.
6	I'm great at utilizing manipulation and disguises to gather information or infiltrate my target.
7	I do whatever it takes to accomplish goals I've set for myself.
8	I can find humor in any situation, even if it's inappropriate.

<b>d6 Ideal</b>	
1	<b>Grudgeless:</b> My work is just that, nothing more. (neutral)
2	<b>Injustice:</b> The justice system is flawed, I determine justice. (chaotic)
3	<b>Admirable:</b> Those who've been accused of a crime need to face the proper justice system in place. (lawful)
4	<b>Accountable:</b> Those who broke the law need to understand what they've done was wrong. (good)
5	<b>Executioner:</b> Killing others is reward enough, getting paid to do so is a bonus. (evil)
6	<b>Wavering:</b> Coin is coin, whoever pays more deserves my services. (neutral)

<b>d6 Bond</b>	
1	Criminals killed someone close to me, now all criminals must pay.
2	I'm paying of my own crimes by bringing others to justice.
3	I strive to hunt down and capture (or kill) the most wanted criminals.
4	My name has been slandered, I yearn to clear it.
5	I'm caught up in a web of dirty politics and am looking for any way out.
6	If anyone finds out who I was before I faked my death, it would destroy all I've done.

<b>d6 Flaw</b>	
1	I can't help but confront someone I see committing a crime, even my friends.
2	I'll track a bounty wherever they go, even into risky territory, and alone if I have to.
3	I have to return a bounty I've killed or captured to their warranted territory immediately.
4	I only kill my bounties, hauling a living creature is far too much work.
5	I can't bring myself to kill a bounty, they must face the justice system set in place.
6	Trust is for the feebleminded. I can't even trust my closest friends.





## CARTOGRAPHER

You are well-versed in geometry and geography and have always enjoyed exploring new or uncharted locations. You have a natural ability to almost always know where you are just by looking at surrounding landmarks, formations or simply up to the sky. You can draw maps in led or ink with perfection and know how to read any map even if you don't speak the language it's drawn in.

**Skill Proficiencies.** Survival, Insight

**Tool Proficiencies.** Cartographer's Tools, Calligraphers Supplies

**Languages.** Any two languages

**Equipment.** Cartographer's tools, Explorer's pack, bedroll, tent, traveller's clothes, spyglass, 20 sheets of paper, 10 sheets of parchment, geography book, a detailed map of your current location, and a pouch containing 10 gp.

### FEATURE: LABYRINTH RECALL

Because of your endowed skills and abilities as a cartographer, you can roughly read and understand any type of map. In addition you can recall perfectly, any area, dungeon, labyrinth, or location you have been to before as if using the monster skill 'Labyrinth Recall'.

### SUGGESTED CHARACTERISTICS

Cartographers are intelligent individuals who like to explore the unknown and spend a great amount of time in one particular area they are exploring to remember all the finest details. They enjoy the company of others when they are not working however while they work they can be easily distracted if with friends. Most Cartographers know how to brave the elements and can survive extended periods of time in nature.





### d8 Personality Trait

- 1 I enjoy being in new places, and learning everything I can about them.
- 2 I prefer to travel, and enjoy having long conversations with strangers.
- 3 I feel as if I have a deep connection to the stars, always gazing up at them at night.
- 4 I trust others fairly easily, but once the trust has been broken it's gone forever.
- 5 I can memorize things much faster and more accurately than others.
- 6 Being surrounded by friends is nice, but sometimes I need alone time to think and reflect.
- 7 I enjoy hearing the stories of others rather than talking or telling my own stories.
- 8 I always meticulously plan my route and course of actions before traveling.

### d6 Ideal

- 1 **Charter:** My work is available to anyone for any reason. (neutral)
- 2 **Independent:** I'll live and die by my own choices. No one tells me how to live or what to do. (chaotic)
- 3 **Lively:** If everyone enjoyed the beauty around them, the world would be a better place. (good)
- 4 **Elitist:** Those dumb enough to follow my maps deserve to suffer in my traps. (Evil)
- 5 **Bound:** Some places are restricted for a reason, everyone should abide by the laws in place. (lawful)
- 6 **Global:** Nothing should stop someone from exploring their curiosity. (neutral)

### d6 Bond

- 1 I've heard rumor of a uncharted area or lost city. I must find it and bring it to light.
- 2 My incorrect maps led to the downfall of my kingdom or someone I loved. I can't let that happen again.
- 3 My child hasn't returned from their exploration. I've got to find them.
- 4 I have a strange compass that always points in an odd direction during certain times of the night.
- 5 My maps helped lead my Kingdom to victory against a rebel force during our last war.
- 6 My tools were a gift from someone I loved and lost. They're priceless to me.

### d6 Flaw

- 1 Sometimes my writing and illustrations are so sloppy that I can't even read them.
- 2 I'm impulsive, and often risk my safety in the name of exploration.
- 3 I'm gullible and trust others or things I read more often than not.
- 4 I unconsciously wander off exploring places, sometimes for hours, before realizing where I am.
- 5 I don't trust others to lead or navigate and am always correcting errors I notice on maps.
- 6 I have a physical handicap from an injury I sustained from a trap.

## ASSOCIATED BACKGROUNDS

The following are additional backgrounds you could choose from using the same skills, equipment, tool proficiencies, and tables as the cartographer with little to no modification.

-Explorer

# CHEF

To you food and cooking is an art. You know how good food can bring others together and take pride in serving up the best meals. Taste, smell and the physical presentation of your meals is just as important as the another. You may have worked from home, in a tavern, at a bakery, or even at your own restaurant.

**Skill Proficiencies.** Survival, Insight

**Tool Proficiencies.** Cleaver (weapon), Cook's Utensils

**Languages.** Any one additional standard language

**Equipment.** A cleaver, a chef's hat, an apron, common clothes, a mess kit, 10 rations, cook's utensils, an iron pot, a book of recipes, and a pouch containing 10 gp.

## FEATURE: DINNER FOR MORE

Whenever you kill or come across a dead creature, medium in size or smaller, you can identify if the meat is edible and can supply your entire party with enough food from the creature for 1 day. Larger creatures may supply enough food for 2 to 3 days. In addition you may cook in your downtime in applicable areas to earn extra coin.

## SUGGESTED CHARACTERISTICS

Chef's spend a lot of their time cooking, researching recipes and gathering ingredients making them well endowed for exploring and sometimes adventuring. True Chef's take pride in what they consider is an art form, and can easily be offended, irritated, or even hostile if someone insults their cooking. Most chef's also keep a secret book of personal and traditional family recipes that they constantly add to and alter. Chef's know how to conserve food, and make a delicious meal out of almost anything.



d8 Personality Trait	
1	I'm very judgmental and not afraid to state my opinion out loud.
2	I don't think you can really know or trust someone until you've shared some meals together.
3	I'm organized, can't stand filth, and can multitask very well.
4	I take insults very personally and can become hostile when insulted, especially if it's about my cooking.
5	Sometimes I get jealous when my peers or friends are more successful than me.
6	I like to lead and give orders but often give myself more work and responsibility.
7	I can handle stress especially in physically uncomfortable environments.
8	I prefer close relationships with a small group of friends over a larger group.

d6 Ideal	
1	Palates: Life is a palate, everyone is entitled to their own opinions. (neutral)
2	Tainted: Not everyone needs to know what I use for ingredients. (chaotic)
3	Spoiled: Everyone needs to eat to survive, but with a pinch of my special sauce they won't for long. (evil)
4	Pampered: Good people deserve a good meal. (Lawful)
5	Compassionate: No one would starve if I could help it. (good)
6	Quality: You get what you pay for. (Neutral)

d6 Bond	
1	I had to start a new life after I accidentally (or purposely) plagued most of my town with food poisoning.
2	I aim to fill a book with gathered recipes.
3	I have a cooking utensil that I refuse to part with because of how I obtained it.
4	I'm trying to duplicate a lost recipe for a meal that one of my perished elders used to make.
5	I'm traveling to find the perfect ingredient for a recipe I've worked on for years.
6	I yearn to meet and work with my idol. A chef that has disappeared without a trace.

d6 Flaw	
1	I won't eat anything I haven't prepared myself.
2	I've lost a finger or two chopping carrots, limiting my ability to hold, carry, or grasp items.
3	I actually can't eat anything that I've cooked myself.
4	I have trouble functioning in dirty environments.
5	I get angry if I find out someone isn't putting in their fair share of work.
6	I have a habit of tasting almost anything to see if it would make a good ingredient.





# COLLECTOR

You have an obsession with one or more objects that are special to you. You track down these items as if it is your life's cause, doing whatever it takes to acquire possession of them. You may like rare and hard to obtain gems, or sets of relics that belonged to a forgotten tribe, or you may simply enjoy collecting what others consider junk, like old ale bottles. Either way these items are a great importance to you and you more than likely have a display of them within your residence.

**Skill Proficiencies.** Insight, Persuasion

**Tool Proficiencies.** Thieves' Tools, Any One Gaming Set

**Languages.** Any one additional standard language

**Equipment.** 3 of any one trinket (PHB pg 160), 2 scroll cases, a bedroll, travellers clothes, a backpack, a sack, a waterskin, and a pouch containing 15 gp.

## FEATURE: I CALL THEM TREASURES

Whenever you see something that could be of value, you can identify its marketplace value, in addition you may carry an extra 5 pounds worth of items or equipment.

## SUGGESTED CHARACTERISTICS

Collectors are like treasure hunters, but they really only care for certain items. To them the retail value is meaningless but the sentimental and personal value is beyond measurable. Some will do whatever it takes to track down and obtain whatever it is they are collecting, even if it means stealing, harming, or in extreme cases, killing. They are typically good listeners and negotiators especially when it comes to bargaining. Most collectors will join adventuring groups to seek items they wish to obtain.



<b>d8 Personality Trait</b>	
1	I prefer to keep my life and agenda a secret, even from family and friends.
2	I avoid confrontation for the most part but am not afraid to defend what I believe in.
3	My stories are usually exaggerated but entertaining and believable.
4	I tend to believe rumors and gossip, and become fascinated by tales of alleged conspiracies.
5	I like anything that is uncommon or unique, and must obtain it for myself.
6	I like to listen to the conversations of strangers and gather information rather than add any input.
7	I enjoy bragging about my collection, and even showing it off when I can.
8	I can easily find joy in the smallest things.

<b>d6 Ideal</b>	
1	<b>Allied:</b> Those who help me, deserve my help in return. (neutral)
2	<b>Greed:</b> If I can't have it, no one can. (chaotic)
3	<b>Malicious:</b> I will do whatever it takes when it comes to obtaining items for my collection. (evil)
4	<b>Limited:</b> Certain items are off-limits, even for me. (lawful)
5	<b>Values:</b> Respect, integrity, and honor are more valuable than any item. (good)
6	<b>Grabby:</b> Finders keepers, that's my philosophy. (neutral)



<b>d6 Bond</b>	
1	I obtained an item for my collection, but I think it's cursed. I should return it, but I don't want to.
2	I have 2 out of 3 items of an extremely rare and valuable set. I must obtain the third and final item.
3	One of the items from my collection was stolen. It's one of a kind and I must get it back.
4	A sibling left me their collection before they died. I must complete the collection in their honor.
5	I was sold a forgery and seek vengeance on the seller's life.
6	I owe a large debt for the storage of my collection. I have to have it paid off soon or I lose everything.

<b>d6 Flaw</b>	
1	I only collect cursed items.
2	I collect humanoid remains, like skulls, or hearts that I keep in jars.
3	I'll always risk the life of my friends as well as my own, to obtain items for my collection.
4	I believe everything I hear to be true, even if it's obviously malarkey.
5	I'll leave behind important equipment, even weapons, if it means I can take an item for my collection.
6	I spend most of my coin on items or storage for my collection and travel with little gear or supplies.

## COURIER

To you there is no easier way to make a living than delivering parcels, scrolls, or letters from one location to another. You enjoy the exercise and enjoy meeting others in your travels. You may have been a local courier in your community or a long distance courier that is experienced in travel. You may have also utilized homing pigeons or other cunning ways to deliver your goods.

**Skill Proficiencies.** Persuasion, Animal Handling

**Tool Proficiencies.** Cartographer's Tools, Forgery Kit

**Languages.** Any one additional standard language

**Equipment.** Explorers pack, a Homing Pigeon familiar, 6 cases for maps or scrolls, travellers clothes, a lantern, an unopened parcel with a smudged illegible address and no return address, and a pouch containing 10 gp.

### FEATURE: WHAT'S IN THE BOX?!

Because of your experience you can *almost always* pick up a package and know the contents within it without opening it (DM's discretion). In addition you also have advantage on all ability checks made to sense danger or traps.

### SUGGESTED CHARACTERISTICS

Most Couriers are typically law abiding individuals with little strength who simply enjoy traveling and meeting new people. They would rather be outdoors than stuck inside a tavern or other dimly lit workplace. Some unlawful Couriers may use their position to sneak illegal materials into specific areas for some extra coin. These types of couriers are called Smugglers.

### VARIANT: SMUGGLER

Pending on the laws of your land and your DM's discretion, you may swap out the above feature for the following.

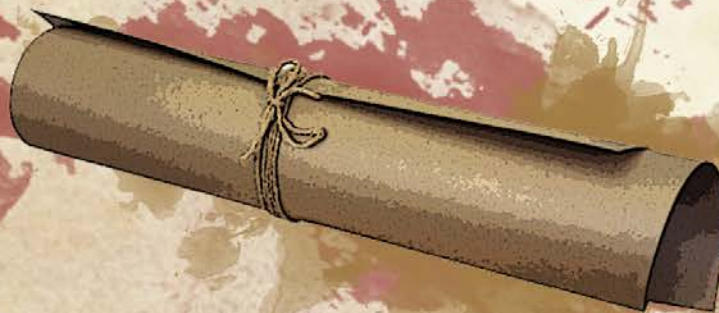
*Because of your official courier position, it is against the laws of the land for anyone, including guards and law enforcement, to open and or inspect a parcel, letter, scroll, or any item you are transporting, giving you the ability to sneak or transport objects in and out of buildings, restricted areas, or things of that nature.*



d8 Personality Trait	
1	I prefer to take routes that I know by heart and become nervous in unknown territory.
2	I'm nosy and can't help but read the letters or open parcels that I'm supposed to be transporting.
3	I enjoy lengthy conversations about anything, and can get along with most other people rather easily.
4	After delivering so many death notifications, I've learned to sympathize with others rather easily.
5	Others find me easy to talk to and share secrets with. I pride myself on abilities of keeping secrets.
6	Staying in one place too long bores me. I have to keep busy or stay moving.
7	I enjoy seeing new places and meeting new people, and prefer the company of many friends.
8	I like getting involved in the problems of others, always trying to lend a hand or give advice.

d6 Ideal	
1	<b>Porter:</b> Everyone deserves to receive what's rightfully theirs. (neutral)
2	<b>Pilferer:</b> Sometimes mail just goes missing, I don't know where your parcel went. (chaotic)
3	<b>Insurgent:</b> There's nothing better than a package that explodes. (evil)
4	<b>Integrity:</b> I know what's right and wrong and always strive to do what's right. (lawful)
5	<b>Admirable:</b> Everyone is entitled to fair and equal treatment, despite who they are. (good)
6	<b>Postal:</b> Tips are a great way for mail to get to their destination quickly and safely. (neutral)

d6 Bond	
1	I have a parcel I must deliver, but have no idea whom or where it's supposed to be delivered.
2	I owe my life to a bear that saved me from a pack of lions.
3	My god(s) are more important to me than anything else.
4	I don't know what I'd do if I ever lost my family compass.
5	My homing pigeon will always be my closest friend.
6	I kept an item from a parcel that I opened. I think it's cursed because I hear it whispering to me at night.



d6 Flaw	
1	I have a fear of another race (or my own).
2	When I drink alcohol I become very emotional, often crying or making a fool out of myself.
3	I sometimes read numbers backwards or in a mixed up order.
4	I'm paranoid and feel like I'm always being watched or followed.
5	I always try and impress the opposite sex and stumble my words when speaking to them.
6	I'm afraid of failure and so I don't often try new things or things I've failed at before.

## CURATOR

You may have worked in a large city museum or a makeshift gallery in a small town. You are fascinated with valuables such as gems, relics, artifacts, and artwork that others have created. You like to know everything you can about each item and showcasing and telling others everything you know about an item brings you a sense of joy or personal pleasure. From when an item was made, how it was made, and why it was made, you can't keep the history to yourself.

**Skill Proficiencies.** History, Insight

**Tool Proficiencies.** Forgery kit, Any one gaming set

**Languages.** Any two additional standard languages.

**Equipment.** Any one gaming set, 3 random trinkets, a signet ring, a book on relics and artifacts, fine clothes, and a pouch containing 20 gp.

## FEATURE: TRAPS & TREASURE

You can look at items of value and instantly identify how much the item is worth. Additionally because of your experience working with advanced security systems, you have advantage on ability checks that relate to spotting and disabling traps.

## SUGGESTED CHARACTERISTICS

Curators are social beings with a passion and borderline obsession for artwork, and other unique valuables, relics, and lost treasures. They care not for the value of the item but the history behind it, as they seek knowledge beyond anything else. Curators will often leave their careers behind after hearing rumor of or reading about a lost relic or artefact that they are determined to find for their museum or personal display.



<b>d8 Personality Trait</b>	
1	I care about knowledge over anything else but also feel a professional appearance is the key to success.
2	I prefer to read or take part in quite and solitary activities over going to loud and populated places.
3	I enjoy even the smallest things in life.
4	I enjoy leading in conversations but my voice is monotone and dull.
5	I have to know everything I can about the equipment I use and carry
6	I'm always correcting others when they are wrong or are presenting false information.
7	I prefer to blend into a group of people rather than stand out.
8	I find it easy to sympathize and empathize with others. Some say I'm too nice and caring for my own good.

<b>d6 Ideal</b>	
1	<b>Historian:</b> We can only move forward by understanding our past. (neutral)
2	<b>Damnation:</b> Old relics and artifacts hold powers I can use to rule the world (evil)
3	<b>Narcissist:</b> Those less intelligent than me don't deserve the air I breathe. (chaotic)
4	<b>Selfless:</b> Knowledge and items of value should be shared with everyone. (good)
5	<b>Upstanding:</b> With so much information in the world, lies can only hurt society. (Lawful)
6	<b>Rational:</b> Happiness is obtain differently by everyone. (neutral)



<b>d6 Bond</b>	
1	I started the museum that I was employed at. It means everything to me.
2	An item was stolen from the museum. I must have it returned.
3	There is an item that I've heard rumor of my entire life. It needs to be found for the world to see.
4	I was given a strange artifact to protect. I shall do so with my life.
5	I'd like to gather enough relics and artifacts to start my own museum or gallery.
6	I know nothing about a strange item I have on display. I must learn everything I can about it.

<b>d6 Flaw</b>	
1	I spend most of my wealth on obtaining old relics and artifacts even if they are worthless.
2	I have an obsession with a particular item that I would do anything to obtain.
3	I care more for historic items than the lives of others or even my own.
4	I've earned a bad reputation after attempting to pass off forgeries as originals.
5	My stories often put others to sleep because of how dull and boring they are.
6	I am intelligent but lack real world skills and common sense.

## DEPUTY SHERIFF

You are a public servant appointed and entrusted with enforcing the law within a specific jurisdiction. Despite your personal beliefs you are expected to enforce all laws of the land as if you wrote them yourself. You are responsible in assisting and protecting the public against criminal acts and behavior and are often the first line of defence in your city or town. Although you have authority, you are often despised and not well-respected solely for the badge you wear. Your job is stressful and at times chaotic. You have seen the very best, and the very worst in others.

**Skill Proficiencies.** Perception, Investigation

**Tool Proficiencies.** Truncheon (weapon), Vehicles (land)

**Equipment.** A Truncheon, a badge denoting your rank and the region of your jurisdiction, a signal whistle, a deputy uniform, manacles with key, common clothes, and a pouch containing 12 gp.

### FEATURE: POWER OF THE BADGE

As a member of law enforcement you belong to an unofficial brotherhood of other public servants who share the same field. Whenever you or a member of your party have been caught committing a minor crime you may flash your badge to the investigating officer and avoid any legal consequences. Doing this several times in the same jurisdiction may still result in an arrest or legal consequence. Your DM determines what crimes your authority allows you to get away with. In addition, you have advantage on any ability checks made to restrain or grapple another creature your size or smaller. So long as you have your badge, you may also be allowed access into crimes scenes, jails, and other normally restricted places.

### SUGGESTED CHARACTERISTICS

Deputy Sheriff's are typically individuals who have a passion for justice, and a personal sense of pride, honor and integrity. Most get into this profession with good intentions but are later swayed due to politics, stress, lack of a personal life, or greed. Although it is less common, there are crooked deputies that use their authority for malicious intent, as well as those who can be bribed to look the other way when a crime is committed. Typically deputy sheriff's are either polite but assertive, or cruel and aggressive.



d8 Personality Trait	
1	My appearance is important to me. I always have to look clean, sharp, and professional.
2	I talk politely but stern so that others take me seriously.
3	Violence is my last resort, I'll always try and talk my way out of a bad situation first.
4	I have the ability to remain calm even in high stress situations.
5	I have a twisted sense of humor behind closed doors.
6	I like meeting the law enforcement officers whenever I enter a new town.
7	I stay vigilant, even when I'm not working.
8	My mood is typically consistent throughout the day.

d6 Ideal	
1	Civil: Cops will be cops, and criminals will be criminals. (neutral)
2	Reckless: Those that oppose my authority oppose me. (chaotic)
3	Heroic: Good shall always triumph over evil. (good)
4	Crooked: There is no such thing as good, we are all evil at heart. (evil)
5	Peacekeeper: Laws exist to be enforced. (lawful)
6	Vindicated: There is good and there is evil, There is no in-between. (any)

d6 Bond	
1	I consider those that wear the same badge as me my brothers and sisters.
2	My badge is more than a piece of metal. It's everything I am and all I've done.
3	I come from a long line of law enforcement, I must keep my family name in good standing.
4	I let a murderer go free after accepting a bribe. They killed again and I must make things right.
5	My service dog is my best friend.
6	Others need to see me as the hero I truly am.

d6 Flaw	
1	I've earned a bad reputation after putting countless numbers of innocent people in jail.
2	I always try and intimidate or interrogate strangers when talking to them.
3	I leap into action without thinking of the consequences.
4	I'm afraid of creatures bigger than myself.
5	When I see a crime happening I can't help but intervene even, if I'm outnumbered.
6	I have a prejudice against another race (or my own).





# DOCTOR

Whether you made house-calls, worked in a hospital, or ran your own clinic, you specialize in treating those who are sick, suffering, or on the brink of death. You're accustomed to seeing others at their worst and you enjoy comforting individuals who aren't feeling the best. You've helped others cheat death and are skilled in medicine and healthcare remedies.

**Skill Proficiencies.** Medicine, Insight

**Tool Proficiencies.** Doctor's Tools, Herbalism Kit

**Languages.** 2 additional standard languages

**Equipment.** Healer's kit, herbalism kit, doctor's tools, plague mask, Doctor's coat, common clothes, 5 bars of soap, 2 vials of antitoxin, and a pouch containing 5 gp.

## FEATURE: PRECIOUS LIFE

As a doctor, others feel comfortable around you, even while facing death. Because of this, whenever an allied creature is within 5 feet of you they have advantage on death saving throws. In addition any creature that survives a death saving throw in range of you, immediately regains 5 Hit Points.

## SUGGESTED CHARACTERISTICS

Doctors are typically morally upstanding members of their society with a medium to high intelligence and wisdom. They spend their spare time studying and researching medicine and disease, or consulting with scientist and alchemist to help combat illness, disease and plagues. Doctors usually go out of their way to help someone who is suffering however some doctors can be overcome by seeing someone suffer that they feel the need to end such a creatures life when they've ran all the available treatment options. While most doctors are helpful some see themselves as gods, and take it upon themselves to decide who lives and who dies.



<b>d8 Personality Trait</b>	
1	I enjoy friendly debates with friends and strangers alike.
2	I look down on those less intelligent than myself.
3	I take pleasure in helping those who cannot help themselves.
4	I can remain calm in situations where there is a lot of blood and guts.
5	I prefer to work with a small group of people that I know and can trust.
6	I believe honesty and communication are invaluable.
7	I'm often the most reliable amongst my friends.
8	I'm well mannered and speak politely, even amongst those closest to me.

<b>d6 Ideal</b>	
1	<b>Altruism:</b> Sometimes breaking rules has its benefits. (neutral)
2	<b>Self-Righteous:</b> The fate of the gods is meant to be tested. (chaotic)
3	<b>Caring:</b> All life is precious. (good)
4	<b>Hippocratic:</b> Oaths and laws are one in the same and must be honored. (lawful)
5	<b>Reaper:</b> Taking lives is much more thrilling than saving them. (evil)
6	<b>Opulently:</b> Helping others is great, but coin is more rewarding. (neutral)

<b>d6 Bond</b>	
1	I'm determined to cure the disease that took my loved one.
2	Others need to see me as the hero I truly am.
3	I have a journal filled with all my personal research. It means the world to me.
4	I have a doctors' tool that has been in my family for generations.
5	I've lost one too many patients due to carelessness. I won't let that happen again.
6	I have a personal creed that I stick to religiously.

<b>d6 Flaw</b>	
1	I'm hypersensitive to others and always go out of my way to help.
2	I have an extreme fear of disease, germs and anything that can make me sick.
3	I believe my opinions are right no matter what.
4	I won't ever use magical healing, even if it's the only chance of survival.
5	I actually don't know much about medicine and always relied on nurses to get my job done.
6	I can't perform medical assistance if someone is screaming or yelling.



# EXECUTIONER

Somewhere along your journey in life you've found yourself a career in legally killing others. You are tasked with executing those who have been sentenced to death for various crimes by the judicial system. Others are often afraid of you or at least avoid talking to you if they can help it. Depending on your justice system you may have worked in a variety of matters including, the chopping block, guillotine, burning stake, gallows, drowning pool, or even in a torture chamber.

**Skill Proficiencies.** Intimidation, Persuasion

**Tool Proficiencies.** Axes (weapon), Poisoners Kit

**Equipment.** Executioner mask, hand axe, bloodied common clothes, and a pouch containing 15 gp.

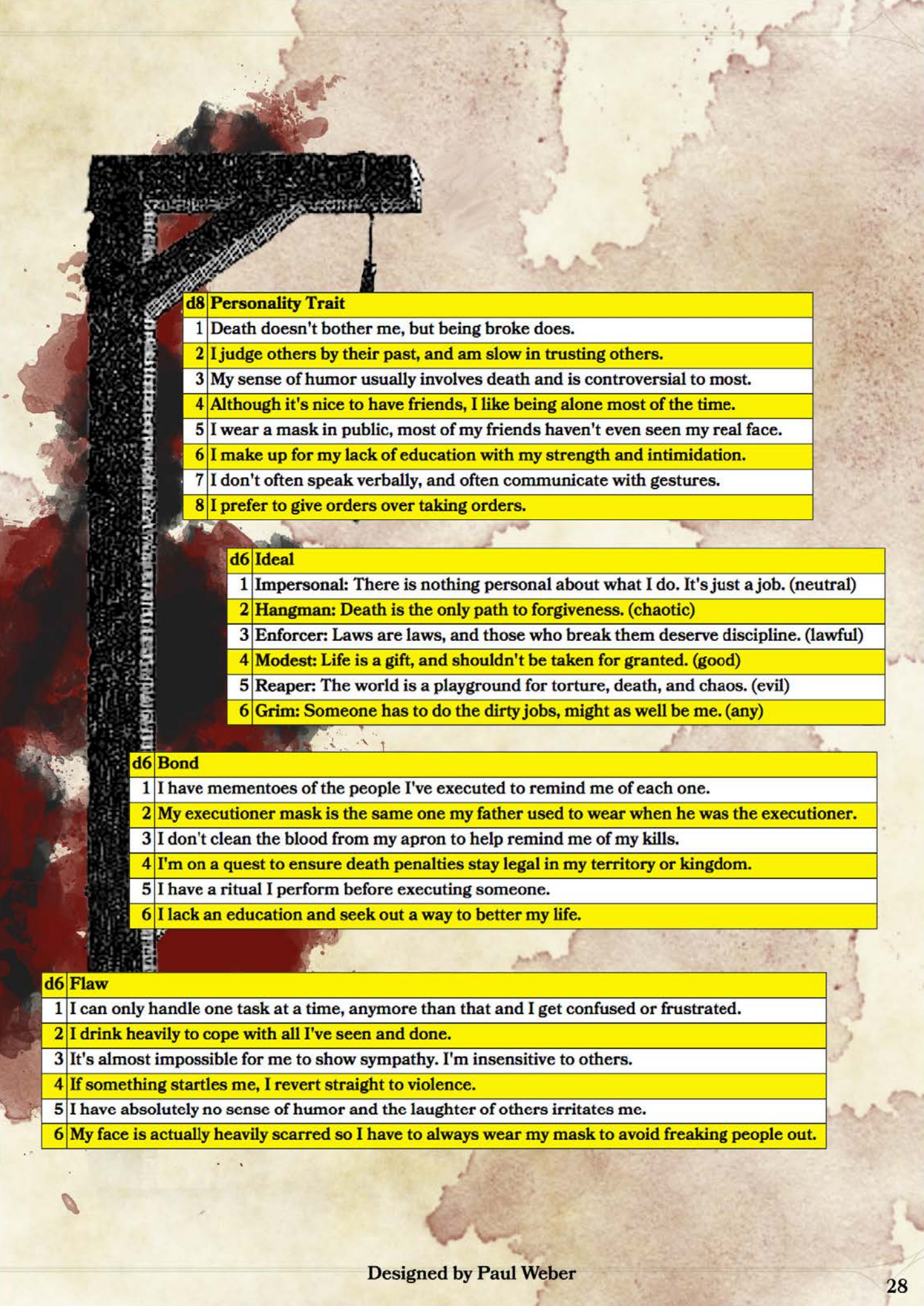
## FEATURE: INTIMIDATOR

You've seen true fear in the eyes of many and because of this you are able to immediately identify if someone is afraid. In addition, creatures that attempt to intimidate you have disadvantage when attempting to do so.

## SUGGESTED CHARACTERISTICS

Those who end up working as an executioner are typically strong, and able to hide their emotions if they have any at all. Not much can intimidate or frighten an executioner so they often lead the way when in a group. Executioners will wear a mask so that others can't read their facial expressions and they appear more mysterious and frightening.





**d8 Personality Trait**

- 1 Death doesn't bother me, but being broke does.
- 2 I judge others by their past, and am slow in trusting others.
- 3 My sense of humor usually involves death and is controversial to most.
- 4 Although it's nice to have friends, I like being alone most of the time.
- 5 I wear a mask in public, most of my friends haven't even seen my real face.
- 6 I make up for my lack of education with my strength and intimidation.
- 7 I don't often speak verbally, and often communicate with gestures.
- 8 I prefer to give orders over taking orders.

**d6 Ideal**

- 1 **Impersonal:** There is nothing personal about what I do. It's just a job. (neutral)
- 2 **Hangman:** Death is the only path to forgiveness. (chaotic)
- 3 **Enforcer:** Laws are laws, and those who break them deserve discipline. (lawful)
- 4 **Modest:** Life is a gift, and shouldn't be taken for granted. (good)
- 5 **Reaper:** The world is a playground for torture, death, and chaos. (evil)
- 6 **Grim:** Someone has to do the dirty jobs, might as well be me. (any)

**d6 Bond**

- 1 I have mementoes of the people I've executed to remind me of each one.
- 2 My executioner mask is the same one my father used to wear when he was the executioner.
- 3 I don't clean the blood from my apron to help remind me of my kills.
- 4 I'm on a quest to ensure death penalties stay legal in my territory or kingdom.
- 5 I have a ritual I perform before executing someone.
- 6 I lack an education and seek out a way to better my life.

**d6 Flaw**

- 1 I can only handle one task at a time, anymore than that and I get confused or frustrated.
- 2 I drink heavily to cope with all I've seen and done.
- 3 It's almost impossible for me to show sympathy. I'm insensitive to others.
- 4 If something startles me, I revert straight to violence.
- 5 I have absolutely no sense of humor and the laughter of others irritates me.
- 6 My face is actually heavily scarred so I have to always wear my mask to avoid freaking people out.

## FARMER

You are among the most common professions that exist. You own or rent a plot of land and grow product to sell to the masses. Although each type of farmer differs they all utilize animals to help boost productivity and cut labor cost on their farm. You work long hours from before sunrise until after it sets, and the labor is exhausting, making you a tough individual.

**Skill Proficiencies.** Nature, Animal Handling

**Tool Proficiencies.** Vehicles (land), Scythe (weapon)

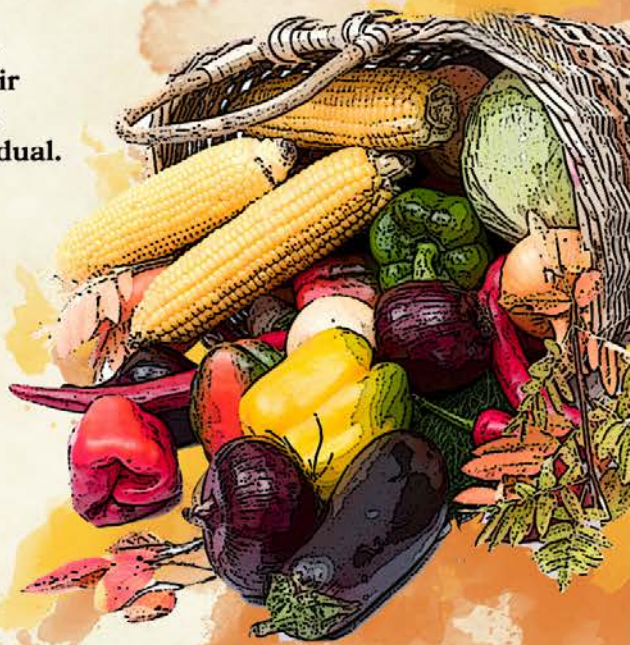
**Equipment.** 2 sickles or 1 scythe, torn common clothes, straw hat, 30 pounds of feed, a basket, a bell, a jug, 2 sacks, and a pouch containing 10 gp.

## FEATURE: DUSK TILL' DAWN

You've spent countless hours working outdoors and because of this you are able to know the exact time so long as you are outdoors or can see outdoors. In addition you can predict rain or snow within 24 hours prior to it occurring.

## SUGGESTED CHARACTERISTICS

Farmers are tough and rugged individuals that think rest is for the weak, and working is the key to a better and stronger life. Most farmers supply everything they need to survive and only purchase goods from others if they can't make or grow it themselves. Farmers usually come from a long line of farming descendants and like having children so they may help out on their farm. Those who quit farming usually do so because of physical impairment, old age, destroyed and infertile land, or lack of interest.



## FARMING SPECIALTY

There are a variety of different farmers, all specializing in a particular field. You may have raised cattle, grew vegetables, harvested tobacco or even tended hops for ale. You can roll on the table provided or choose one that best fits your characters background.

d6	Specialty	d6	Specialty
1	Hops	4	Tobacco
2	Dairy	5	Cattle/livestock
3	Vegetables	6	Poultry

d8	Personality Trait
1	I never complain about physical labor, I'm happy so long as I'm still able work.
2	I prefer to be outside, especially while under the sun.
3	Others think I have a strange accent, but I think others talk too fast sometimes.
4	I pay close attention to the weather, and can often predict when it's about to rain.
5	Wild animals don't frighten me as easily as they do others.
6	I only use or consume items I need. If I can grow it, I won't buy it.
7	Sleep is for the lazy. I prefer to get up early, preferably a few hours before sunrise.
8	I always double check my gear before and after using it.

d6	Ideal
1	Family: I'll do anything to support my family and keep them safe. (neutral)
2	Giver: I make sure the children in my town are fed before I sell my harvest. (good)
3	Sabotage: It's hard to have a bad season when you sabotage other local farms. (chaotic)
4	Tainted: Decomposing bodies make the best fertilizers. (evil)
5	Community: Everyone needs to do their part to help society. (lawful)
6	Detached: You do your thing, and I'll do mine. (any)

d6	Bond
1	My farm was my childhood home, and I lost it while gambling. I must get it back.
2	I'll never forget my first farming tool. I still have it too!
3	I've been terrified of fire ever since I lost my farm and family to a suspicious fire.
4	Having a big farm and big family would be my storybook ending.
5	One day I'll own multiple farms and my name will become a household name.
6	My sore back helps remind me I'm still alive.

d6	Flaw
1	I stay broke because I believe in donating most of my wealth to those less fortunate.
2	I often have a bad odor because I'm far too busy to bathe.
3	If I'm idle for too long I slip into a nap for sometimes hours at a time.
4	I have to rest often because of my aching bones.
5	I have a hard time justifying spending my coin on things I can grow myself.
6	Big cities and large crowds makes me nervous.



# FIREFIGHTER

Not everyone has the strength or dexterity required to become a firefighter, let alone the stomach to handle the morbid things they see from time to time, but you do. You may have been the member, or leader of a group of firefighters that rushed into action whenever a fire started in your city or town. Whether it was true or not, you always appeared brave when faced against an inferno. You have physically and mentally battled smoke, fire, dehydration, and the loss of innocent life. Your experience as a community hero has allowed you to witness more brutal deaths and carnage than most others realize exists.

**Skill Proficiencies.** Athletics, Perception

**Tool Proficiencies.** Axes (weapon), Vehicles (land)

**Equipment.** Firefighter uniform, a firefighter badge denoting the city you were employed, a firefighter axe, a signal whistle, common clothes, and a pouch containing 10 gp.

## FEATURE: FIREPROOF

After having experienced countless burns while in the course of your duties, any fire damage you take is reduced by 1d4. In addition you have advantage on all strength checks made to knock down, damage, or bust through wooden doors.

## SUGGESTED CHARACTERISTICS

Firefighters may appear to be brave and noble individuals with a passion for their community, and most of them are, but others are just as afraid of fire as anyone else. Others adore the flames and the destruction they bring, often setting fires themselves just to extinguish them for public glory. While some firefighters are true heroes, others may like to watch the world burn while basking in the smell of burning flesh.



d8	Personality Trait
1	I thrive on action and function well in high stress and dangerous environments.
2	I'm always the first one to enter a room, especially if I suspect danger.
3	I always brag about myself, especially my career, and my stories are exaggerated.
4	Resting is important to me, but when work has to be done I'm the first to arrive.
5	I prefer working with larger groups of people opposed to small groups or alone.
6	I have a twisted sense of humor to help me cope with all I've seen or done.
7	I live by a an unwritten code of personal principles and morals.
8	Planning and tactics usually crumble, I prefer to leap into action.

d6	Ideal
1	<b>Independence:</b> Personal life is a personal responsibility. (neutral)
2	<b>Destruction:</b> The world was created to be burned. (evil)
3	<b>Arson:</b> Starting fires is more interesting than extinguishing them. (chaotic)
4	<b>Heroic:</b> Natural disasters are bad enough, we don't need evildoers around too. (good)
5	<b>Glory:</b> The only thing necessary for evil to triumph is for good men to do nothing. (lawful)
6	<b>Destiny:</b> Sometimes death can be prevented, other times it simply the will of the gods. (any)

d6	Bond
1	I have burns and scars that always remind me to stay vigilant.
2	I've lost loved ones and or my home in a fire and I won't let that happen to anyone else.
3	I'll never forget the first time I watched a structure or body burn, and the smells that lingered days after.
4	My service dog is my best friend.
5	Should my own acts of arson be brought to light, it would destroy me and everything I've worked for.
6	My badge represents who I am and everything I've worked for.



d6	Flaw
1	I'm actually terrified of fire and smoke.
2	Heavy drinking is the only way for me to cope with all I've seen.
3	Others are terrified of my burned skin and some mistake me for a monster.
4	Heights freak me out and I prefer to stay grounded if possible.
5	I rush into danger without thinking about consequence.
6	My twisted sense of humor often freaks other people out.



## FISHER

Throughout your life you have survived by fishing. You've fed yourself on the creatures you've caught and earned coin by selling what you didn't eat. You have a close connection with nature as you've spent most of your time battling the elements of the sea and hazardous shorelines. Even without standard fishing gear you may still conjure a way to pull in a haul of water dwelling creatures.

**Skill Proficiencies.** Nature, Survival

**Tool Proficiencies.** Vehicles (water), Navigator's Tools

**Languages.** Any one additional standard language

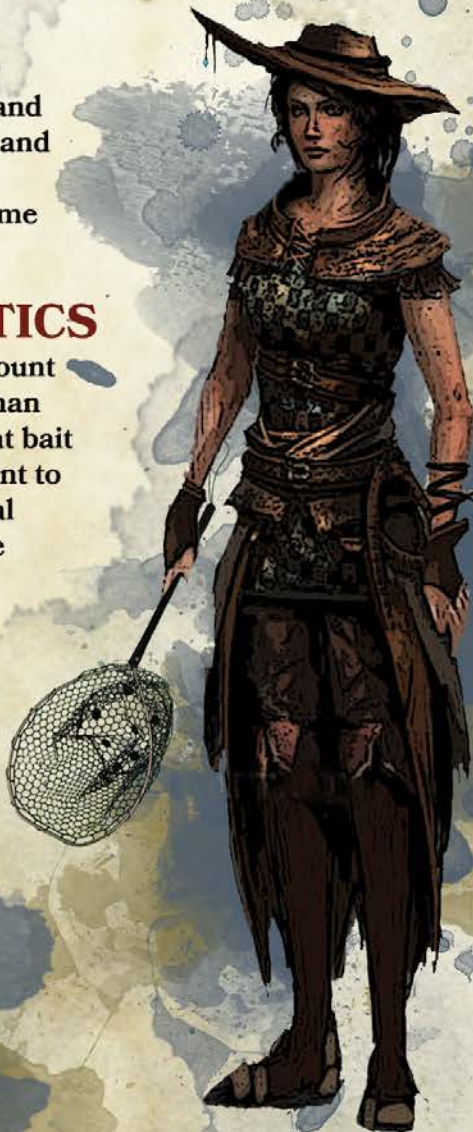
**Equipment.** A fillet knife (dagger), a hand net, fishing tackle, extra lures, and bobbers, a backpack, a component pouch, common clothes, a hat, 10 bags of bait, and an additional pouch containing 10 gp.

## FEATURE: LINE CASTER

You may spend (1d12 x 10 minutes), on any boat or shoreline and provide enough fish to feed yourself and up to 4 other companions so long as there is water and you have some sort of fishing gear, (traditional or makeshift). In addition you may fish in your downtime to earn extra coin.

## SUGGESTED CHARACTERISTICS

Fishers come from all over and there are a vast amount of them scattered about, but some are more keen than others. A great fisher knows exactly what time, what bait to use, and in what location to set up their equipment to catch specific types of creatures. They utilize special handmade gear that surpasses anything that can be store-bought.



d8 Personality Trait	
1	I'm more comfortable in or around water than on land.
2	I work harder and more efficiently when under pressure.
3	I enjoy the benefits of leisurely activities knowing I've earned them by working hard.
4	My stories are long but exciting most of the time.
5	I enjoy reflecting on my day with a routine either alone or with friends.
6	I'm always digging or searching for things I can use as bait.
7	I sleep odd hours so that I can utilize the best times of the day and night to fish.
8	To me, taking orders is easier than giving orders.

d6 Ideal	
1	<b>Free Thinking:</b> No matter what happens, life will always go on. (neutral)
2	<b>Charity:</b> The end of world hunger starts with me and a pole. (good)
3	<b>Might:</b> The bottom of a lake can hide more than just fish. (chaotic)
4	<b>Power:</b> Parts of people make the best fishing bait. (evil)
5	<b>Abiding:</b> Regulations, rules, and laws exist so everyone has the same opportunities. (lawful)
6	<b>Live and let live:</b> What others do is their business, just leave me to mine. (any)

d6 Bond	
1	My gear is the same gear my family has used for generations.
2	My first catch is mounted. I cherish it everyday.
3	I'm travelling to scatter the ashes of a loved one in every sea in existences.
4	My fishing vessel was seized by pirates. I'm seeking to reclaim it.
5	I'm seeking a magical lure I've heard rumors about.
6	A loved one of mine fell overboard and I believe they are still alive out there somewhere. I will find them.

d6 Flaw	
1	I can't eat fish because I'm allergic to it.
2	I spend more time retrieving and untangling my line than I do catching fish.
3	I get seasick easily and can't be on open water too long without getting sick.
4	I can't get through the day without some heavy drinking.
5	I easily fall asleep if there is a lack of action and am almost impossible to wake.
6	I'm blind in one eye because of a fishing hook incident that occurred some years ago.



## FORTUNE TELLER

You were born with the extra and unique ability to foresee bits of the future. Once you interact with another creature in some form or another, you can see either major or minor parts of their future or their past. Although there are a lot of false fortune tellers you know your powers are real. You may refer to your abilities as a gift and embrace them or a curse and seek a means to make it stop. Either way, you have used your abilities in some way to earn a little extra coin whether performing at events or running your own shop.

**Skill Proficiencies.** Insight, Arcana

**Tool Proficiencies.** Gazing Ball, Any one gaming set

**Languages.** Sylvan

**Equipment.** A gazing ball, any one gaming set, a deck of tarot cards, 5 cigars, 2 blocks of incense, 4 silver rings, a jewelled necklace, and a pouch containing 20 gp.

### FEATURE: POWER OF THE MIND

Whenever you are about to encounter some form of danger or hazard such as an ambush, trap, or natural disaster, you have a 50% chance to foresee it before it happens, and can avoid or prepare for the incident. In addition you may also use the 2nd level spell 'detect thoughts' requiring no components.

### SUGGESTED CHARACTERISTICS

Fortune Tellers are shrouded in mystery, as even they themselves aren't sure what their abilities mean. Some have only minor visions that improve as they age, while others are born with the ability at already great strengths. Typically these individuals are intelligent and full of wisdom but lack strength and sometimes charisma. Some see these Fortune Tellers as sinister beings and often shun them, especially in areas where magic is banned. Fortune Tellers often seek adventuring as they've seen a vision that they feel they need to fulfil or because they seek a way to eliminate or strengthen their abilities.

### VARIANT: MEDIUM

*Similar to a Fortune Teller is a Medium. These individuals have the ability to speak with the dead.*

If you wish to be a medium you may remove the Sylvan language and instead add Abyssal, Celestial, and Infernal. In addition your feature would then be replaced by allowing you to communicate with creatures that are dead, or undead. In addition you have advantage on initiative rolls against such creatures.





<b>d8 Personality Trait</b>	
1	The more complex a problem, the more it interest me.
2	I prefer the company of those I've known for a long time over someone I just met.
3	It's easy for me to make new friends but hard for me to trust them.
4	I like getting involved in the personal business of others.
5	I'm protective of my belongings and gear and always make sure everything is in good condition.
6	I'm not often surprised or startled.
7	I can easily look past the faults of others.
8	I'm easygoing and enjoy simple things in life.

<b>d6 Ideal</b>	
1	<b>Destiny:</b> Success can only be reached by doing what it takes. (neutral)
2	<b>Responsibility:</b> With great power comes great responsibility. (lawful)
3	<b>No Limits:</b> No one can challenge me and my powers. (chaotic)
4	<b>People:</b> Everyone deserves to know when danger is lurking around the corner. (good)
5	<b>Power:</b> The greater good is no match for tyranny and evil. (evil)
6	<b>Free Thinking:</b> Everyone is unique in their own way. (any)

<b>d6 Bond</b>	
1	I'm seeking out a crystal gazing ball that I've heard legend of.
2	My tarot cards are custom one of kind cards that I received from my mentor.
3	I only use specific sages and incents when conducting a reading.
4	A robe of significant importance to me was stolen. I must find it and seek vengeance on the thief.
5	I started the business I run and kept it running despite heavy criticism against it.
6	I've been given an item that needs to be returned to its proper place before it dooms us all.

<b>d6 Flaw</b>	
1	I've predicted the end of times incorrectly and am now looked at as a fraud.
2	I have no control over my powers or abilities, they always come randomly.
3	I have a fear of another race because of a bad experience I had with them a long time ago.
4	I slip into such deep meditations that I can't be awoken from them by a third party.
5	I have so many false visions that it's hard to distinguish the real ones.
6	I hear voices in my head that make it almost impossible to concentrate sometimes.

## GLADIATOR

You were either employed or enslaved to fight others to the death in an arena or underground venue for others enjoyment. You have survived countless encounters with death and even some close calls but you're still alive. You have earned a reputation for all your victories and have a nickname you are called by from the crowd when you perform.

**Skill Proficiencies.** Performance, Athletics

**Tool Proficiencies.** Vehicles (land), Thieves' Tools

**Languages.** Any one additional standard language

**Equipment.** Gladiator costume, a pouch of cosmetics, a waterskin, and a pouch containing 12 gp.

### FEATURE: THE BIGGER THEY ARE

Fighting for your life has allowed you to size up your opponents fairly accurately and because of this, you can identify the Armor Class of creatures your size or smaller.

### SUGGESTED CHARACTERISTICS

Gladiators are physically and mentally strong. They are combative due to their lifestyle and quick on their feet. Those either employed or enslaved as a gladiator are always sizing up potential competition and never show fear. Most gladiators have several cuts, scars, and even amputations of limbs such as an arm, hand, or fingers. A few have even lost an eye while engaging in fights to the death.

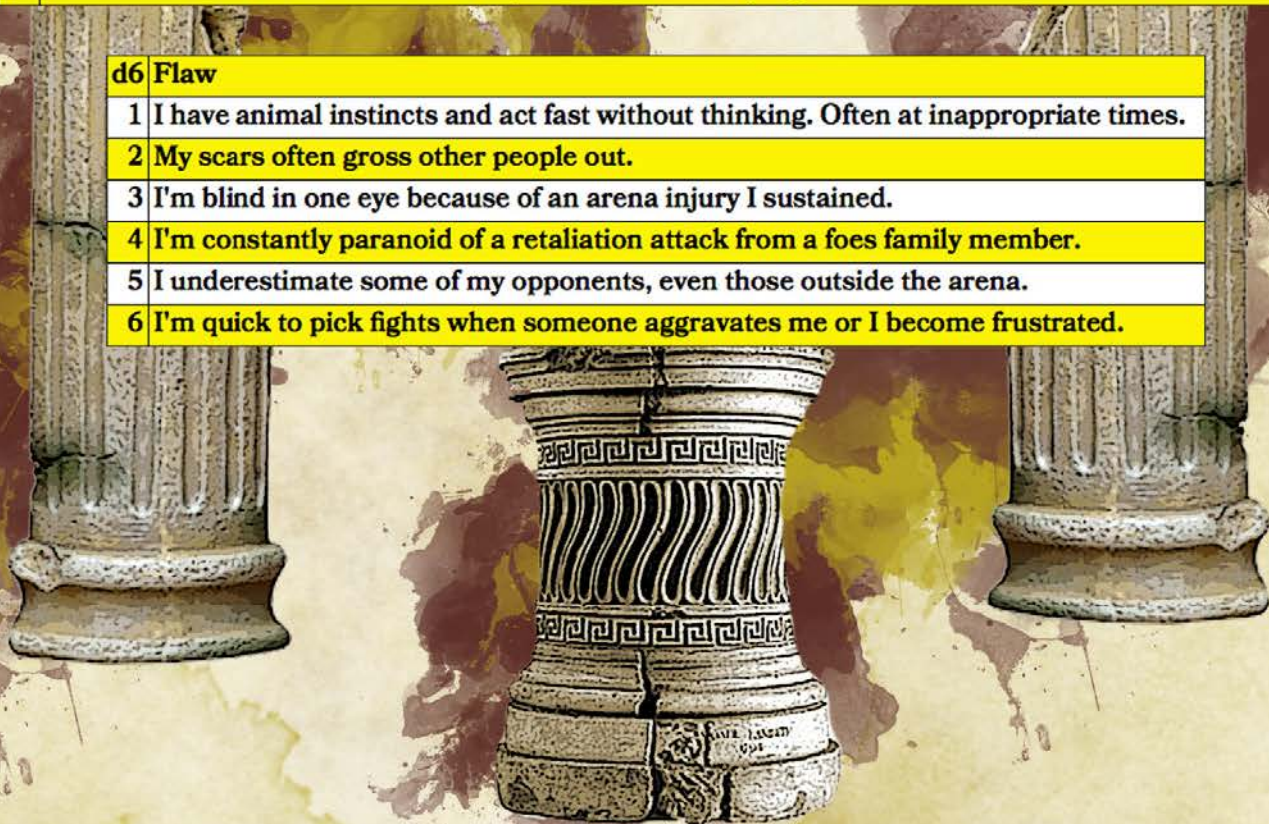


<b>d8 Personality Trait</b>	
1	It doesn't bother me to take or give orders. Whatever gets the job done faster.
2	I can remain calm in high stress situations and environments.
3	Something changes within me when I'm engaging in combat.
4	The more support I have from others, the harder I try.
5	To me, respect is earned and can easily be lost.
6	I can only trust those who've spilt blood beside me.
7	I'm always practicing and conditioning my skills and abilities.
8	I'm quick to violence and use violence as a problem solver.

<b>d6 Ideal</b>	
1	<b>No Limits:</b> Whatever it takes to survive will be done. (neutral)
2	<b>Retribution:</b> Those who oppose me shall meet their maker. (chaotic)
3	<b>Might:</b> The world is an arena, and those inside better prepare for death. (evil)
4	<b>Fairness:</b> Even in combat, there are rules that have to be followed. (lawful)
5	<b>Greater Good:</b> Only those who are evil themselves deserve death. (good)
6	<b>Respect:</b> Something's keep the world in check. (any)

<b>d6 Bond</b>	
1	I was pitted against a loved one of mine in a duel to the death. I'll never forgive myself for winning.
2	The arena where I first competed is the most important place to me.
3	I have what I consider my lucky weapon. I'll never use anything else in the arena.
4	A loved one of mine was sold as a fighting slave, I'm fighting my way around the world to find them.
5	I have a ritual I must complete before competing in the arena.
6	I have a scar or several scars that help remind me to stay vigilant.

<b>d6 Flaw</b>	
1	I have animal instincts and act fast without thinking. Often at inappropriate times.
2	My scars often gross other people out.
3	I'm blind in one eye because of an arena injury I sustained.
4	I'm constantly paranoid of a retaliation attack from a foe's family member.
5	I underestimate some of my opponents, even those outside the arena.
6	I'm quick to pick fights when someone aggravates me or I become frustrated.



## GRAVE ROBBER

You are most comfortable away from others and are nocturnal by nature, taking pleasure outdoors only when it's pitch black. Even under a bright moon you'd rather stick to the shadows. You care little for your personal appearance and you make a living by digging up those who are permanently resting and stealing the valuables they were buried with. You lack morals when it comes to common courtesy and like to work alone.

**Skill Proficiencies.** History, Insight

**Tool Proficiencies.** Shovel (weapon), Thieves' Tools

**Equipment.** Shovel, lantern, 4 torches, a tinderbox, a ring from your first grave robbery, shredded common clothes, 2 vials of holy water, and a pouch containing 20 gp.

### FEATURE: BURIED SECRETS

You are able to observe a tombstone and identify by the type if the creature buried there was wealthy or not, and what they may be buried with. In addition you also gain proficiency to any ability checks related to digging.

### SUGGESTED CHARACTERISTICS

Grave Robber's are typically quite and sneaky individuals who avoid talking, especially about themselves. They are usually dirty in appearance with shredded and mud covered clothing and carry a slightly foul odor. They are pale skinned as most avoid sunlight. These individuals are nomadic creatures that travel from town to town so that they may always have a fresh new graveyard to unearth.



<b>d8 Personality Trait</b>	
1	I can be a bit shy in conversation unless it's something I know or am interested about.
2	I'd rather be in dark and gritty environments than anywhere else.
3	I prefer to run from problems or have others deal with them rather than face them myself.
4	I like being alone but really enjoy having friends. Especially friends that do me favors.
5	I'm usually quite and shy when in large groups of people.
6	I seek thrills by seeing how many lies I can get away with.
7	Being different is more enjoyable than being like everyone else.
8	I'm a last one in, first one out type of person.



<b>d6 Ideal</b>	
1	<b>Tradition:</b> Death and taxes are the only guarantee in life. (neutral)
2	<b>Practical:</b> Gravesites are the perfect place to hide a body. (chaotic)
3	<b>Greed:</b> Robbing those I've killed myself is a bonus. (evil)
4	<b>Noble:</b> Something's are off limits, even for me. (lawful)
5	<b>Respect:</b> Even in the dirtiest of jobs, respect is everything. (good)
6	<b>Free Thinking:</b> What is right and wrong is subjective. (any)

<b>d6 Bond</b>	
1	I'm seeking out the undisclosed location of a buried king that holds countless valuable treasures.
2	If my family were to discover what I do, it would destroy them.
3	I stole a cursed item from a sacred grave and seek a cure to the curse.
4	I'm determined to retrieve an item from every dead King or Queen that exists.
5	I've found one part of a multiple piece set and I'm determined to obtain the rest.
6	The spirit of a grave I've unearthed follows me around and gives me guidance from time to time.

<b>d6 Flaw</b>	
1	I'm always dirty and smell of dirt, sweat, and corpses.
2	The spirit of a grave I've unearthed follows me around and won't let me get much rest.
3	I'm wanted in several, if not most towns for grave robbing.
4	I'm pale skinned and can't be in sunlight for too long without getting burned or sick.
5	I'm actually claustrophobic and freak out in small or tight spaces.
6	I'm socially awkward and freak people out with my jokes and typical conversation.





## HORSE TRAINER

You've worked in or around stables for years and have acquired a knack in regard to horses and their behavior. You specialize in training horses for either riding, or sport such as racing, or showcasing. Although domesticated horses are easier to train, you seem to be able to easily work with wild horses as well. You've earned some coin for your efforts, as others seek you to train their mounts or purchase one of yours.

**Skill Proficiencies.** Animal Handling, Athletics

**Tool Proficiencies.** Vehicles (land), Whip (weapon)

**Equipment.** A riding horse, a military saddle, saddlebags, 30 pounds of feed, a riding crop, signal whistle, a whip, a waterskin, and a pouch containing 10 gp.

### FEATURE: JOCKEY

As a horse trainer you've earned a little reputation and receive free stabling for your mount when you're away from home as well as half off discounts on animal feed. In addition your mount has a an increased movement speed of +10 feet.

### SUGGESTED CHARACTERISTICS

Horse trainers are patient and disciplined individuals who care for their horses, often more than they care for other people. They usually have a strong bond with their animal and don't like to part with them for too long. One who has been a horse trainer for a long time has had their share of kicks and fallen injuries and may have permanent scarring because of it.



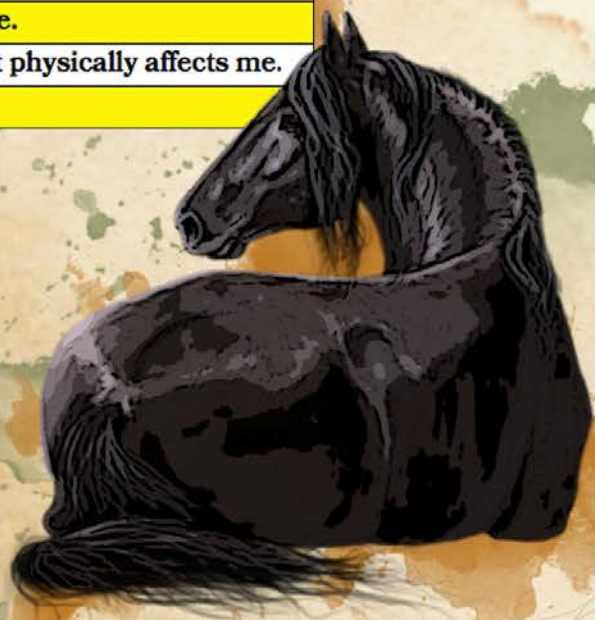


d8	Personality Trait
1	I'm disciplined and proactive and expect the same from others.
2	I always give respect without expecting any in return.
3	I prefer mounted combat over any other form of combat.
4	I can take orders just as easily as I could give them.
5	My voice is a powerful weapon and I use to avoid conflicts.
6	Although I like to travel, I don't like being away from home for too long.
7	I like good stories and participating in conversations.
8	My friends and family know they can depend on me.

d6	Ideal
1	<b>Free Thinking:</b> All living creatures have their own instincts and personality. (neutral)
2	<b>No Limits:</b> Cages are great for animals and people. (chaotic)
3	<b>Logic:</b> If animals can follow rules, so should people. (lawful)
4	<b>Nature:</b> All living creatures need to be respected. (good)
5	<b>Twisted:</b> People are full of nutrients, and my horses need nutrients. (evil)
6	<b>Honesty:</b> You get what you pay for. (any)

d6	Bond
1	The stables I learned to ride horses is the most important place to me.
2	I'm seeking a one of a kind horse known only to exist in a certain place.
3	The stables where I kept my horses was purposely burned down. I'm seeking vengeance.
4	I'm on a journey to discover if unicorns can be trained like horses.
5	I have a close and unbreakable relationship with my horse. He or She is my best friend.
6	I have a stable full of sick horses and I'm seeking a cure.

d6	Flaw
1	I always put my own safety at risk for my horse.
2	I have trust issues with anything other than horses.
3	I'm so used to horse manure I never notice when I reek of it.
4	I'll get violent if I see someone hurting or mistreating a horse.
5	I sustained a back injury from a horse related incident and it physically affects me.
6	I refuse to eat if my horse doesn't have food to eat.



## HUNTER

You spend most of your time outdoors and know your local woodlands like the back of your hand. Whatever it is you're tracking, you won't let it escape. You provide meals for yourself by killing and eating creatures you've hunted and you supply both animal hides and meat to those who wish to purchase it. Outdoors is what you call home and you know how to survive indefinitely in nature through various and unexpected elements.

**Skill Proficiencies.** Nature, Survival

**Tool Proficiencies.** Bows (weapon), Leatherworker's Tools

**Equipment.** A longbow, a dagger, a quiver with 40 pieces of ammunition, explorer's pack, a tent, blanket, 10 torches, tinderbox, 2 hunting traps, 10 bags of bait, and pouch containing 3 gp.

### FEATURE: TRACKS OF THE WILD

You've been tracking and hunting game long enough that you are able to identify animal markings, faeces, and footprints without needing an ability check and know in which direction the animal went up to 5 miles. In addition, in your downtime, you may also make your own arrows spending 1d10 hours to make 10 arrows.

### SUGGESTED CHARACTERISTICS

Hunters are patient individuals who feel more comfortable in and around nature than they do in towns, cities or other populated areas. They usually only kill what they can eat, harvest, or sell and can make their supplies last. Hunters are skilled with ranged weapons and prefer to engage in combat from a distance, though they almost always carry a small melee weapon for skinning animals and as an auxiliary weapon.



<b>d8 Personality Trait</b>	
1	It's easier for me to connect with nature over other people.
2	I prefer stories and drinks around a campfire rather than in a tavern.
3	I find myself making mimicking animal noises when I'm bored.
4	I utilize caution over jumping into action.
5	I'd rather be outside over indoors any day.
6	I'm not afraid to do things alone or challenge myself in new experiences.
7	I stand out in a crowd because of my rugged appearance.
8	I consider myself an independent thinker rather than a leader or follower.

<b>d6 Ideal</b>	
1	<b>No Limits:</b> Whatever it takes to survive, shall be done. (neutral)
2	<b>Twisted:</b> People make for much more exciting prey. (evil)
3	<b>Responsibility:</b> Killing must only be done when necessary. (good)
4	<b>Might:</b> I'm a predator in world full of prey. (chaotic)
5	<b>Noble Obligation:</b> There are rules of nature, and rules of society, and both must be respected. (lawful)
6	<b>Nature:</b> There will always be both predator and prey. (any)

<b>d6 Bond</b>	
1	My hunting tools were passed down from generations of my family.
2	The land where I learned to hunt is sacred to me.
3	I owe all I know to my mentor.
4	I have a mounted trophy of my first kill. It means the world to me.
5	I have a necklace of dead animal parts from my most memorable kills.
6	I aim to have hunted and killed a specific list of dangerous game.

<b>d6 Flaw</b>	
1	I forget where exactly I set my traps.
2	I'm on the run after killing the sacred animal of my kingdom or territory.
3	I have a paranoid feeling I'm actually the one being hunted.
4	I attack first and think later.
5	I'm often overconfident in my skills and abilities.
6	I can't let something I've been tracking get away from me.



## INVENTOR

You are the future of technology. You spend your time tinkering with objects, taking them apart and figuring out how they work and applying new ideas to improve them or create something brand new. You may work independently on your own projects, or work alongside corporations on the development of new technology they wish to acquire.

**Skill Proficiencies.** Insight, Arcana

**Tool Proficiencies.** Tinker's Tools, glassblower's Tools

**Languages.** Any two additional standard languages

**Equipment.** Tinker's tools, a compass, an hourglass, a magnifying glass, spectacles, blueprints to a item you're working on, a pouch containing 7 gp.

### FEATURE: CRAFTY

You have advantage when setting or disabling traps, in addition you can build items in your downtime to use or sell for coin.

### SUGGESTED CHARACTERISTICS

Inventors are intelligent individuals who often get lost in their work. They may spend days at a time without rest when they are making positive progress in their project. Most of these individuals stay isolated from others as to not be disturbed and have a clear train of thought. Some inventors join adventuring parties to locate rare items they need for their devices, or to gain further knowledge on other existing technology not local to them.



<b>d8 Personality Trait</b>	
1	I prefer to be left alone to my thoughts rather than partake in group activities.
2	I'm always doodling or jotting down ideas for things to create.
3	When I'm deep in thought I subconsciously bite my nails or play with my facial hair.
4	I find myself always showcasing my work and bragging about it in conversations.
5	I find myself talking quickly and rapidly throwing out any idea that pops into my mind.
6	I have an obsession with reading anything related to my field.
7	I make and stick to plans rather than acting on impulse.
8	I find myself always striving to be and do the best I can.

<b>d6 Ideal</b>	
1	<b>Free Thinking:</b> What others do with things I've created is none of my business. (neutral)
2	<b>Destruction:</b> Only things that can harm others are worth an effort to invent. (evil)
3	<b>Change:</b> The future could be rid of evil with one single invention. (lawful)
4	<b>Greater Good:</b> Anything brought into existence should only be done for the greater good. (good)
5	<b>Self-Improvement:</b> Rules and laws hold back true works of innovation. (chaotic)
6	<b>Logic:</b> Life could be changed for the better or worse with advancements in technology. (any)

<b>d6 Bond</b>	
1	My work is the most important thing to me.
2	I'm seeking a specific but rare item to complete an invention I've been working on.
3	My journal filled with ideas and notes is invaluable to me.
4	Another inventor stole credit for something I created. I'm seeking justice or vengeance.
5	My tools are family heirlooms and mean the world to me.
6	The workshop where I learned my skills is the most important place to me.

<b>d6 Flaw</b>	
1	I find it hard to concentrate on one particular thing too long.
2	I'll do anything and stop at nothing to become renowned.
3	Sometimes I have trouble getting out of my own head, often making it hard to verbally convey ideas.
4	I'm on the run after failing to create an invention that investors funded.
5	I can get so frustrated when I fail at something that I give up trying all together.
6	My name is synonymous with failure and so people are leery of me.



# INVESTIGATOR

You have a unquenchable thirst of curiosity. You like knowing and exposing the sinister secrets of others and enjoy snooping around where others don't want you to be. You tend to get involved in matters that don't really concern you, and have a knack for puzzles and enigmas. To you, the darkest secrets need to be brought to light. You may have been self-employed taking contract jobs that interested you, or may have worked for a government or law enforcement agency helping to solve crimes.

**Skill Proficiencies.** Investigation, Perception

**Tool Proficiencies.** Investigator's Tools

**Languages.** One additional standard language

**Equipment.** Investigator's tools, a bullseye lantern, a corncob pipe, 1 pound of tobacco, common clothes, an investigator identification card, and pouch containing 10 gp.

## FEATURE: JUST A HUNCH

You are able to spot a false wall, or secret door so long as you are within 10 feet of it. In addition any creature that attempts to deceive you rolls with disadvantage.

## SUGGESTED CHARACTERISTICS

Investigators are typically cunning and logical individuals that like to get to the bottom of every question. They enjoy puzzles, riddles, and figuring out things that no one else can. An investigator may be cocky when he or she thinks they've got something figured out, and may be equally frustrated when they have no leads. Investigators tend to notice things that others simply overlook or seem to think is unimportant. They are keen observers and well skilled in behavior analysis, allowing them to detect and read another creatures body language to detect deceit or ill will.



d8 Personality Trait	
1	I notice small details that others often miss or overlook.
2	I have a hard time letting go of an unsolved puzzle or riddle.
3	I like watching people and learning their habits and secrets.
4	My friends usually come to me if they have a problem or question they need resolved.
5	I can work alone just as well as I can work with others.
6	I'm always writing down information that I think will be useful later.
7	I take pride in my ability to blend into almost any situation.
8	I'm nosey and like getting involved in the personal matters of others.

d6 Ideal	
1	<b>Logic:</b> Anything that helps solve a problem should be utilized. (neutral)
2	<b>Power:</b> Solving crimes is easy, creating them is fun. (Evil)
3	<b>Self-Improvement:</b> Evidence gathered can always be manipulated in my favor. (chaotic)
4	<b>Admirable:</b> The law is unquestionable and irrefutable. (lawful)
5	<b>Noble Obligation:</b> Those who have wronged shall be brought to light. (good)
6	<b>Free Thinking:</b> There can be no good or evil without the other. (any)

d6 Bond	
1	I've been trying to solve a cold case for years. I refuse to leave it unsolved.
2	I've heard rumor of a puzzle that remains unsolved. I'm seeking it out to solve it.
3	One or more of my tools was gifted to me by a king for solving a notorious case. I cherish them.
4	I keep receiving mysterious and threatening letters. I'm determined to uncover the sender.
5	I overlooked a significant detail that let a criminal go free. I won't do that again.
6	I had a loved one who was murdered. I'm personally working the case.

d6 Flaw	
1	I get so focused on one particular thing I often overlook other important details.
2	My hunches are often wrong but I can't help but stick to them.
3	I get frustrated and or physically aggressive when something eludes me.
4	I either forget or can't sleep, rest or eat if I can't solve something.
5	Because of all the bad things I see people do, I often overlook the good within them.
6	I'm disorganized and often lose important items or information.





# JOUSTER

You and your mount are entertainers. You earn a living by performing dangerous and deadly mounted combat attractions that others spectate for entertainment or for gambling purposes. You may have performed in festivals, arenas, or special venues with high ranking royalty or government officials in attendance. You are skilled in riding mountable animals while equipped with weapons, armor, and shields and you feel most comfortable riding on four legs than you do walking around.

**Skill Proficiencies.** Animal Handling, Performance

**Tool Proficiencies.** Vehicles (land), Lance (weapon)

**Equipment.** A lance, a horse with ringmail barding and military saddle, a riding crop, common clothes, and a pouch containing 5 gp.

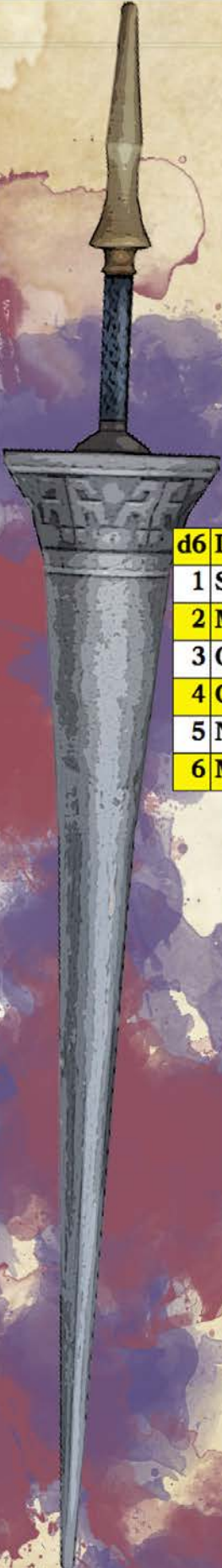
## FEATURE: SIDE SADDLE

You have advantage against being knocked from a mount, even if the mount isn't wearing a saddle. In addition, you have advantage on melee attack rolls against any creature smaller than your mount.

## SUGGESTED CHARACTERISTICS

Jousters are confident and competitive individuals who are very well skilled on mounts, especially horses. They prefer armor while mounted and melee weapons when engaging in combat. A Joustier's mount is often more important to them than anything else. These individuals know how to entertain others as they are a natural at performing in front of crowds. They are often filled with exciting stories and most have several bruises and scars from their career.





d8	Personality Trait
1	I'm competitive in almost everything that I do.
2	I consider my friends my family.
3	To me, good storytelling involves even the smallest details.
4	I prefer mounted combat over any other form of combat.
5	I can't pass up on a wager amongst friends.
6	I never put faith in others, doing something right means doing it yourself.
7	I'm a first one in, last one out type of person.
8	I work hard so that I can play hard when the work is done.

d6	Ideal
1	<b>Self-Improvement:</b> Survival is all that matters to me. (neutral)
2	<b>Might:</b> Pleasure can only be obtained through the pain and suffering of others. (evil)
3	<b>Greed:</b> Winning at any cost is always the proper course of action. (chaotic)
4	<b>Community:</b> Those who are weak deserve protection. (good)
5	<b>Noble Obligation:</b> Through me, justice shall always prevail.
6	<b>Mastery:</b> Competition is simply a sport. (any)

d6	Bond
1	I still have my first lance that I've ever used.
2	My horse is my best friend.
3	The arena where I won my first joust is the most important place to me.
4	I'm seeking a suitable and trustworthy partner in marriage.
5	I don the same armor as an ancestor of mine.
6	I'm on a journey to reunite with my childhood friend.

d6	Flaw
1	I have to put down others for my own self-confidence.
2	My pride will probably lead to my destruction.
3	I always risk my own personal safety for the safety of my horse.
4	I can't resist a pretty face.
5	I doubt myself if not given enough praise.
6	I won't sleep or eat if my horse can't sleep or eat.

# JUDGE

You held a position as the highest member of the judicial system in your region. You were responsible for deciding the fates of others after they've been accused of a crime, either granting freedom, time behind bars, or death. You may have acquired this honorable and noble position by an election process or were hand-chosen by royalty or other high government official. You are extremely knowledgeable of the laws of your region whether you choose to enforce them or not.

**Skill Proficiencies.** Insight, Perception

**Tool Proficiencies.** Any two gaming sets

**Languages.** Any 2 additional standard languages

**Equipment.** A gavel, fine clothes, a black robe, a powdered wig, 2 books of your choice, a book on law, a bottle of fine wine, and pouch containing 20 gp.

## FEATURE: LOOPHOLES

You are well-versed in laws and legal loopholes within the region you had judicial power. In addition you have some influence over other judges, powers of authority and some royalty anywhere you go.

## SUGGESTED CHARACTERISTICS

Judges are well-mannered and mostly respected individuals with a great amount of influence amongst other high authority figures. They are intelligent and despise being lied to or disrespected. Most Judges live comfortably but cautious as they know they are responsible for the deaths, and incarceration of hundreds if not thousands of others. A Judge may fear retaliation from a family member of those they've sentenced, or feel confident knowing that those who cause them harm will suffer the greatest of discipline.



<b>d8 Personality Trait</b>
1 I enjoy good storytelling, so long as there is nothing but truth involved.
2 I'm usually polite and respectful until someone is impolite and disrespectful to me.
3 I talk with sophistication and a sense of intelligence.
4 I like to hear all sides and angles of a story before assuming anything.
5 I can usually look at someone and understand a lot about them before they even speak.
6 I enjoy expensive leisurely activities like drinking fine wine or smoking my pipe.
7 My appearance is important to me and so I always dress in fine clothes when in public.
8 I prefer to give orders rather than take them.

<b>d6 Ideal</b>
1 <b>Fairness:</b> Justice has many different forms. (neutral)
2 <b>Greed:</b> Coin and politics are more important than justice. (chaotic)
3 <b>Retribution:</b> Those who oppose me shall suffer my wrath. (evil)
4 <b>Redemption:</b> Justice shall always prevail against those who have wronged. (lawful)
5 <b>Logic:</b> Two wrongs don't make a right. (good)
6 <b>Free Thinking:</b> There can be no good or evil without the other. (any)

<b>d6 Bond</b>
1 My gavel was a gift from the king himself. I'll always cherish it.
2 The courtroom where I preside or presided is the most important place to me.
3 I'll never forget the school or the professors there that taught me everything about law.
4 I'm seeking out a guilty person that I set free to finally bring them to justice.
5 I won't stop until I am the highest ranking judge in my kingdom or territory.
6 I live to honor my family name.

<b>d6 Flaw</b>
1 I can't help but call someone out when I know they are being deceptive.
2 I live in constant fear that the families of people I've sentenced will kill me.
3 I'll do anything to have authority and power.
4 I'm on the run after being caught accepting bribes and a slew of other crimes.
5 I'm paranoid the crimes I've committed will be brought to light and catch up to me.
6 I often overlook the good in people based on the evil I have seen.



## LIBRARIAN

You worked in a library cataloguing books, newspapers, and other written documents. You are intelligent and know a great deal about history in a variety of subjects. You speak properly and clearly but in a soft tone of voice. It may take you awhile to become hostile or angry. You care a lot about things that occurred in the past and believe the past is what holds secrets to the future.

**Skill Proficiencies.** History, Insight

**Tool Proficiencies.** Any two gaming sets

**Languages.** 3 additional standard languages

**Equipment.** 5 books of your choice, spectacles, an ink pen, 10 sheets of paper, 10 sheets of parchment, a scroll case, common clothes, a colored cloak of your choosing, and a pouch containing 8 gp.

## FEATURE: DECIPHER

You've spent a lot of time around and reading books, scrolls, and other written material. Because of this, you are able to decipher key words and some minor words in all written languages.

## SUGGESTED CHARACTERISTICS

Librarians are typically well-mannered, quite, and gentle beings that like to keep to themselves but share a wealth of information and knowledge to those they encounter. They are organized and don't often interfere with matters that don't concern them. Most Librarians prefer the company of a good book instead of going out to taverns or other populated and loud environments.

## VARIANT: SCHOLAR

*You may choose to be a scholar instead of a librarian. Scholars may be more intelligent and more knowledgeable than librarians however most of their attributes remain the same. They may have also started out as a librarian before becoming a scholar.*



<b>d8 Personality Trait</b>	
1	I'm quite and tend to be humble. Often keeping to myself.
2	When I fight I prefer to fight with words over using my fists. I can't refuse a good verbal debate.
3	I'm organized with my thoughts as well as my property and equipment.
4	I don't like breaking from the norm and I always have to have a book with me.
5	Puzzles and riddles intrigue me and I take pleasure when it comes to problem solving.
6	My conversations are usually dull but filled with interesting facts or information I've recently read.
7	I prefer the company of educated and intelligent people like myself.
8	I speak with sophistication and a sense of intelligence.

<b>d6 Ideal</b>	
1	<b>Logic:</b> Intelligence will always overcome physical strength. (neutral)
2	<b>Twisted:</b> Others need to be permanently silenced. (evil)
3	<b>Power:</b> Knowledge is the key to dominating and controlling ones enemies. (chaotic)
4	<b>Community:</b> Societies cannot function without laws, regulations, and rules. (lawful)
5	<b>Greater Good:</b> Knowledge should only be used for good. (good)
6	<b>Tradition:</b> Through the history of others, we can avoid mistakes in the future. (any)

<b>d6 Bond</b>	
1	I still have the first book I've ever read.
2	I'm seeking out a unique and rare collection of books to add to the library.
3	I idolize a specific author and dream of meeting them.
4	The library I worked at burned to the ground, I'm seeking to rebuild and restock its contents.
5	I dream of venturing to the worlds biggest library.
6	I founded the library where I worked.

<b>d6 Flaw</b>	
1	Loud noises drive me crazy and make me angry and or hostile.
2	My concentration is easily broken.
3	I'm easily influenced by the opposite sex.
4	I repeat information that I've retained so often, that I unintentionally spill secrets.
5	I spend most of my wealth on things that make me appear wealthy and fancy.
6	I'll do anything to get my hands on a rare book.



## LION TAMER

You are an entertainer, and a death defying one at that. You come face to face with dangerous beast everyday, putting your life on the line for spectator enjoyment and a few coins. Although you enjoy working with lions and have grown a personal bond with one in particular, the coin isn't that great as you have to split it amongst other entertainers that you share the stage with. You may be part of a town act, or part of a traveling circus.

**Skill Proficiencies.** Handle Animal, Performance

**Tool Proficiencies.** Whip (Weapon)

**Languages.** Any one additional standard language

**Equipment.** One whip, two potions of healing, a lion companion, torn costume clothes, common clothes, and a pouch containing 11 gold pieces.

## FEATURE: WILD TAMER

With all your experience in the field of taming and training lions, when you encounter a random lion and land a hit on it with your whip, the lion must succeed on a DC5 wisdom saving throw or be charmed by you. Additionally, once the creature is charmed, you may cast the Druid spell 'Beast Bond' as a cantrip, requiring no components.

## SUGGESTED CHARACTERISTICS

Lion Tamers are focused and usually fearless individuals who spend their free time bonding with their lion. Those who take on a career in lion taming are usually charismatic individuals who travel a lot, have great stories and can easily make friends. Those who've been in the career long enough have missing fingers, limbs, or very large scars. Although lion tamers surround themselves amongst friends and their lion companion, they are tough enough to handle themselves

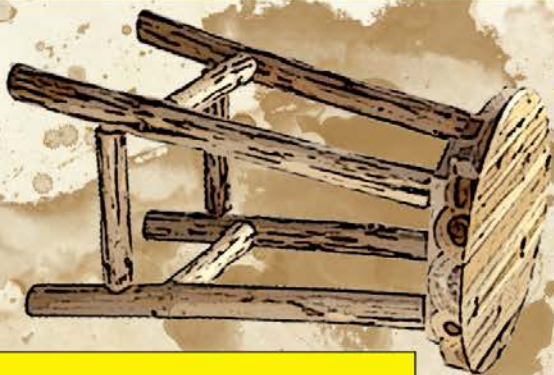
## VARIANT: BEAST TAMER

You may choose to be a different type of Tamer such as a Bear Tamer, Tiger Tamer, or any other beast with a challenge rating less than 2 and an intelligence no higher than 4. If you choose to be a different type of beast tamer, simply replace all the lion attributes with your preferred beast.



<b>d8 Personality Trait</b>	
1	I can remain calm in tense and stressful situations.
2	I'm a thrill seeker, always looking for new and exciting challenges.
3	I like talking about and showing off my scars to new people I meet.
4	If things are getting too boring I like to intentionally spice things up anyway I can.
5	I can get along with almost anyone despite their personality.
6	I have a vulgar sense of humor, especially after a few drinks.
7	I enjoy games of chance, especially when gambling is involved.
8	I act on impulse rather than a strategy or plan.

<b>d6 Ideal</b>	
1	<b>People:</b> People are defined by their actions. (neutral)
2	<b>No Limits:</b> Following rules achieves nothing. (chaotic)
3	<b>Might:</b> Everyone should follow their true animal instincts. (evil)
4	<b>Logic:</b> If animals and beast can abide by rules, so should people. (lawful)
5	<b>Greater Good:</b> No one deserves to suffer. When one suffers, we all suffer. (good)
6	<b>Nature:</b> Animals are animals, yet some people act like animals. (any)



<b>d6 Bond</b>	
1	My lion is my best friend, we have an unbreakable bond.
2	I aim to rid the world of lion poachers.
3	My circus family will always be the closest family I ever have.
4	My scars help remind me to stay vigilant.
5	I'm seeking a trustworthy and loyal mate to marry.
6	I owe my life and career choice to a lion that risked its life to save mine.

<b>d6 Flaw</b>	
1	Without a drink, I lack courage.
2	I underestimate the strengths of my enemies.
3	I jump into action without thinking about the risks.
4	I risk my personal safety for the safety of my lion.
5	I can't help but resort to violence when I see a poacher or discover someone is a poacher.
6	I have a scar that isn't concealable and easily frightens strangers.



# LUMBERJACK

You are among one of the most common and easily adapted professions. You are physically strong and may be just as strong mentally. You're not afraid to work either by yourself, or in a group, as you are capable of getting along with most other people fairly easy. You can take an order as well as you give one, and probably focus more on the important things in life than the petty ones.

**Skill Proficiencies.** Nature, Athletics

**Tool Proficiencies.** Carpenters tools, Woodworker's Tools.

**Equipment.** A handaxe, a waterskin, common clothes, block and tackle, a bedroll, a tent, a backpack, and a pouch containing 15 gp.

## FEATURE: TREANT TYRANT

Because of constant encounters with Treant's and animated trees, you have advantage on attack rolls against such creatures. In addition you may purchase items that are made from wood at a discounted price.

## SUGGESTED CHARACTERISTICS

Lumberjacks are strong physically strong, and they don't mind physical labor. They usually have a large group of ever-expanding friends and tend to enjoy the little things in life. Lumberjacks work long hours and spend their free time doing leisurely activities where they can relax and unwind. Most lumberjacks aren't afraid to dive into action or cause a little trouble now and then.

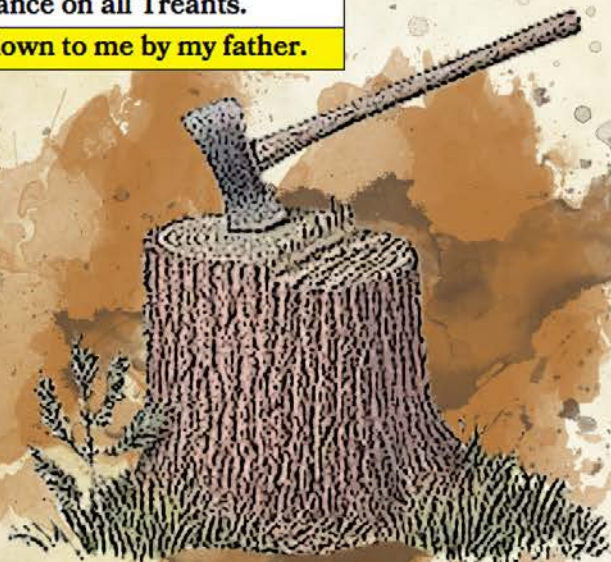


<b>d8 Personality Trait</b>	
1	I'm rugged and tend to use my appearance and attitude to intimidate others.
2	There is a time for work, and a time for play. I excel in both.
3	I like a job well done, especially when I've accomplished it alone or with friends.
4	I enjoy making new friends, especially ones with similar interest as me.
5	Although I like new things, I rarely break from the norm to explore them.
6	I can enjoy things better when I've rightfully earned them.
7	My sense of humor is to belittle others. The best jokes are offensive jokes.
8	My pride will either destroy me or help me rise to the top.

<b>d6 Ideal</b>	
1	<b>Self-Improvement:</b> Survival is the only thing that matters. (neutral)
2	<b>Twisted:</b> People are like trees. The bigger they are, the more fun they are to chop to pieces. (evil)
3	<b>Power:</b> Both trees and people are fun to penetrate with an axe. (chaotic)
4	<b>Responsibility:</b> Without laws, rules, and regulations the world would be chaos. (lawful)
5	<b>Nature:</b> If the trees in a forest can coexist, so can people. (good)
6	<b>Might:</b> Strength will always overpower intelligence. (any)

<b>d6 Flaw</b>	
1	I underestimate the strengths, skills, and knowledge of others.
2	If tired enough, I can fall asleep standing up.
3	I'm terrified of the woods or forest at night.
4	I expect others to be aware of their surroundings and never warn them when I see danger coming.
5	I have a prejudice against another race (or my own).
6	I lack self-confidence when attempting new things.

<b>d6 Bond</b>	
1	My friends are the only family I'll ever know.
2	I'm seeking my childhood friend that disappeared into the woods long ago.
3	I aim to make things right between my former spouse and get back together.
4	My children are the most important people to me.
5	A Treant killed all my closest friends. I seek vengeance on all Treants.
6	I still have and use the same axe that was passed down to me by my father.



## MAGICIAN

You enjoy surprising and shocking others with mystery and illusion. You may use real magic to awe your audience or may despise it, and look down on those who use real magic for profit. Either way you're a performer and think of yourself as a more successful artist than others who call themselves as such. You utilize props, and slight of hand to mystify others and make a few coin here and there to those who are still impressed with magic as an art-form.

**Skill Proficiencies.** sleight of hand, Performance

**Tool Proficiencies.** Thieves' Tools, disguise kit

**Equipment.** A rabbit familiar, costume clothes, playing cards, a top hat, and a pouch containing 10 gp.

## FEATURE: TA-DAH!

You have advantage on all sleight of hand ability checks, in addition you may perform street magic in your downtime to earn coin.

## SUGGESTED CHARACTERISTICS

Magicians are typically charismatic individuals who love to be the center of attention. They are crafty and can be sneaky or manipulative as they tend to know how to distract others from what needs to be seen versus what's actually being seen. Magicians sometimes appear to be cocky or have an attitude as if they are better or smarter than others, but like everyone, they too get nervous and make mistakes.



d8 Personality Trait
1 I utilize fast and cunning actions to draw attention away from things I'm trying to hide.
2 I talk fast with both my hands and verbal communication.
3 I find myself questioning the reality of things as if they were misdirection or an illusion.
4 I enjoy the look of surprise and mystery on the faces of others, but am hardly ever shocked myself.
5 I prefer engaging in situations in areas I'm familiar with.
6 I'm always writing down ideas to add to my routine, and gathering ideas from real life situations.
7 I have a sense of humor that heavily competes with my magic routine.
8 I find myself constantly shuffling cards, flipping a coin, or playing with my other props when I'm bored.

d6 Ideal
1 Creativity: Everything is better with a little entertainment. (neutral)
2 Twisted: Sawing someone in half was the trick. Putting them back together wasn't part of the deal. (evil)
3 Generosity: Happiness can only be achieved by making others happy. (good)
4 Mastery: The world would be boring without fear, panic, and chaos. (chaotic)
5 Limits: Just like the magicians code, laws must be honored as well. (lawful)
6 Tradition: Real magic is overrated, Illusions are a true art form. (any)

d6 Bond
1 I never leave home without my special playing cards.
2 One day I'll meet my idol and learn everything I can from them.
3 Although my wand isn't really magic, it was given to me by my mentor.
4 A rival magician revealed all my tricks, I will have my revenge.
5 I'll never forget the first venue I performed my act.
6 Someday soon I'll be world renowned and famous for magic.

d6 Flaw
1 I call it as I see it, and tell it how it is. Even when it's inappropriate.
2 I despise real magic, and will never use it.
3 I'll do anything and everything I can to figure out how something is done.
4 I actually have terrible stage fright and can't perform or speak well in front of a group.
5 I'm on the run after a magic act went horrible wrong and resulted in the death of one or more people.
6 I get irritated and act out violently when others don't take me seriously.



## MASON

You are physically strong and work extremely well with others when trying to accomplish a goal. You may have constructed or completed repairs on several structures in your town, have built cobblestone roads with a team of other masons as you traveled from one town to the next, or even been employed to demolish an older or condemned structure. You have a knack for constructing and or demolishing structures.

**Skill Proficiencies.** Insight, Intimidation

**Tool Proficiencies.** Mason's Tools, Carpenter's Tools

**Equipment.** Sledge hammer, a waterskin, a hard hat (helmet), dirty common clothes, a tobacco pipe, 1 pound of tobacco, a shovel, blueprints to random buildings, and a pouch containing 20 gp.

### FEATURE: WHAT GOES UP

As a Mason you can identify a building or structure's weak spot with a successful investigation check and have advantage in such checks. In addition, once a day you can deal double damage to buildings and structures as if using the monster skill, 'Siege Monster.' You regain this ability after a long rest.

### SUGGESTED CHARACTERISTICS

Mason's are strong, brute, and opinionated. They work well in teams but some tend to be lazier than others if they think they can get away with it. Most Mason's tend to leave their line of work due to physical injuries they acquire from the job, such as spinal, and shoulder issues.



d8 Personality Trait	
1	I like talking about and showing off my scars or injuries.
2	My stories usually end up being long but humorous.
3	I'm very flirtatious and can sometimes be crude and offensive.
4	I like a job well done, especially if I can convince someone else to do it.
5	My pride will either destroy me or help me rise to the top.
6	Nothing beats a long and hard days work like getting blackout drunk.
7	I have a hard work ethic but my attitude needs improvement.
8	Although I'm physically tough, I have the maturity equivalent to a child.

d6 Ideal	
1	<b>People:</b> People are defined by what they do for a living. (neutral)
2	<b>Mastery:</b> There's no fun in construction without destruction. (evil)
3	<b>No Limits:</b> Things are easier to accomplish when you break rules and regulations. (chaotic)
4	<b>Greater Good:</b> Talents and skills should be used to benefit the world. (good)
5	<b>Noble Obligation:</b> There is right and wrong, and everyone should strive to do what's right. (lawful)
6	<b>Destiny:</b> People should strive to finish what they've started. (neutral)

d6 Bond	
1	I'll always remember the first structure I built.
2	My masonry tools are family heirlooms.
3	I'm seeking someone to decipher a mysterious journal I found while constructing a building.
4	I'm saving my coin to afford the dream wedding my fiancé desires.
5	I have a bottle of aged fine wine I'm saving for a special occasion.
6	A loved one of mine died due to faulty construction. I won't let that happen to anyone else.

d6 Flaw	
1	I'm not afraid to burn my allies to get ahead in life.
2	I can't resist a pretty face.
3	My language can be so foul, people often lose all respect for me.
4	I'm never satisfied with what I have, and always want more.
5	I'm violent when I drink, and I love to drink.
6	I secretly believe everyone is beneath me.



## MERCHANT

You may be employed by a retailer to conduct the transition and sales of goods or you may travel, selling your own stock of items from a cart to interested travellers. You may have connections to get cheaper goods that you resell at higher prices, or you may just sell junk that you come across, after all you do have a way with words that can make almost anything sound appealing enough to purchase.

**Skill Proficiencies.** Persuasion, Deception

**Tool Proficiencies.** Merchants Kit, Vehicles (land)

**Languages.** 1 additional standard language

**Equipment.** A backpack, a merchant's kit, travellers clothes, 3 random trinkets (PHB pg. 160), your first gold coin contained in a small display case, 2 silver signet rings, a waterskin, and pouch containing 10 gp.

### FEATURE: BARGAIN

Any item that is worth 10 gp or higher, you can sell for an additional 5 gp. In addition you have advantage on any ability checks made to bargain with other merchants.

### SUGGESTED CHARACTERISTICS

Merchants are charismatic individuals who talk fast, and have the ability to make something sound more appealing than what it is. They like to negotiate when buying items but dislike it when selling. Most merchants have a lust for gold or riches and desire to be wealthy enough not to have to work at all. A merchant will either live and work in a high populated area or travel on isolated paths selling their goods at inflated and outrageous prices.



d8 Personality Trait	
1	I can appear friendly and trustworthy to almost anyone.
2	I have a way with words that can make almost anything sound appealing.
3	I have no trouble working independently.
4	I like to know as much information as I can on specific things.
5	I'm always on the lookout for rare or great deals on items and equipment.
6	I'm tight with my coin and usually only spend it on the necessities.
7	Negotiating is my specialty, I believe a deal can always be reached.
8	Although I don't mind working hard, I prefer to be lazy when I can.

d6 Ideal	
1	<b>Community:</b> Everyone should have access to items they desire. (neutral)
2	<b>No limits:</b> No one controls me, and those who oppose me shall suffer. (chaotic)
3	<b>Greed:</b> I'll do whatever it takes to be wealthy. (evil)
4	<b>Admirable:</b> Certain things are illegal for a reason. We must abide by the laws. (lawful)
5	<b>Generosity:</b> Charging full price to the poor just seems wrong. (good)
6	<b>Live and let live:</b> What others do in their own time is no business of mine. (any)

d6 Bond	
1	I owe everything to someone who gave me my job when no one else would.
2	I'm saving up my coin to retire and buy my dream house.
3	I have my first earned gold coin framed and take it everywhere as a good luck token.
4	I'm trying to clear my name after it was slandered in a bad business deal.
5	I owe everything to a friend who helped get my business up and running.
6	My merchants scale has been in my family for generations.

d6 Flaw	
1	If someone is giving me a deal on something, I have to take it.
2	I try too hard to please others, and will do anything to make them like me.
3	I have a prejudice against another race (or my own).
4	I easily get confused if too much is happening at once.
5	I stumble my speech when I don't know what I'm talking about.
6	I have to bring others down to boost my own self-esteem.





## BLACK MARKET MERCHANT

If anyone asks, you are a simple merchant trying to make an honest living like thousands of others. As you really are a merchant, you actually deal in a lot of rare, illegal, and hard to come goods. You work mainly in secret and only deal to those you've learned to trust or have been vouched for. You may sell normal items like other merchants in a marketplace to conceal your cover, or you may linger in dark alleys, secret underground facilities, or travel from town to town to avoid the attention of the law. You have a way you operate and hardly ever veer from your tactics.

**Skill Proficiencies.** Deception, Sleight of Hand

**Tool Proficiencies.** Forgery Kit, Merchant's Kit

**Languages.** Undercommon

**Equipment.** A merchant's kit, fake personal identification paperwork, a potion of healing, 5 trinkets (PHB pg. 160), traveller's clothes, a cloak with a secret inner lining, a forgery kit, and a pouch containing 8 gp.

### FEATURE: STREET SMARTS

Because of your underground connections, when you enter a town or populated establishment you know exactly where to find another black market merchant to buy or sell illegal, stolen, or rare items.

### SUGGESTED CHARACTERISTICS

Black market merchants are secretive and cautious individuals. They know how to avoid the law and they don't use their real names when conducting business. They have a detailed alias and elaborate back-story, along with paperwork for proof if pressed for information. These individuals typically have a high charisma that is used to mislead others and appeal more innocent than they actually are. A black market merchant may sell anything they know can turn a profit including, poisons, narcotics, human organs, forbidden weapons, powerful magic items, or may even be involved in human trafficking.



<b>d8 Personality Trait</b>	
1	I'm always on the lookout for rare or great deals on items and equipment.
2	I'm reliable, so long as there is something in it for me.
3	I like taking risks, especially when it's someone else on the line.
4	I think fast, I talk fast, and I need others to act fast.
5	I like and utilize secrets, deception, and manipulation.
6	Any excuse to party or have a good time is good enough for me.
7	I have a way with words that can make almost anything sound appealing.
8	I do whatever it takes to be successful, or to acquire valuable items.

<b>d6 Ideal</b>	
1	<b>Stern:</b> Everything has a price. (neutral)
2	<b>No Limits:</b> Everything is better when it's illegal or against the rules. (chaotic)
3	<b>Power:</b> Power and wealth are only obtainable through corruption, and malice. (evil)
4	<b>Logic:</b> Although laws must be abided, there is nothing wrong with utilizing loopholes. (lawful)
5	<b>Generosity:</b> Good deeds make up for the bad ones. (good)
6	<b>Negotiator:</b> Nothing (or everything) is negotiable. (any)

<b>d6 Bond</b>	
1	I have my first earned gold coin framed and take it everywhere as a good luck token.
2	I'm seeking to obtain a one of a kind valuable object that could make me rich.
3	I have a child somewhere in the world that I'm trying to find.
4	My merchants scale has been in my family for generations.
5	I'm seeking revenge on a rival merchant who framed me and destroyed my business.
6	I'm trying to get on the straight and narrow to give my family and me a better life.

<b>d6 Flaw</b>	
1	I'm quick to assume someone is trying to cheat me.
2	I can't resist a pretty face.
3	I often pass up on necessary items and equipment thinking I can get a better deal somewhere else.
4	If someone is giving me a deal on something, I have to take it.
5	I try barging in almost every situation, even if it is inappropriate or inapplicable.
6	I have a tell when I'm trying or being deceitful.



## MINER

You earned a living in one of the most laborious but popular lines of work. You're physically fit and used to being in the dark. You know how to work in team with detailed instructions. You can swing a pickaxe and burrow a shovel and know how to pace yourself to avoid exhaustion. There is little you don't know about rocks, gems, and other natural materials.

**Skill Proficiencies.** Athletics, Nature

**Tool Proficiencies.** Pickaxe (weapon), climber's kit

**Equipment.** A hooded lantern, 10 flasks of oil, a pickaxe, 10 torches, a hardhat (heavy helmet), dirty common clothes, a backpack, block and tackle, a waterskin, and a pouch containing 10 gp.

## FEATURE: LABORIOUS

Long rest for you are completed in 6 hours instead of 8, and short rest are reduced to 2 hours instead of 4. In addition, if your DM permits it, you may tunnel through solid rock up to a specific amount per day, at a rate your DM deems permissible.

## SUGGESTED CHARACTERISTICS

Miner's are strong and work long hours usually functioning relitively well with a lack of rest. They work very well in both groups and alone, but prefer to work as a team. Miner's especially enjoy times where they can relax and unwind from their workday and do so in taverns or hanging out with friends.



<b>d8 Personality Trait</b>	
1	I find myself whistling or humming, especially while I'm bored or working.
2	I feel like I can function much more efficiently at night or in the dark.
3	I like drinking, especially with friends, at the end of a long days work.
4	I laugh at almost anything, and my sense of humor works best off other peoples jokes or stories.
5	I prefer to work with a detailed plan, rather than on impulse.
6	I work best when there is a team effort, but can also be efficient on my own.
7	I like talking about and showing off my scars or injuries.
8	I never travel anywhere without a light source of some kind.

<b>d6 Ideal</b>	
1	<b>People:</b> People are defined by what they do for a living. (neutral)
2	<b>Mastery:</b> Darkness is intended to conceal what needs to be hidden. (chaotic)
3	<b>Twisted:</b> Mines are the perfect dumping grounds for bodies. (evil)
4	<b>Noble Obligation:</b> Laws and rules help keep everyone safe. (lawful)
5	<b>Community:</b> If everyone helped one another the world would be a better place. (good)
6	<b>Glory:</b> Anything is possible when you work hard. (any)

<b>d6 Bond</b>	
1	I light a lantern every night in honor of my friend whom died in a mine.
2	I have a unique looking gem that I found while mining that I refuse to part with.
3	There is rumor of a secret entrance to another plane, I aim to find it.
4	I was left to die in a collapsed mine, I'm seeking justice or vengeance.
5	I aim to get back a lost love that got away.
6	One or more of my tools has been in my family for generations.

<b>d6 Flaw</b>	
1	I'm actually claustrophobic and freak out in small or tight spaces.
2	Most of my wealth goes to personal entertainment for me and or my friends.
3	I can't stand being in complete darkness, and have to have some sort of light.
4	I'm quick to anger and violence and almost always react impulsively with a weapon.
5	I'll do anything for quick coin.
6	I like to say that I control my life, but it's really the alcohol that does.



# PIRATE

You spent your youth under the sway of a dread pirate, a ruthless cut-throat who taught you how to survive in a world of sharks and savages. You've indulged in larceny on the high seas and sent more than one deserving soul to a briny grave. Fear and bloodshed are no strangers to you, and you've garnered a somewhat unsavory reputation in many a port town.

**Skill Proficiencies.** Athletics, Perception

**Tool Proficiencies.** Vehicles (water), Navigators Tools

**Equipment.** A Parrot companion, a scimitar, 50 feet of silk rope, a lucky charm such as a rabbits foot or a small stone with a hole in the center (or you may roll for a random trinket on the trinkets table), a set of common clothes, an eyepatch, and a pouch containing 10 gp.

## FEATURE: BAD REPUTATION

No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for food at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities.

## SUGGESTED CHARACTERISTICS

Pirates can be a rough lot, but the responsibility of life on a ship make them generally reliable as well. Life aboard a ship shapes their outlook and forms their most important attachments.



<b>d8 Personality Trait</b>	
1	My friends know they can rely on me, no matter what.
2	I work hard so that I can play hard when the work is done.
3	I enjoy sailing into new ports and making new friends over a flagon of ale.
4	I stretch the truth for the sake of a good story.
5	To me, a tavern brawl is a nice way to get to know a new city.
6	I never pass up a friendly wager.
7	My language is as foul as an otyugh nest.
8	I like a job well done, especially if I can convince someone else to do it.

<b>d6 Ideal</b>	
1	<b>Respect:</b> The thing that keeps a ship together is mutual respect between captain and crew. (good)
2	<b>Fairness:</b> We all do the work, so we all share in the rewards. (lawful)
3	<b>Freedom:</b> The sea is freedom—the freedom to go anywhere and do anything. (chaotic)
4	<b>Mastery:</b> I'm a predator, and the other ships on the sea are my prey. (evil)
5	<b>People:</b> I'm committed to my crewmates, not to ideals. (neutral)
6	<b>Aspiration:</b> Someday I'll own my own ship and chart my own destiny. (any)

<b>d6 Bond</b>	
1	I'm loyal to my Capitan first. Everything else comes second.
2	The ship is most important—crewmates and captains come and go.
3	I'll always remember my first ship.
4	In a harbor town, I have a paramour whose eyes nearly stole me from the sea.
5	I was chased out of my fair share of the profits, and I want to get my due.
6	Another crew of pirates took what belonged to me. Vengeance will be mine.

<b>d6 Flaw</b>	
1	I follow orders, even if I think they're wrong.
2	I'll say anything to avoid having to do extra work.
3	Once someone questions my courage, I never back down no matter how dangerous the situation.
4	Once I start drinking, it's hard for me to stop.
5	I can't help but pocket loose coins and other trinkets I come across.
6	My pride will probably lead to my destruction.



## POLITICIAN

You are one representative of your local community, often speaking on their behalf on current issues. You have great charisma and can motivate or persuade almost anyone to follow in your favor. You are most likely seeking to be a mayor or some other high authority position within your government. You may have even served in the position before and are looking to be re-elected.

**Skill Proficiencies.** Deception, Persuasion

**Tool Proficiencies.** Insert

**Languages.** One additional standard language

**Equipment.** Diplomat's pack, 2 bottles of fine wine, 100 'vote for you' buttons, a speech written on parchment, and a pouch containing 20 gp.

## FEATURE: DIRTY POLITICS

Because of your long career in politics, you know that stretching the truth can temporarily work in your favor and know just how to get what you want. Because of this you have advantage on all checks made to being deceptive, as well as advantage on all checks made to persuade another creature.

## SUGGESTED CHARACTERISTICS

Politicians usually get into their line of work with good intentions; to be the voice of their community, and bring powerful change to broken government systems. However once a politician has been doing it long enough, they too fall victim to cheating, lying, manipulation, and bribery. These individuals are usually easily influenced over coin and authority, and they love having power and friends in high places. Most make promises they can't keep, and do so with smile on their face.



d8	Personality Trait
1	I like having a lot of friends but prefer friends that can do me favors.
2	I'm constantly making promises that I know I can't keep.
3	I weave flattery and charisma into my speech to appear more likeable.
4	I interact with strangers either in conversation or a friendly wave.
5	Appearance and actions are important to me so I always try and look and do my best.
6	I love a good debate, especially when others are watching.
7	I'm always trying to stay informed with the latest news or happenings around the world.
8	I have the ability to remain focused on my current objects or goals.

d6	Bond
1	I aim to continue the legacy of my family name.
2	I wear an article of clothing that my mother or father wore during their political campaign.
3	I have an unopened bottle of champagne I'm saving for a special day.
4	I know a lot of secrets that could put a lot of people at risk if they are revealed.
5	I'm seeking to obtain a position that would give me the power rule over hundreds of thousands of people.
6	I'm seeking to overthrow and seize the current political administration and change it for good or evil.

d6	Ideal
1	<b>Dishonesty:</b> Promises are broken all the time. (neutral)
2	<b>Greed:</b> Those who want power, authority, and wealth will do whatever it takes. (evil)
3	<b>Power:</b> Everybody wants to rule the world. (chaotic)
4	<b>Community:</b> Always put others before yourself. (good)
5	<b>Responsibility:</b> It's a responsibility to follow the laws of the land. (lawful)
6	<b>Self-Improvement:</b> Keep your friends close and your enemies closer. (neutral)

d6	Flaw
1	I'm terrible at multitasking and can get confused if too much is going on at once.
2	I've broken too many promises and now others don't trust me.
3	I'll do anything to win or achieve my goals.
4	I'm easily influenced by coin.
5	Illegal or illicit activities are my vice.
6	I'm only in politics to please a parental figure, I have no idea what I'm doing.





## PRIEST

Whether you worship good or dark deities you are committed to them to the fullest. You spend most, if not all your time worshipping, praying, idolising, and even fearing your chosen gods. You either spend time in a church, or traveling around spreading the ideals and teachings of your god or gods and you may collect donations from others to help fund your church or religious crusades..

**Skill Proficiencies.** Religion, Arcana

**Tool Proficiencies.** Staffs (weapons), Herbalism Kit

**Additional Languages.** One additional standard language

**Equipment.** Priest's pack, a holy symbol, 5 flasks of holy water, common clothes, a religious book and a pouch containing 5 gp.

## FEATURE: DIVINE TOUCH

You are able to turn up to 1 gallon of water into holy water per day costing an action to do so. In addition, you are able to use holy symbols as a spellcasting focus without needing to be a paladin or cleric.

## SUGGESTED CHARACTERISTICS

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious secrets hidden in the shadows of good society, overseeing depraved rites. A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties. Priest typically seek adventuring as a holy mission and leave their acolytes behind to care for the church and continue services while they're away.

## VARIANT: HIGH PRIEST

*You are the highest authority within your religious faction. Lower Priest look to you for guidance or commands. If you take this career path you may add celestial to your languages if you are good, or Infernal if you are an evil high priest. In addition you add the feature, 'Holy Being' which gives you advantage on attack roles against fiends and undead if you are good or celestials if you are an evil high priest.*



**d8 Personality Trait**

- 1 I have a ritual that I must complete before my day begins.
- 2 I weave my religious beliefs into almost any conversation.
- 3 I generally enjoy helping others.
- 4 Speaking in crowds is my specialty. I enjoy being the center of attention.
- 5 I have the ability to respect others opinions even if I don't agree with them.
- 6 I tread carefully with my words, always ensuring I'm correct before speaking.
- 7 I recite the words of my gods aloud, sometimes muttering them when I'm nervous or scared.
- 8 I always repent my sins, on the rare occasion that I commit them.

**d6 Ideal**

- 1 **Freedom:** People should be free to do as they please. (any)
- 2 **Divine Intervention:** Gods define the rules, and laws, not man. (chaotic)
- 3 **Destiny:** Only those who worship my gods shall live. (evil)
- 4 **Limits:** Laws are often directly from the gods and should be followed. (lawful)
- 5 **Free Thinking:** No one should be persecuted for their faith or personal beliefs. (good)
- 6 **Faith:** Through faith, anything is possible. (neutral)

**d6 Bond**

- 1 I have a holy symbol that belonged to generations of my ancestors that I refuse to part with.
- 2 The rulings and words of my gods are all that I am.
- 3 I'm seeking to find and return a stolen holy relic to my church.
- 4 I'm on a holy quest to the high church.
- 5 I have a one of a kind book filled with the writings of my gods that is priceless to me.
- 6 I've been accused of an awful sin, and have been banished from my church. I aim to restore my good name.

**d6 Flaw**

- 1 I judge others harshly, and myself more severely.
- 2 I only use violence as a last resort, I rely on my gods to get me through most situations.
- 3 I'm a hypocrite. I don't practice what I preach.
- 4 I believe everything and everyone can be cured or changed with prayer or religious rituals.
- 5 I see the good in people and often overlook and underestimate the powers of evil.
- 6 I do whatever it takes to help fund my church and my religious quest.

## PRISONER

Whether you were wrongfully convicted or deserved to go, you've been to prison and spent so much time there you can't remember how long you've actually been locked up. You have either finally been set free or you've escaped and are on the run. Unlike most of the others you were locked up with, prison didn't break you; instead it made you mentally and maybe even physically stronger. Whether for good or bad, you've learned a lot while being imprisoned.

**Skill Proficiencies.** Intimidation, Sleight of Hand

**Tool Proficiencies.** Thieves' Tools, Disguise Kit

**Equipment.** A shank, a bar of soap (on a rope), a manacle key, prison jumpsuit, two blankets tied together, a bedroll, any one gaming set, a deck of playing cards.

### FEATURE: FREEBIRD

Having spent most of your life imprisoned, you know your way around jails, prisons and other detainment areas. Because of this whenever you are spending time in a jail or area of detainment, you can identify the best way to escape without needing to make an investigation check. In addition, you have advantage on picking locks.

### SUGGESTED CHARACTERISTICS

Those who've committed or been convicted of the most atrocious crimes are sentenced to serve their punishment behind bars in a prison. Not all prisoners are cut out for prison life, even if they are guilty of a crime and become victims of crime themselves inside a prison. Some individuals are sentenced to death and await their judgment day behind bars. Those who are locked up for long periods of time may become accustomed to life behind bars are referred to as institutionalized, where they don't know how to survive beyond a prison lifestyle. Most prisoners who spend a majority of their lives locked up tend to learn a variety of different skills as they work jobs within prison. Some of these jobs include cooking, breaking rocks, cleaning, or even teaching.



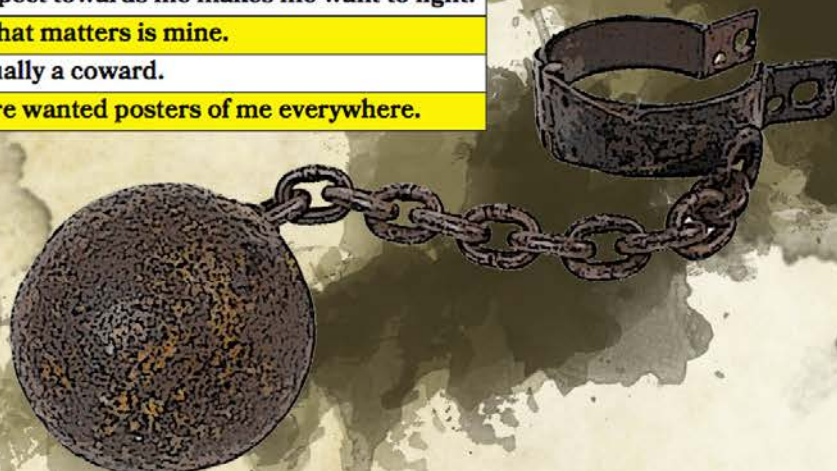
d8	Personality Trait
1	I command respect without giving respect.
2	I brag about crimes I've committed or the time I served inside prison.
3	I'm always looking for, and notice escapes routes.
4	I hoard items, even mundane items, and keep them secret, even from my friends.
5	I keep a detailed log of everyone that owes me something such as money, items, or a favor.
6	I prefer to have a large group of friends that I can use to fight my personal battles.
7	Lying comes natural to me, even if the truth wont affect me.
8	I take charge in almost any situation giving myself the least amount of responsibility, if any at all.

d6	Ideal
1	Rebel: Laws are meant to be broken. (chaotic)
2	Rat: If I had to do time, then so do others who break the law. (good)
3	Podfather: Rules and a proper system of hierarchy must be in place, even from behind bars. (lawful)
4	Clinical: Law enforcement, or convict, we all have our jobs to do. (neutral)
5	Vindictive: All those who oppose me, or have opposed me, must pay with their lives. (evil)
6	Respect: I'm good to those who have been good to me, despite their side of the law. (neutral)



d6	Bond
1	The scar on my face always reminds me never to trust law enforcement.
2	I always carry the shank that helped me break out of prison.
3	A friend of mine died helping me make my prison escape. I'll never forget them.
4	I was sent to prison for someone else's crimes. I must clear my good name.
5	My friends proved more loyal than family. I know where my loyalties lie.
6	My prisoner number means more to me than my real name.

d6	Flaw
1	I have a habit of stealing, even from my closest friends and family.
2	I'd rather die than go back to prison.
3	Even the smallest amount of disrespect towards me makes me want to fight.
4	Friends come and go, the only life that matters is mine.
5	Without friends at my side, I'm actually a coward.
6	It's hard to live freely when there are wanted posters of me everywhere.



# SCIENTIST

Mixing potions, combining chemicals, and conducting research is your speciality. You enjoy experimenting with new things or figuring out why and how things occur. You may work on projects to help advance society or work on secret and or taboo projects like deadly chemicals, or humanoid experimentations such as Flesh Golems. You may work in a funded lab such as one in a university, or keep things low key in a makeshift basement lab.

**Skill Proficiencies.** Insight, Arcana

**Tool Proficiencies.** Alchemist Supplies, Herbalism Kit

**Languages.** 2 additional standard languages

**Equipment.** lab coat, fine clothes, 10 empty vials, 2 flasks of alchemist fire, an ink pen, ink, a 60 page journal filled with your lab notes, 1 vial of antitoxin and a pouch containing 5 gp.

## FEATURE: MY CALCULATIONS

Whenever you encounter a group of monsters or potential enemies, you can identify their Challenge Rating. In addition you have advantage on an ability check made to determine mysterious or unidentified liquids.

## SUGGESTED CHARACTERISTICS

Scientists are either extremely well organized or a complete mess. They keep a journal of notes on anything that they feel will benefit research. Some scientists work to help advance society, while others dabble in secret and or sinister projects. These individuals are very intelligent especially in math and sciences, and they tend to use facts, statistics, and other scientific variables when speaking.

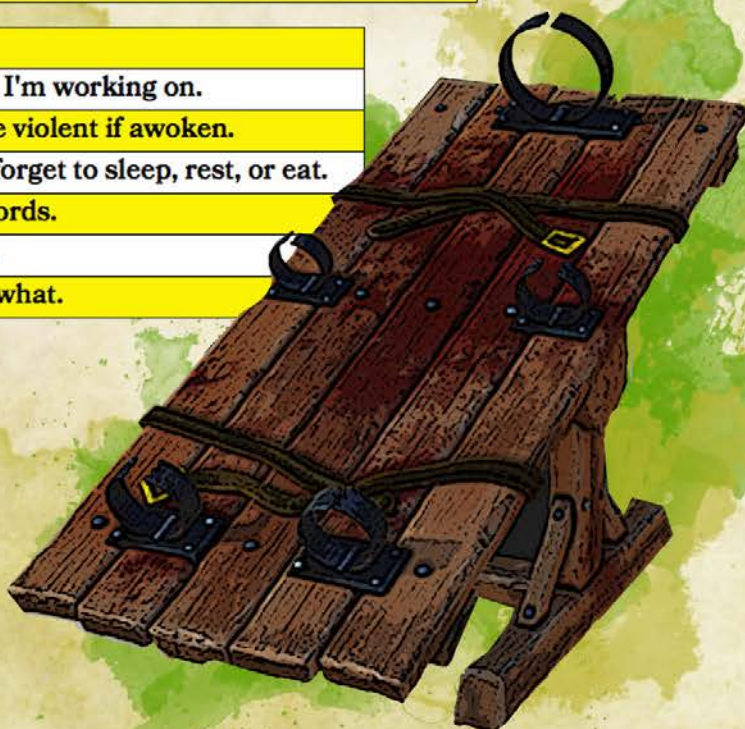


d8 Personality Trait	
1	I rely on facts and data over speculation and rumors.
2	I often speak using words others don't often understand.
3	I read whenever I can and am always writing down information I think will be useful.
4	I prefer the company of educated and intelligent people like myself.
5	When indulging in conversation I never leave out details or facts and hardly ever stretch the truth.
6	I follow directions down to the smallest detail and always ask a lot of questions.
7	I'm organized with my thoughts as well as my property and equipment.
8	I have a dry sense of humor and can appear dull or extremely ordinary.

d6 Ideal	
1	<b>Free Thinking:</b> I live through my own morals and belief system. (neutral)
2	<b>No Limits:</b> Laws and rules hold back scientific advancements. (chaotic)
3	<b>Independence:</b> No evidence suggests a better life for those with good morals, so why bother? (evil)
4	<b>Noble Obligation:</b> Laws and rules are needed to help keep everyone safe. (lawful)
5	<b>Greater Good:</b> With science I will help make the world a better place. (good)
6	<b>Logic:</b> Only through science will we be able to understand everything. (any)

d6 Bond	
1	I aim to complete research that a deceased relative never could.
2	I want to be renowned.
3	I'm seeking a specific but rare element that's invaluable to my research.
4	I aim to fill a journal I've been constantly writing in since I was still in school.
5	A rival scientist sabotaged my research. I'm seeking vengeance.
6	My colleagues at the lab mean the world to me.

d6 Flaw	
1	Most of my wealth goes towards research I'm working on.
2	I sometimes walk in my sleep and become violent if awoken.
3	I can get so wrapped up in my research I forget to sleep, rest, or eat.
4	I have trouble putting my thoughts into words.
5	I secretly believe everyone is beneath me.
6	I believe my opinions are right no matter what.



## SERVANT

You are employed to cater to the needs of others that have the coin to do so. You appear well groomed, well-mannered and seem trustworthy. Your may have been employed by a wealthy member of society, or to a member of royalty. You also may have lived alone, or in a servants quarters within your employers property. You often did simple chores like cooking, cleaning, and or gardening and may have also been an ear to vent to.

**Skill Proficiencies.** Perception, Persuasion

**Tool Proficiencies.** Cook's Utensils, Thieves' Tools

**Languages.** One additional standard language

**Equipment.** Fine clothes, 5 bars of soap, a steel mirror, a flask, a bottle of wine, and a pouch containing 15 gp.

## FEATURE: CLEANING HOUSE

Because of your time within the residence of others, you know where most individuals like to hide their valuables. Whenever you're searching for a hidden item or object in a room, you have advantage on Wisdom (investigation) checks needed to discover the item or object.

## SUGGESTED CHARACTERISTICS

Servant's are well-groomed, charismatic individuals who usually have a diverse set of skills related to cooking, gardening, and cleaning. They usually have very little personal belongings and dedicate their lives to serving others. Some individuals become servants to save up coin, provide for their family, or for malicious intent such as to gain access to wealthy residences and secret information. Servants are usually quite and only speak when spoken to, and typically complete chores without being asked. They often lend advice to those willing to ask.



<b>d8 Personality Trait</b>	
1	I'm independent but have a habit of helping others more than I help myself.
2	I get antsy and can't sit still or stay in one place too long.
3	When the working day is done I like to just relax and do nothing.
4	I'm more of a follower than a leader.
5	I like to blend in and catch people by surprise as most underestimate what I'm capable of.
6	I appear trustworthy and hardworking and can keep most things a secret if I wanted to.
7	I never complain, even when things are absolutely terrible.
8	I always speak properly and politely to strangers and most of my friends and family.

<b>d6 Ideal</b>	
1	<b>Honor:</b> Without a sense of self respect and honor, you are nothing. (neutral)
2	<b>Self-Improvement:</b> I'll do whatever it takes to survive. (chaotic)
3	<b>Mastery:</b> Some people have to die in order to get what I want. (evil)
4	<b>Admirable:</b> The world would be a better place if everyone abided by the law. (lawful)
5	<b>Greater Good:</b> Values and respect for all living creatures is the foundation to a better world. (good)
6	<b>Aspiration:</b> Being successful means sometimes doing things you don't want to. (any)

<b>d6 Bond</b>	
1	I aim to one day be wealthy enough to have my own servant.
2	I'm loyal to the head of house, everyone else comes second.
3	I'm saving my coin to be able to marry and start a life with my sweetheart.
4	I have children somewhere out there. I must find them.
5	I serve my gods before anyone else.
6	I pursue wealth to secure someone's love.

<b>d6 Flaw</b>	
1	I always have to steal something from those with a lot of wealth.
2	I'm on the run from a crime family after getting involved in a love triangle while employed with them.
3	I can't help but do what's right, even if it means I suffer from it.
4	It's almost always obvious when I'm being dishonest.
5	I'm tight with my coin, and only spend it on the necessities.
6	I'm shy and soft-spoken to the point I almost always get taken advantage of.





# SMITH

You forge goods from nothing but material and physical labor. Although there are many different types of Smiths, you are extremely skilled in your particular craft. You may have ran your own workshop and sold to the masses, or have been contracted by your military organization to supply them with the craft of your trade.

**Skill Proficiencies.** Athletics, Insight

**Tool Proficiencies.** Smith's Tools

**Equipment.** Smith's tools, common clothes, a forge apron, a waterskin, and a pouch containing 10 gp.

## FEATURE: MASTER CRAFTER

You are very knowledgeable of items you specialize in. You know when an item is made poorly or of high quality. In addition you may spend downtime creating items to use or sell so long as you have the proper material and a forge.

## SUGGESTED CHARACTERISTICS

Smiths are typically well built and rugged individuals who know how to handle long hours of physical labor. Working with tools and intense heat all the time, Smiths usually have more than one burn-mark or scar on their skin. Those in the field of Smithing are usually outspoken and opinionated. True Smiths typically come from a long line of others in the same trade.

## SMITH SPECIALTY

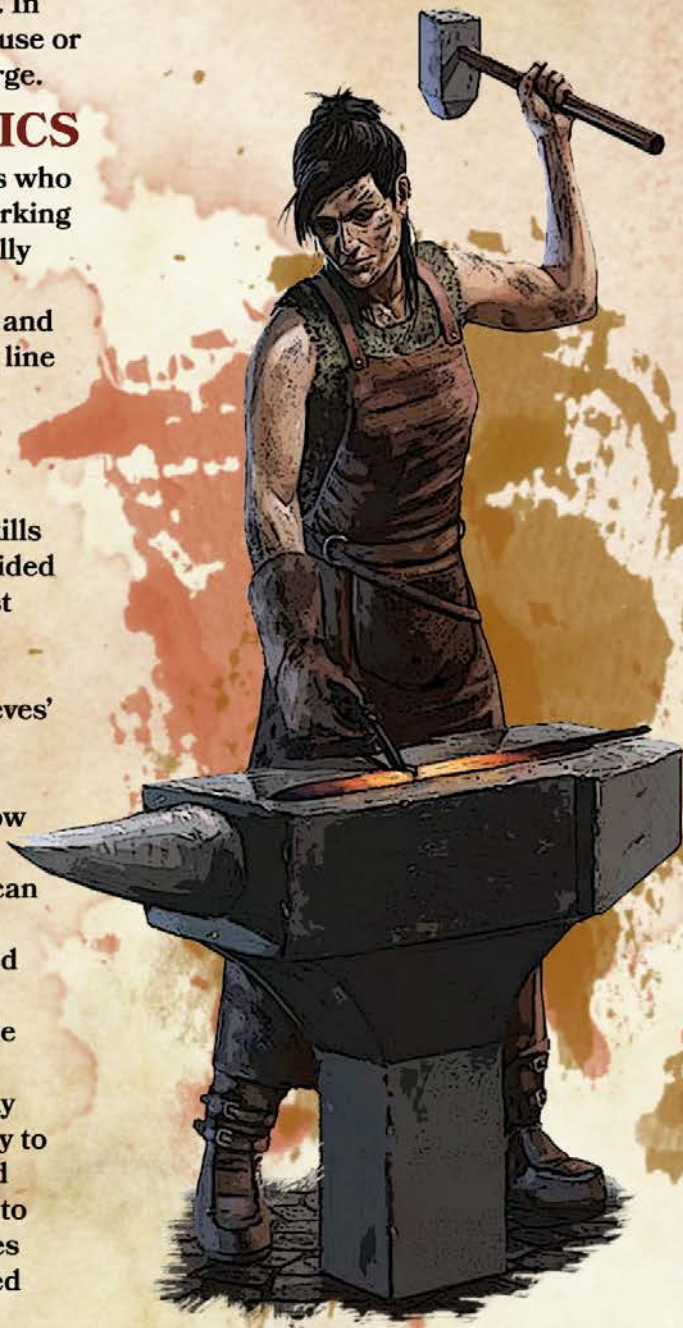
There are a variety of Smiths scattered about the Planes. All are unique and specialized in different skills and products of their trade. You may roll on the provided table to choose your specialty or choose one that best fits your characters background.

**Locksmith:** Locksmiths gain proficiency with Thieves' Tools and have a lock and Thieves' Tools in their equipment.

**Arrowsmith:** An Arrowsmith has 20 pieces of arrow ammunition in their equipment.

**Silversmith:** A Silversmith is the only Smith that can silver a weapon. You may add the ability to silver weapons to your feature. To Silver a weapon you need 50 gp worth of silver and access to a forge. You may spend 16 hours of downtime converting an applicable weapon to a silvered weapon including ammunition.

**Goldsmith:** A Goldsmith is the only Smith that may gold plate a weapon or armor. You may add the ability to gold plate a weapon or armor to your feature. To gold plate a weapon or armor you need gold pieces equal to double the items weight and access to a forge. It takes 24 downtime hours to convert an item to a gold plated item.



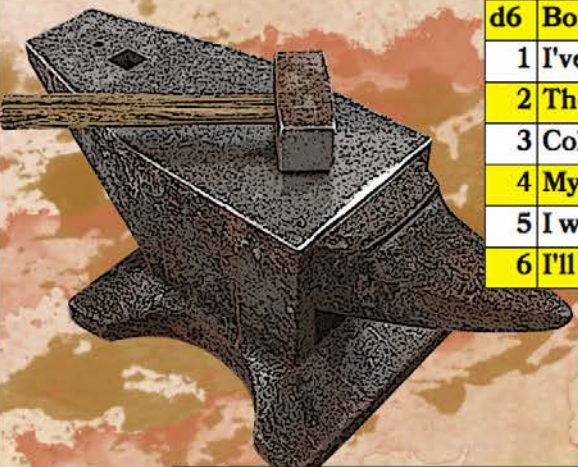
d10	Specialty	d10	Specialty
1	Leathersmith (leathers)	6	Bladesmith (bladed weapons)
2	Arrowsmith (ammunition)	7	Armorsmith (armor)
3	Coppersmith (copper)	8	Goldsmith (gold)
4	Pewtersmith (pewter)	9	Silversmith (silver)
5	Locksmith (locks and keys)	10	Blacksmith (Iron & Steel)

#### d8 Personality Trait

1	I'm proud of my scars and usually always tell the story behind each one in conversation.
2	My sense of humor gets me in trouble sometimes.
3	I'm not afraid of a good old fashioned brawl.
4	To insult my craft is to insult me.
5	Forging items has caused me to be slightly deaf, now I talk loudly, sometimes just for fun.
6	I think my items are superior, I don't trust any other gear.
7	I can spend hours looking at the levels of detail and craftsmanship in an item.
8	I exaggerate my stories to appear more interesting.

#### d6 Ideal

1	Careless: No one will know I've sold them faulty items until it's too late and I'm okay with that. (chaotic)
2	Profit: Business is business. I'll forge items for anyone, what they do with them is their business. (neutral)
3	Divine: Those fighting in the name of gods should never have to pay for items of my craft. (good)
4	Sales: You get what you pay for. The better the coin, the better the product. (neutral)
5	Restricted: Items of war should only be forge for those who hold official military positions. (lawful)
6	Blood Lust: Killing someone with an item I've made is more than thrilling. (evil)



#### d6 Bond

1	I've heard rumor of a magical forge hammer. I must have it.
2	There is no better place to spend the day than over a hot forge.
3	Cold ale is the only way to rejuvenate after a long work day.
4	My kids are the only motivation I've got left since my spouse died.
5	I want my craft to be a household name. I strive to be the best.
6	I'll always be in debt to the one who taught me my trade.

#### d6 Flaw

1	I drink so much that I often forget what I'm supposed to be doing.
2	I insist my friends use items I've made, even if their items are better.
3	I smoke so much tobacco that others can smell me coming.
4	If my gear isn't up to my standards I refuse to venture until it's repaired.
5	My arms are so sore from forging that lifting my weapon can be a burden at times.
6	I speak loudly even when I think I'm whispering.

## SWINDLER

You worked as an artist, not in a painting or sculpting sense, but in the art of cons and deception. You have a way with words and somehow others trust you. You are sneaky and cunning and enjoy the thrill of taking advantage of others who you view as far less intelligent than you. Unlike a thief, you can steal someone's belongings right out from under their nose, or even make them hand their stuff over to you willingly.

**Skill Proficiencies.** Slight of Hand, Deception

**Tool Proficiencies.** Forgery Kit, Disguise Kit

**Languages.** Undercommon

**Equipment.** Entertainer's Pack, disguise kit, a bag of 1,000 ball bearings, rigged gaming set, a deck of cards, a wanted poster of yourself, and a pouch containing 10 gp.

### FEATURE: SLIGHT OF HAND

You have advantage on any ability checks needed to pick someone's pocket. In addition you have advantage on charisma checks made to deceive someone.

### SUGGESTED CHARACTERISTICS

Swindlers usually start their unofficial careers as thieves or pickpockets. They are charismatic and appear trustworthy to the feeble-minded, but those with a higher intelligence see right through them. Swindlers avoid risky situations when they can and always have an answer for everything when cornered. Although most swindlers are less than lawful, there are some who con only the rich so they can survive. Most come from a rough background with a lack of traditional education as they were raised on the streets, fending and surviving for themselves since they were children.



d8	Personality Trait
1	I have a way with words that can make almost anything sound appealing.
2	Most of my stories are exaggerated and or fabricated all together.
3	Lying comes naturally to me, even if the truth won't effect the outcome.
4	I like and utilize secrets, deception, and manipulation.
5	I trust others as far as I can throw them.
6	I talk a lot with my hands to draw attention away from others things I may be doing.
7	I never stay in one place for too long as my reputation could catch up to me at any moment.
8	I can't pass up on a good wager.

d6	Ideal
1	<b>Power:</b> Wealth is the key to happiness. (neutral)
2	<b>Greed:</b> No one deserves to be wealthy more than me. (chaotic)
3	<b>Might:</b> Only the most cunning are meant to survive. (evil)
4	<b>Logic:</b> Although laws should never be broken, loopholes exist for a reason. (lawful)
5	<b>Karma:</b> Those cruel to others deserve anything bad that happens to them. (good)
6	<b>No Limits:</b> Honest work is for the feebleminded. (neutral)

d6	Bond
1	I have a double headed coin that I refuse to part with.
2	I only play cards using a deck of cards I obtained under bizarre circumstances.
3	I owe everything to my mentor—a horrible person whose probably dead or in jail somewhere.
4	I will become the greatest swindler that ever lived, even better than my mentor.
5	I aim to redeem myself for the terrible crimes I've committed against innocent people.
6	My former partner in crime took me for everything I had. I'm seeking revenge.

d6	Flaw
1	I swindled the wrong person, and now I'm on the run, in fear for my life.
2	I'm suspicious of strangers and expect the worst from them.
3	When things aren't going my way or look unfavorable I run away.
4	I do whatever it takes to win.
5	I'm usually unreliable to my friends.
6	I spend my earning too quickly on unnecessary things.



## TAVERN PATRON

You've found a way to make a living by doing what others only dream of; getting drunk in a tavern. You may be a tavern promoter, paid to entertain or simply be at a tavern and show what a great place it is to be at. Or you may earn a living by constantly competing in tavern events like singing or dancing, or may even just win at games of chance such as card games or darts. Either way, you know your local tavern like the back of your hand and probably even have your reserved stool by now.

**Skill Proficiencies.** Perception, Performance

**Tool Proficiencies.** Any two gaming sets.

**Languages.** Any one additional standard language

**Equipment.** Personalized mug, a bottle of fine wine, a flask filled with ale, any one gaming set, a waterskin, and a pouch containing 10 gp.

## FEATURE: BRAWLER

You're used to finding and using makeshift weapons while fighting in an area and so when you attack with a makeshift weapon, it deals an extra 1d4 damage in addition to its normal damage. In addition whenever you enter a new tavern you can immediately fit in as if you've been going there for years.

## SUGGESTED CHARACTERISTICS

Tavern patrons are typically loud mouthed individuals with great but exaggerated stories. Their language is usually on par with a group of sailors and they enjoy making jokes, especially at the expense of others. Most tavern patrons know how to push people to their limits and where the high stakes gambling events are taking place. These individuals are usually motivated by food and of course booze.

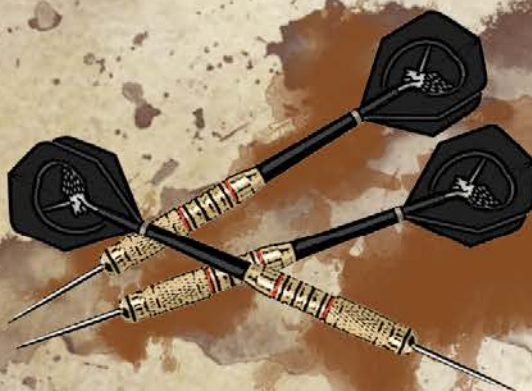


d8 Personality Trait	
1	I stick to simple habits like always sitting in the same tavern stool, or throwing only red darts.
2	The best way to meet new people is a good ol' fashioned tavern brawl.
3	If I'm ever away from the tavern, I always have a flask or two of their signature ale with me.
4	I always have a new and fresh story from one of my drunken benders.
5	I always have an excuse for a trip to the tavern.
6	I like gambling, games of chance, and getting drunk with or without friends.
7	I'm usually the loud and talkative one of the group.
8	Things are much more enjoyable in the company of good friends.

d6 Ideal	
1	<b>Live and let Live:</b> So long as I'm left to my own devices, I am content. (neutral)
2	<b>Might:</b> Fighting makes things much more interesting. (chaotic)
3	<b>Retribution:</b> If you're not with me, you're against me. (evil)
4	<b>Free Thinking:</b> Everyone needs to just loosen up and have a drink. (good)
5	<b>Logic:</b> Laws have probably kept me alive my entire life. I'm glad they exist. (lawful)
6	<b>Self-Motivated:</b> If it's worth the time, it might be worth the risk. (any)

d6 Bond	
1	I aim to visit and drink at every tavern across the land.
2	Nothing means more to me than my collection of tavern mug coasters.
3	I'm loyal to one specific brand of ale.
4	One day I'll own and operate my own tavern or chain of taverns.
5	I'll always remember the tavern where I had my first drink.
6	I owe everything to a bartender that saved my life after consuming too much booze.

d6 Flaw	
1	I can't really handle booze well despite always drinking it.
2	I'll do anything to get my drinking in for the day.
3	Most of my wealth goes to personal entertainment for me and or my friends.
4	I break personal promises that I make with myself.
5	I judge others quickly and harshly.
6	If I'm bored I'll cause trouble just for kicks.



## TEACHER

You have an ability to teach other people things you know. You may not be passionate about it, but you excel at it. You have a way of making people listen to you, especially children. You may care deeply about the future and know an odd amount about the past. You pick up on new information quickly and easily and can convey hard to understand material in a way others can easily understand.

**Skill Proficiencies.** History, Insight

**Tool Proficiencies.** Alchemist Tools, Herbalism Kit

**Languages.** Two additional standard languages

**Equipment.** 10 sticks of chalk, 2 books of your choice, 6 apples, spectacles, 20 sheets of paper, an ink pen, ink, and a pouch containing 15 gp.

## FEATURE: ROOM & BOARD

You usually travel a lot to give lectures and because of this you can use your position to receive free room and board for you and up to four allies at most Inns. In addition you can attend free lectures for additional education at any school, college, or university.

## SUGGESTED CHARACTERISTICS

Most teachers typically care a lot about knowledge and helping others to obtain important and useful information. They often realize that children are the most important people as they are the future and they care deeply for them. Most teachers speak intelligently but in a way others can understand, and they typically try and stay on their best behavior when out in public.

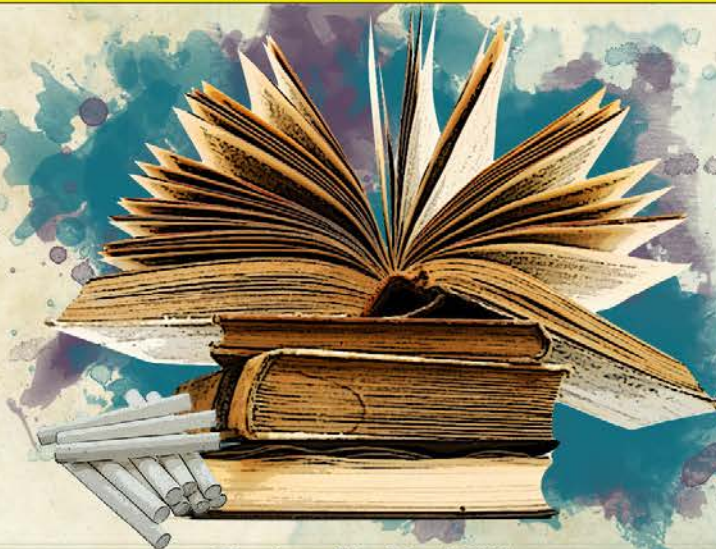


<b>d8 Personality Trait</b>	
1	I enjoy showing and teaching others new things, or a new way of doing old things.
2	I like to share my knowledge to almost everyone I come across.
3	I like being the center of attention and have the ability to speak well in crowds.
4	I speak with sophistication and use metaphors when describing something that is complicated.
5	I have an open sense of humor but my jokes are usually terrible puns.
6	I work well with others and have a natural connection with children.
7	I'm always correcting or pointing out mistakes I see, especially in works of literature.
8	My conversations are usually dull but filled with interesting facts or information.

<b>d6 Ideal</b>	
1	<b>Free Thinking:</b> Everyone has the ability to learn, how they apply the knowledge relies on them. (neutral)
2	<b>No Limits:</b> Misinformation can cause a chaos storm of fun. (chaotic)
3	<b>Mastery:</b> Children can be taught to follow and carry out orders easier than adults. (evil)
4	<b>Noble Obligation:</b> My personal beliefs never over step the laws of the land. (lawful)
5	<b>Greater Good:</b> Children are our future and should be taught right from wrong. (good)
6	<b>Logic:</b> Knowledge can be used for good or evil. (any)

<b>d6 Bond</b>	
1	One day I'll bring educational systems to all parts of the world.
2	It's my duty to protect and teach all the children of the world.
3	I've been searching my whole life for the answer to one particular question.
4	It's my goal to acquire all the knowledge I possibly can.
5	The schoolhouse I taught at is the most important place in the world to me.
6	I'll never forget the teacher that inspired me to become who I am today.

<b>d6 Flaw</b>	
1	I present things I've heard or read as fact with little to no other research.
2	I become hostile if someone interrupts me while I'm speaking.
3	If I don't know the answer to a question, I lie to appear knowledgeable.
4	I feed people misinformation to help my own causes or agenda.
5	My handwriting is so sloppy that sometimes I can't even read it.
6	I don't know when to stop talking at times.





## TREASURER

You may have worked in a bank or as a private accountant. You are great with numbers and often solve problems logically. You may prefer and maintain a routine or simply have a routine you're wishing to break free from for a more exciting life. You have a lot of time to think and are always exercising your brain and expanding your intelligence.

**Skill Proficiencies.** Insight, Perception

**Tool Proficiencies.** Any two gaming sets

**Languages.** Any two additional languages

**Equipment.** Fine clothes, an hourglass, 2 sacks, vial of perfume, a lock, ink pen, 5 sheets of parchment, and a pouch containing 20 gp.

### FEATURE: FOOLS GOLD

You can immediately identify fake gold coins, or fake golden objects without needing to make an ability check.

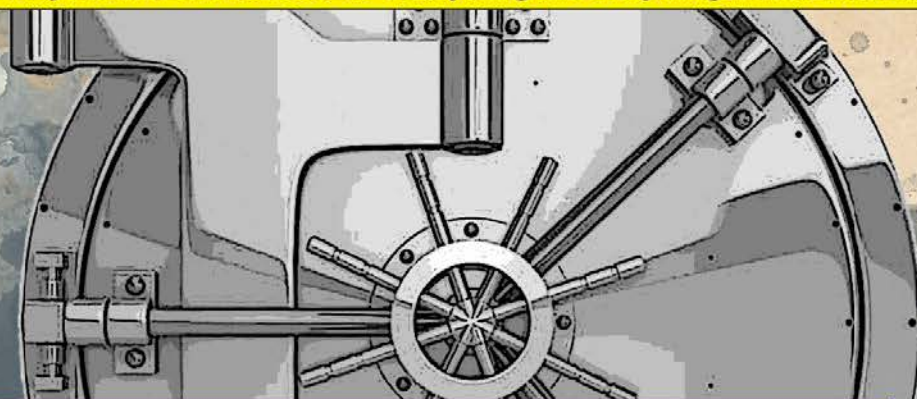
### SUGGESTED CHARACTERISTICS

Treasurer's are typically intelligent, well mannered, and trustworthy individuals. Because of their steady work hours and mundane lifestyle, most of them are routine orientated. A treasurer usually has a high intelligence and uses critical thinking to outwit and overcome problems. Most individuals in this career path aren't physically strong but mentally powerful, making them a hidden threat as most others will underestimate them.



<b>d8 Personality Trait</b>	
1	I like solving puzzles or other things that others can't figure out.
2	Wealth and treasures aren't for me, I want love and friendship.
3	I'm intelligent, but my stories are dull.
4	I've been through my share of bank robberies, I can remain calm even in terrifying situations.
5	I'm extremely organized and am constantly counting my gold or other items.
6	Outside of work, I'm a bit shy and like to keep to myself.
7	I fantasize or daydream often of a more exciting and meaningful life.
8	I get easily excited in situations that others find routine or mundane.

<b>d6 Ideal</b>	
1	<b>Unaligned:</b> Society needs both good and evil to function. (neutral)
2	<b>Love:</b> Wealth is the root of all evil. Others should embrace each other in love. (good)
3	<b>Saint:</b> Criminal activity should always be reported to the proper authorities for society to function. (lawful)
4	<b>Slayer:</b> Gold looks better covered in the blood of others. (evil)
5	<b>Klepto:</b> Others should be careful with their unsecured property, otherwise it becomes mine. (chaotic)
6	<b>Open-Minded:</b> Everyone should be allowed to do anything and everything makes them happy. (neutral)



<b>d6 Bond</b>	
1	My bank was robbed by a gang of bandits. I aim to get back everything they stole.
2	I heard of a temple with an elaborate puzzle that no one can solve. I'm heading there.
3	I owe everything to a stranger that saved my life.
4	I can never return home after I was caught stealing from my bank.
5	My good name means more to me than anything else.
6	I lost everything in a natural disaster. I have to start over from scratch.

<b>d6 Flaw</b>	
1	I have an irresistible compulsion to count every creature in the room out loud.
2	I'm allergic to ale, but feel compelled to drink when my friends do.
3	I'm terrified of the dark and can only sleep with a light source.
4	I always make a fool out of myself around the opposite sex.
5	I can't go anywhere unless I have my lucky coin.
6	Others can tell when I'm adding extra fluff to my stories to make them more exciting.



## UNDERTAKER

You are eerily comfortable around death. You've spent your life dedicated and fascinated with dead creatures and death itself. You keep mostly to yourself and others find you mysterious and a bit odd. When you're not outfitting the dead you are usually managing and arranging funerals. You may even make and sell your own special brand of wood coffins and caskets.

**Skill Proficiencies.** Religion, Medicine

**Tool Proficiencies.** Woodcarver's Tools, Carpenter's Tools

**Languages.** Any one additional standard language

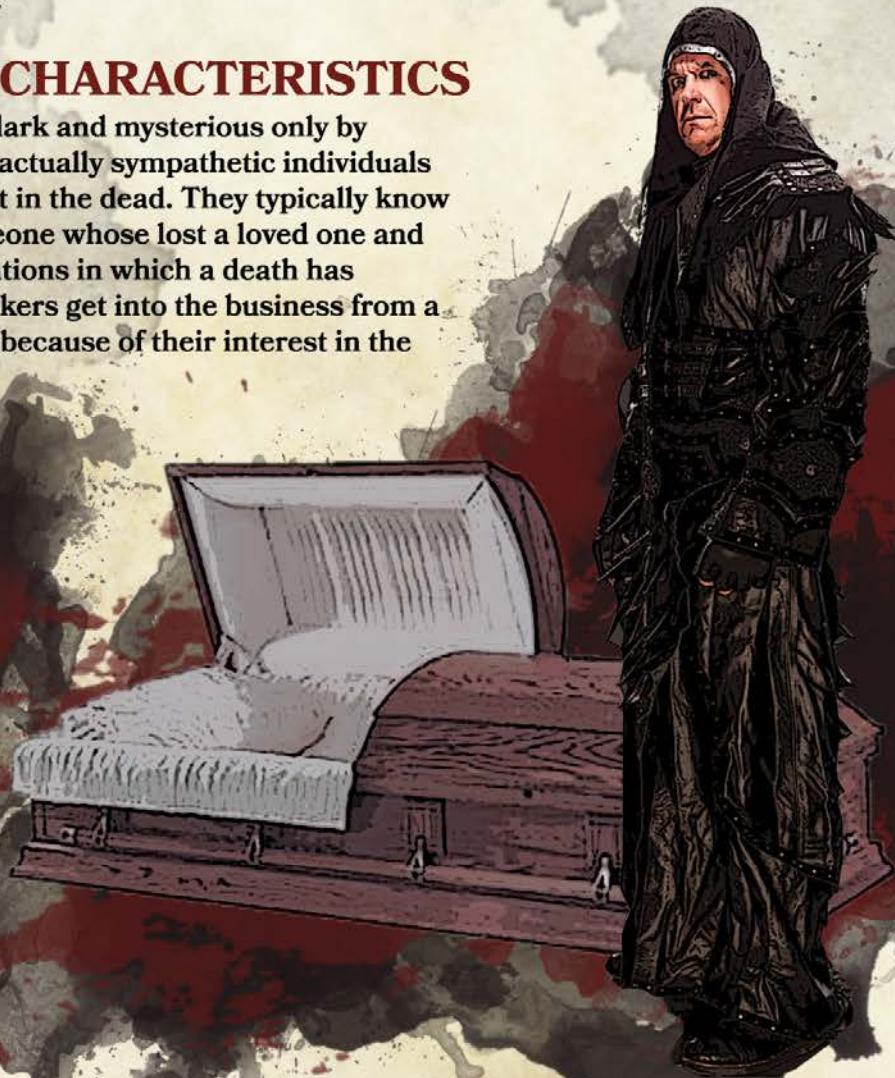
**Equipment.** A religious book, a waterskin, a black hooded vestment, a holy symbol, 10 candles, a tinderbox, and a pouch containing 15 gp.

### FEATURE: CORONER

So long as a body has a physical wound, you can immediately identify how it was killed and how long it has been dead. In addition you know how to comfort someone who is grieving a death.

### SUGGESTED CHARACTERISTICS

Most Undertakers are dark and mysterious only by misconception and are actually sympathetic individuals with a profound interest in the dead. They typically know just what to say to someone whose lost a loved one and can take charge in situations in which a death has occurred. Most undertakers get into the business from a long family tradition or because of their interest in the dead.



d8 Personality Trait	
1	I get along with the dead more than I do with the living.
2	I prefer to be alone or with a very small group of close friends.
3	I have a dark and gritty sense of humor that others often find odd or strange.
4	My conversations are usually brief if there is one to be had at all.
5	I don't care much for material things or friendship. I know I can't take those things with me.
6	I'm not easily startled or scared in the face of death.
7	I'm polite but like to use fear and intimidation to get things I want.
8	If there is one thing I am, it's reliable.

d6 Ideal	
1	<b>Responsibility:</b> Someone has to do the dirty jobs, might as well be me. (neutral)
2	<b>Twisted:</b> Not all creatures buried need to be dead. (evil)
3	<b>Warped:</b> Body parts make the best furniture. (chaotic)
4	<b>Respect:</b> Everyone deserves a proper resting place. (good)
5	<b>Fairness:</b> There ain't no rest for the wicked. (lawful)
6	<b>Confined:</b> Dead people are easier to get along with. (any)

d6 Bond	
1	The funeral home I started is the most important place to me.
2	I'll never forget the first dead body I saw.
3	Only my childhood friend knows me for who I really am.
4	I have property that needs to be returned to the proper heir.
5	I'm the last one left of my family. I aim to honor them and keep the family name alive.
6	A vast amount of corpses mysteriously went missing. I aim to find out where they went and why.

d6 Flaw	
1	I can't help but steal an item from a corpse.
2	I'm on the run for crimes against a corpse.
3	Once someone questions my courage, I never back down. No matter how dangerous the situation.
4	I have trouble staying awake during the day.
5	I'll never fully trust anyone other than myself.
6	I harbor dark, bloodthirsty thoughts that I don't think I'll ever quench.



## VAMPIRE HUNTER

You are different and braver than most. You are most likely a thrill seeker or religious fanatic with a loathing for vampires and other foul creatures of the night. You may be witty and sarcastic or a very serious individual that just wants to get the job done and get paid. You may have had a bad experience with vampires and or their spawn at a young age or are simply following the career path your family set you up with. Either way, so long as vampires and their spawn exist, you'll always have a job.

**Skill Proficiencies.** Stealth, Acrobatics

**Tool Proficiencies.** Crossbow (weapon), Herbalism Kit

**Languages.** One additional standard language

**Equipment.** A wooden stake, a holy symbol, 5 herbs of garlic, 10 silvered ammunition, a silvered dagger, a bedroll, a tent, a hooded lantern with 3 flasks of oil, common clothes, and pouch containing 5 gp.

## FEATURE: BLOODSUCKER BLOODLUST

Because of your extended amount of research and experience in the study of Vampirism, whenever you encounter a Vampire or its spawn you can instantly identify its Hit Points, and Armor Class.

## SUGGESTED CHARACTERISTICS

Vampire Hunters are typically leaders amongst their allies and like to take charge in most any situation. They can be serious with a dry sense of humor, or be outgoing with witty and pun filled jokes. These individuals like to plan and use stealth over rushing into the action and would much rather attack from a distance than be in the heart of the action.



d8	Personality Trait
1	I prefer to work alone or in small groups of trusted allies.
2	I always have holy symbols or charms with a superstitious history.
3	I'm always looking over my shoulder and suspecting the unexpected.
4	I have a ritual I always perform when meeting new people to ensure they aren't vampires.
5	I utilize caution over impulsive action and prefer to use a plan,
6	I have the ability to remain calm in situations where most people panic.
7	I like to know as much as I can about my enemy before engaging them.
8	To me, trust and respect are hard earned and easily lost.

d6	Ideal
1	People: Monster and man cannot coexist. (neutral)
2	Mite: Death is a gift compared to what I put others through. (evil)
3	No Limits: Laws and rules only slow down the path to success. (chaotic)
4	Limits: Even the wicked must abide by the rules and laws set in place. (lawful)
5	Faith: Those who repent their sins deserve a second chance. (good)
6	Grim: Death has no prejudice. (any)

d6	Bond
1	It feels as if my weapons and I are one in the same. Both useless without one another.
2	A vampire killed a loved one of mine. I must destroy them all without hesitation.
3	My wooden stake must always have the blood of a vampire on it.
4	Rumor has it there is a cure for vampires. I must obtain and duplicate it.
5	I utilize the same holy symbol that has been in my family for generations.
6	I'll never forget the hunter that taught me everything I know today.

d6	Flaw
1	I have a great fear of vampires and their spawns.
2	If I ever were to become a vampire I'd end my own life.
3	I'll never fully trust anyone other than myself.
4	If given an order I usually do the opposite just out of spite.
5	I'm often so paranoid at night that I can't sleep.
6	I can't help but to become enraged when others don't appreciate my hard work.



## VETERINARIAN

You are an animal lover, and probably care more for animals than you do other people. You are also well versed in medicine and minor surgeries when it comes to animals. Animals seem to like you as well and those that are hostile are almost always calmed by your presence. You may have worked in an animal clinic caring for sick and injured pets or you may have traveled lending your expertise to wild animals in need.

**Skill Proficiencies.** Medicine, Animal Handling

**Tool Proficiencies.** Doctor's Tools, Herbalism Kit

**Languages.** One additional standard language

**Equipment.** Healer's kit, herbalism kit, doctor's tools, common clothes, an animal familiar, and a pouch containing 5 gp.

## FEATURE: ANIMAL WHISPERER

You can use the first level spell "Animal Friendship" requiring no components, in addition you have advantage on all medicine checks used on animals or beast.

## SUGGESTED CHARACTERISTICS

Most veterinarians are kind and soft-spoken individuals with an understanding and passion for animals. They tend to care for living creatures that can't care for themselves when wounded or sick and often volunteer a lot of their free time to aid animals in need. Most Veterinarians have bonded with one or two wild or abandoned animals that they've aided and care for them as if they were their own children.



<b>d8 Personality Trait</b>	
1	I make friends and trust animals more than people.
2	I'm passionate about any task I take on, especially a difficult one.
3	I take pleasure in helping those who cannot help themselves.
4	I unintentionally speak to both animals and people in baby-like talk.
5	I rush into action, especially when someone or something I love is at risk or needs help.
6	My friends know they can trust and rely on me.
7	I enjoy bragging when talking with strangers.
8	I volunteer just as much as I work.

<b>d6 Ideal</b>	
1	<b>Might:</b> Blood can be a sign of victory or defeat. (neutral)
2	<b>Control:</b> Animals don't belong in cages, people do. (evil)
3	<b>Reckless:</b> Everyone bleeds the same. (chaotic)
4	<b>Logic:</b> If animals can follow rules, so should people. (lawful)
5	<b>Greater Good:</b> Victory is only measured in the lives you save. (good)
6	<b>Free Thinking:</b> Everyone's passion should be their purpose. (any)

<b>d6 Bond</b>	
1	My companion animal is my best friend.
2	I started the animal clinic in my hometown.
3	The school where I learned my trade is the most important place to me.
4	Without my tools I am useless, without me my tools are useless.
5	One day I'll own land big enough for all rescued or abandoned animals.
6	I owe everything to an animal that saved my life.

<b>d6 Flaw</b>	
1	I always put myself at risk for the safety of an injured animal.
2	I actually have no compassion or sympathy for other people like I do with animals.
3	I become violent if I see someone hurting or mistreating an animal.
4	Sometimes I speak to people like most people speak to animals or babies.
5	I won't eat or sleep if my animal companion can't eat or sleep.
6	I'm quick to judge and accuse others of wrongdoing.





## WEAVER

You make or repair clothing and other items made of fabric for a living. You are quick with your hands and notice small details or imperfections. Style is important to you and you know all the latest trends when it comes to fashion.

**Skill Proficiencies.** Perception, Insight

**Tool Proficiencies.** Weaver's Tools,

**Languages.** One additional standard language

**Equipment.** Weaver's tools, 3 sets of fine clothes, a backpack, a waterskin, and a pouch containing 15 gp.

## FEATURE: HANDMADE

Whenever you are wearing fine clothing you gain a +1 bonus to your charisma score. In addition you can spend your downtime making, or repairing clothing so long as you have access to a Loom or Weaver's Tools.

## SUGGESTED CHARACTERISTICS

Weaver's are typically hard working individuals who are fast with their hands. There is little they don't know when it comes to fabric or tools related to their trade. Looking good is important to them and they spend a majority of their time designing new articles of clothing and trying to come up with flawless outerwear that better suits daily comfort or rigorous activities.



<b>d8 Personality Trait</b>	
1	I stay informed and up to date on the latest styles and trends and utilize them in my appearance.
2	I enjoy being friends with and talking to people of my own sex more than the opposite sex.
3	I like to gossip and share secrets that I was entrusted with or overheard.
4	I like being the center of attention as well as starting and leading conversations.
5	I'm opinionated and not afraid to speak my opinion out loud.
6	I'm always on the lookout for new and interesting material to work with.
7	I'm outgoing and charismatic and care what others think of me.
8	I'm shy and have a hard time communicating with strangers.

<b>d6 Ideal</b>	
1	<b>Sincerity:</b> The best things in life are free. (neutral)
2	<b>Free Thinking:</b> Patterns are for fabrics and materials, life should be spontaneous. (chaotic)
3	<b>Greed:</b> Gold is more valuable than the lives of others. (evil)
4	<b>Charity:</b> Debts can be paid with good deeds and favors. (good)
5	<b>Mundane:</b> Breaking the law is like breaking a pattern. You just don't do it. (lawful)
6	<b>Logic:</b> If you are good at something, you should never do it for free. (any)

<b>d6 Bond</b>	
1	I want my products and I to be world renowned.
2	I'm seeking out a more efficient way to produce fabrics.
3	My debts are larger than my income can pay off. I need to do something else for coin.
4	A rival weaver had sabotaged my business. I'm seeking revenge.
5	I still have and utilize the same tools that have been handed down to me from my ancestors.
6	I've heard legend of a magical loom that I must obtain for myself.

<b>d6 Flaw</b>	
1	I can't help but call out an ugly outfit or design when I see it.
2	I bring others down to boost my own confidence and self-esteem.
3	I ask so many questions it often slows down productivity.
4	I only deal in perfection. Anything else isn't worth my time.
5	I'll do whatever it takes to be famous.
6	I'm so obsessed with fashion that I often risk personal safety over looking good.



## WEREHUNTER

As a hunter of Lycanthropes, for one reason or another, you despise and have an overwhelming lust to kill those who are affected by the Lycanthrope disease. You have studied them excessively and know their habits, their weaknesses, and their strengths. You can spot one lurking in plain sight in their humanoid form and know the best way to eliminate them. A physical or mental scar constantly reminds you of your hatred for them

**Skill Proficiencies.** Athletics, Intimidation

**Tool Proficiencies.** Poisoners kit

**Languages.** Any one additional standard language

**Equipment.** A silvered dagger, 10 silvered ammunition, a tooth of a Werewolf fashioned into a necklace, a treasured silver coin that holds personal value but no real value, a silver ring, a pouch containing 10 gp.

### FEATURE: IDENTIFIER

Because of your extended amount of research and experience in the study of Lycanthropy, whenever you encounter a Lycanthrope in its hybrid or animal form you can instantly identify its Hit Points, and Armor Class. Additionally whenever you encounter a Lycanthrope in its humanoid form you are able to identify it as a Lycanthrope.

### SUGGESTED CHARACTERISTICS

Most Werehunters get into their profession because of the family tradition of Lycanthrope hunters, a tragic experience they've had with Lycanthropes or because they're experienced hunters who are bored of hunting traditional game. Werehunters are typically isolated individuals and untrusting of others.



**d8 Personality Trait**

- 1 I always have holy symbols or charms with a superstitious history.
- 2 I prefer being in the heart of the action.
- 3 I prefer to work alone or in small groups of trusted allies.
- 4 I only trust those I've been in battle with.
- 5 I have a great sense of pride and brag about my accomplishments in conversation.
- 6 I'm soft-spoken in most situations and keep most of my experiences to myself.
- 7 I don't like drinking or doing anything that alters self-control over my own body and mind.
- 8 I rarely show fear and always carry and hold myself to a higher standard.

**d6 Ideal**

- 1 **Freedom:** I'll do whatever it takes to survive. (neutral)
- 2 **Noble Obligation:** If everyone followed the laws set in place, evil would perish. (lawful)
- 3 **No Limits:** Society couldn't function if every single rule or law was followed. (chaotic)
- 4 **Might:** Any excuse to kill is good enough for me. (evil)
- 5 **Community:** Whatever it takes to help society shall be done. (good)
- 6 **Aspiration:** Certain things just have to be done. (neutral)

**d6 Bond**

- 1 I'm seeking a cure to Lycanthropy that I've heard rumors of.
- 2 My scars help remind me how close to death I've come.
- 3 A lycanthrope killed a loved one of mine. I must hunt down and kill them all without hesitation.
- 4 I have a weapon I use just for Lycanthropes.
- 5 I'll never forget the hunter that taught me everything I know today.
- 6 My hometown was taken over by Lycanthropes. I aim to take it back.

**d6 Flaw**

- 1 I'll never trust anyone but me.
- 2 I'm quick to action without thinking of the consequences.
- 3 I'll do whatever it takes to kill a lycanthrope.
- 4 I'm so paranoid on the night of a full moon that I can't sleep.
- 5 I only carry silver coins, always trading in my gold ones for silver.
- 6 I'm often sarcastic even in serious situations.



## WRANGLER

You are an untamed and wild individual that despite a lack of a basic education, are well-versed when it comes to herding and flocking animals. You may have been raised on a cattle farm but your strength and dominating personality lead you to wrangling. You're most likely a hard worker that enjoys physical labor and would rather be working than sitting idly by.

**Skill Proficiencies.** Intimidation, Animal Handling

**Tool Proficiencies.** Lasso (weapon), Vehicles (land)

**Equipment.** A horse, a lasso, a tent, a bedroll and blanket, a waterskin, and a pouch containing 10 gp.

## FEATURE: WRANGLING

You know what most wild animals and beast are afraid of and have advantage on all animal handling checks.

## SUGGESTED CHARACTERISTICS

Wranglers are typically tough both physically and mentally. They are often leaders amongst their allies and don't say no to a challenge or hard laborious work. Wranglers are usually from small farming towns and talk with a thick and slow accent. Although most wranglers are physically on the stronger side, they are also fast on their feet and react quickly and efficiently in situations where most others would panic.





d8 Personality Trait
1 I prefer small quiet towns over big and populated cities.
2 I'm rugged and tough and prefer to lead over following the orders of others.
3 I'm not afraid to be in the heart of the action, and can act quickly in the face of danger.
4 I talk with a slow and drawn out accent that others find goofy or odd.
5 I'm independent and don't rely much on others.
6 I enjoy short naps throughout the day and am most active during the early hours of the day.
7 I spend my rare amount of spare time daydreaming about exciting or thrilling things.
8 I work hard so I can play hard.

d6 Ideal
1 <b>Free Thinking:</b> Everyone controls their own path in life. (neutral)
2 <b>Power:</b> Control is the ultimate power. (chaotic)
3 <b>Freedom:</b> Freedom is the ultimate gift and should never be taken for granted. (good)
4 <b>Control:</b> Others deserve to be caged like animals. (evil)
5 <b>Noble Obligation:</b> Everyone has to play their part for society to function. (lawful)
6 <b>Nature:</b> All living creatures have their own instincts and personality. (any)

d6 Bond
1 I owe everything I know to a family member that's no longer living.
2 I'll never forget my small hometown and all the people there.
3 One day I'll own my own ranch where I can do what I please.
4 My boot spurs have been passed down through generations of my family.
5 My ranch was destroyed. I'm seeking vengeance.
6 I'm seeking my idol who can teach me things I haven't yet discovered or mastered.

d6 Flaw
1 I often underestimate the power and intelligence of wild animals.
2 My speech is so goofy to others that they sometimes can't understand me.
3 If I sit still too long I'll fall asleep.
4 I have a fear of anything that can't be restrained by rope.
5 I've sustained an injury that physical limits certain abilities.
6 I'm pessimistic in most situations.

## ASSOCIATED BACKGROUNDS

The following are additional backgrounds you could choose from using the same skills, equipment, tool proficiencies, and tables as the wrangler with little to no modification.

- Rodeo Clown (remove intimidation skill and replace with performance.)
- Rodeo Rider
- Bullfighter



## ITEMS & EQUIPMENT

The following contains some additional items and equipment that are both Homebrew as well as from the Official Dungeons & Dragons Player's Handbook. Be sure to consult with your DM to ensure he or she allows such items to exist in your campaign.



## BASIC POISON

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

## GARROTE

Garrote's are thick-stringed make-shift weapons that are used to strangle creatures, often by sneaking upon them from behind. They are favored amongst assassins as they are easily concealable, and don't cause a mess.

*Garrote's should be treated as an improvised weapon. A targeted creature is grappled and at the start of each of their turns and takes 1d4 slashing damage and they suffer the same effects as suffocating. A targeted creature may attempt a strength saving throw at the start of their turn to break free from the grapple breaking the garrote upon success.*

## POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

## THROWING STARS

Throwing stars are a ranged weapon. When they hit a target they deal 1d4 piercing damage. Throwing Stars stuck in creatures or objects may be recovered for reuse.



-Poisoner's Kit



-Basic Poison



-Garrote



Throwing Stars-



## CLEAVER

A short one handed bladed tool used to quickly slice and dice meat, poultry, fish, and vegetables. It can also be used as a versatile slashing weapon or thrown similar to a handaxe.

## COOK'S UTENSILS

These are common tools of the trade for any cook, or chef. This set includes a rolling pin, a can opener, and cast iron long handled utensils such as a stirring spoon, meat fork, and cutting knife.

*Proficiency with these utensils allows you to cook any meat, poultry, fish, or ingredients within 1d4 minutes without the risk of food poisoning.*

## MESS KIT

This tin box contains a cup, and simple cutlery. This box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

## RATIONS

Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.

*One tin of rations can supply enough food for one medium or small creature for 1 day.*

## TINDERBOX

This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch or anything else with abundant, exposed fuel takes an action. Lighting any other fire takes 1 minute.





–Herbalism Kit



–Splint (arm)



Salve–



Plague Mask–



Healing Potion–

## HEALER'S KIT

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expand one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (medicine) check.

## HERBALISM KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalist to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

## PLAGUE MASK

This mask with a bird-like beak is filled with sweet strong smelling substances like sweets or lavender to deter the smell of rotting corpses after a plague strikes.

## POTION OF HEALING

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

## SALVE

A Salve is a medicinal ointment used for healing or relieving wounds and or sores. Common uses include cuts, burns, or rashes.

## SPLINT

A splint is a type of cast that wraps around the exterior of a broken or fractured bone to insure it sets back in the proper place. Splints may be used around a creatures neck, arms, legs, hands, and feet. A creature that is wearing a splint around a leg, or foot can't climb difficult terrain without assistance, and their base speed is reduced by half. A creature that has a splint around their arm or hand can't use that arm or hand to carry or hold an object.

## FIREFIGHTER BADGE

A small pin-able badge that is given to Firefighters as a symbol of their profession. These badges are made of metal and have the symbol of the region in which they are employed along with clear identifying Firefighter markings so that they may not be confused with a law enforcement badge.

## FIREFIGHTER AXE

Both a tool and a weapon, the Firefighter's axe has both an axe head and a pick atop its wooden shaft. These tools help assist Firefighter's by being able to slash down wooden doors and gain entry into a blazing structure as well as dig trenches to help contain a fire from spreading. With its dual functioning head, a Firefighter's axe can deal either slashing or piercing damage to targets pending on the direction it's facing.

The axe can be thrown at a target. When the axe is thrown it deals one of two types of damage randomly. To determine damage type, when thrown, roll 1d4. 1 or 2 equals piercing, 3 or 4 equals slashing.

## MANACLES

These metal restraints can bind a small or medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

## OFFICER BADGE

A small pin-able badge that is given to sworn law enforcement officers. The badge is made from metal and is typically shaped as a shield, circle or star. It has the enforcement officers title and region in which they have jurisdiction. Law enforcement officers wear their badge over their clothing on their chest or on their belt while on duty and always carry it with them concealed while they are not.

## TRUNCHEON

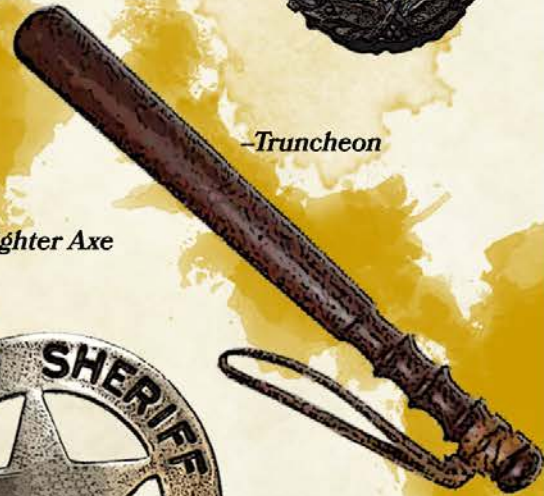
A Truncheon is a wooden club-like weapon with grips that ranges in lengths no longer than a humanoid arm. Truncheon's are utilized and carried by law enforcement officials as well as security personnel as a key tool in defence against individuals who oppose their authority. They are designed to bludgeon and incapacitate but can easily cause death if the wielder strikes a sensitive area of their target. Truncheons are typically carried on the waist in a leather sheath much like a sword.



-Firefighter Axe



Firefighter Badge -



-Truncheon



-Officer Badge



-Manacles

## FISHING TACKLE

This kit includes a wooden rod, silken line, corkwood, bobbers, steel hooks, lead sinkers, velvet lures, and narrow netting.

## HAND NET

This bowl shaped net attached to a wooden rod is used to scoop up schools of fish in shallow waters. It has a 10 foot reach and may hold up to 20 pounds of fish at a time.

## NET

A large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are huge or larger. A creature can use its action to make a DC 10 strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying it.

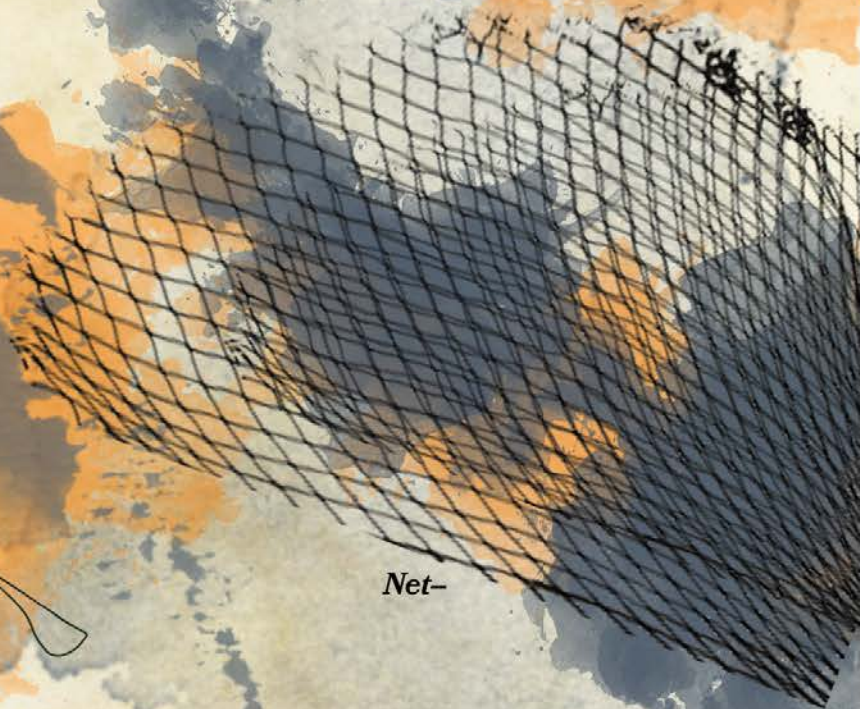
*When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.*



*Fishing Tackle-*



*-Hand Net*



*Net-*



-Tent



-Signal Whistle



Bait-



Hunting Trap-

## BAIT

Bait is used to lure hungry animals to the location in which it is emptied, or attached to fishing hooks to lure hungry fish.

Using bait requires an action and increases the chances that a wild animal will approach the location in which it was used. One bag of bait is required to successfully lure a creature.

## HUNTING TRAP

When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object such as a tree or spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 strength check, freeing itself or another creature within its reach on success. Each failed check deals 1 piercing damage to the trapped creature.

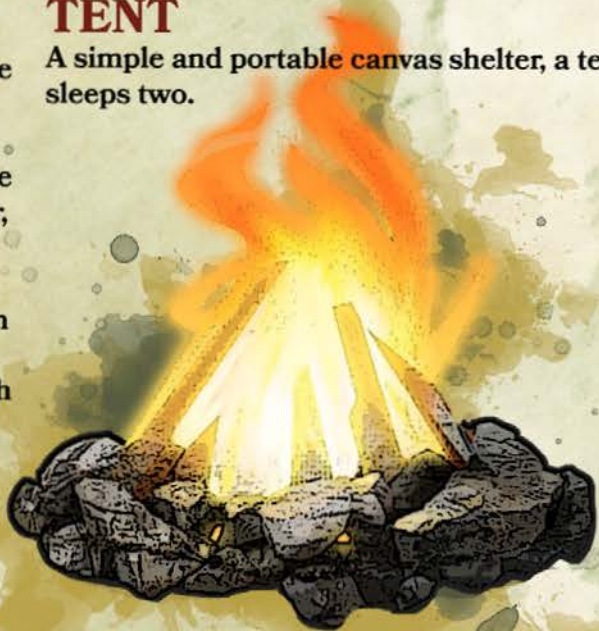
## SIGNAL WHISTLE

A signal whistle is a small instrument that when played, will produce an audible high-pitched sound. These instruments may be attached around a chain to wear as a necklace and are used to bring attention to ones self or for communicating. Playing certain patterns and tones are a way of communicating over ranged distances where talking or visibility between communicators is not an option.

To use the whistle requires an action.

## TENT

A simple and portable canvas shelter, a tent sleeps two.





## LIGHTING

While some creatures can see in the dark, others require artificial lighting to see when the sun goes down, or they are in an unlit area such as a cave, or dark dungeon. Candles, torches, lanterns, and lamps provide great lighting alternatives to those who can't see in the dark.

### CANDLE

For one hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

### LANTERN, BULLSEYE

A bullseye lantern cast bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit it burns for 6 hours on flask (1 pint) of oil.

### LANTERN, HOODED

A hooded lantern cast bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood reducing the light to dim light in a 5-foot radius.

### LAMP

A lamp casts bright light in a 15-foot radius and dim light for additional 30 feet. Once lit, it burns for 6 hours on flask (1 pint) of oil.

### TORCH

A torch burns for 1 hour, proving bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning touch and hit, it deals 1 fire damage.

Item	Cost	Weight
Candle	1 cp	—
Torch	1 cp	1 lb
Lantern (bullseye)	10 gp	2 lb
Lantern (hooded)	5 gp	2 lb
Lamp	5 cp	1 lb

## ABACUS

An Abacus is also called a counting frame. It is a calculating tool used by merchants and traders to calculate profits and change with their customers. They are often constructed as a bamboo frame with beads sliding on wires, but can also be constructed from beans or stones moved within grooves in sand or on tablets of wood, stone, or metal.

## GAZING BALL

A small crystal ball that appears to glow at times. Psychics and Mediums are said to be able to see bits of the future and the past through these mysterious objects.

## MERCHANTS SCALE

A scale used for weighing objects such as food, or other goods. Merchants use these scales to determine the retail value of goods at the current market price.

Some merchants have a rigged merchants scale which is weighted in favor of the merchant so that he or she can take advantage of unsuspecting customers and earn more coin per transaction.

## TAROT CARDS

Psychics and Mediums use these cards when attempting to predict or foresee what the future holds for themselves or others. Those unfamiliar with how to use these cards find them to be nothing more than cards with well-illustrated artwork.



## AIMS BOX

A small wooden lock box with a small slit on the top mainly used by priest to collect donations for their church.

## CENSER

A censer is a device used to burn incense, often for religious purposes. Smoke penetrates from various holes in the device, filling the air with the odor of the type of incense burned.

## HOLY WATER

Holy water is simply water that has been blessed by a priest or other religious figure. It's often stored in flasks or vials for later use.

*As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.*

## INCENSE

Incense are a substance that is burned for the sweet smell it produces. They are often used in religious functions and come in blocks of 10 sticks.

Burning an incense cost an action, and requires an open flame to ignite it. Fiend or undead creatures within a 20 foot radius of the incense have disadvantage on attack rolls.

## VESTMENT

Vestments are ceremonial garments or robes worn by priest or other religious figures especially during ceremonies. Individuals may be more truthful to those wearing a vestment.

## HOLY SYMBOL

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic.

*A cleric or a paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.*



-Aims Box



-Incense (block)



-Holy Water



-Vestment

Censer-



## EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

### BURGLAR'S PACK

Includes a backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

### DIPLOMAT'S PACK

Includes a chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

### DUNGEONEER'S PACK

Includes a backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

### ENTERTAINER'S PACK

Includes a backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and disguise kit.

### EXPLORER'S PACK

Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

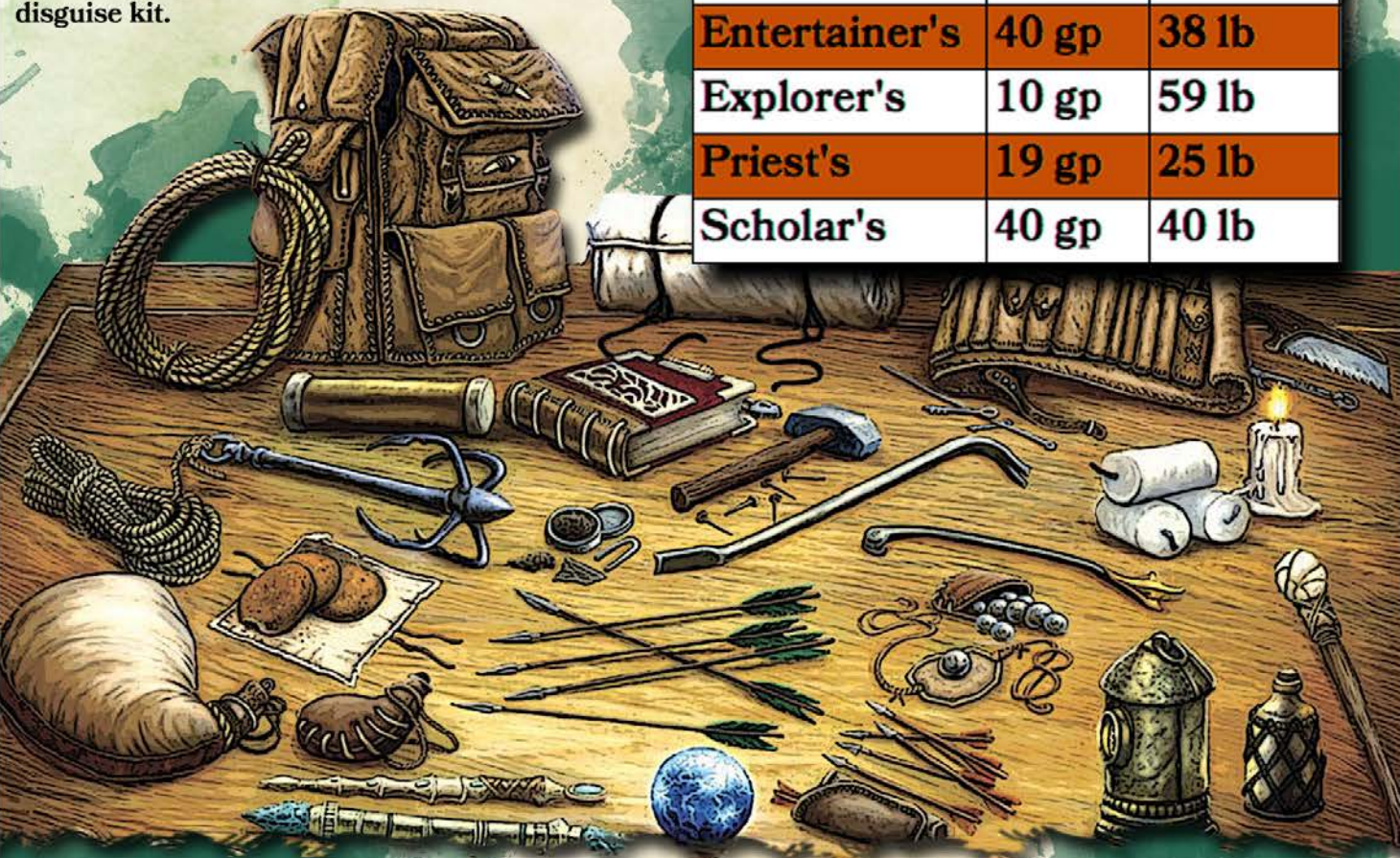
### PRIEST'S PACK

Includes a backpack, a blanket, 10 candles, a tinderbox, an aims box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

### SCHOLAR'S PACK

Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

Pack	Cost	Weight
Burglar's	16 gp	46.5 lb
Diplomat's	39 gp	46 lb
Dungeoneer's	12 gp	61.5 lb
Entertainer's	40 gp	38 lb
Explorer's	10 gp	59 lb
Priest's	19 gp	25 lb
Scholar's	40 gp	40 lb



# KITS

## CLIMBER'S KIT

A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

## DISGUISE KIT

This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

## FORGERY KIT

This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

## HEALER'S KIT

This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expand one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (medicine) check.

## HERBALISM KIT

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalist to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and *potions of healing*.

## MERCHANT'S KIT

This kit contains a rigged merchant's scale, a merchant's scale, 10 empty vials, an abacus, and a chest.

Proficiency with this kit allows you to add your proficiency bonus to any ability checks you make when buying or selling items.

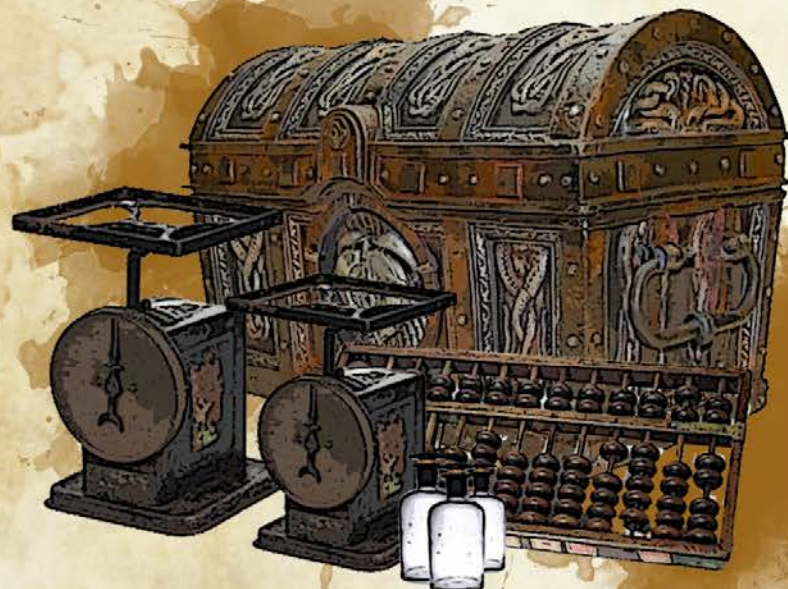
Kit	Cost	Weight
Climber's Kit	25 gp	12 lb.
Disguise Kit	25 gp	3 lb.
Forgery Kit	15 gp	5 lb.
Healer's Kit	5 gp	3 lb.
Herbalism Kit	5 gp.	3 lb.
Merchant's Kit	105 gp.	33 lb.
Mess Kit	2 sp	1 lb.
Poisoner's Kit	50 gp	2 lb.

## MESS KIT

This tin box contains a cup, and simple cutlery. This box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.

## POISONER'S KIT

A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.



## SUPPLIES

Supplies are simply various tools and equipment that almost anyone can use without having to be proficient in their uses, however being proficient with supplies does slightly benefit the user.

### ALCHEMIST'S SUPPLIES

Alchemist supplies include vials, chemicals, and other equipment necessary for the creation of poisons such as alchemist's fire. Proficiency with these supplies lets you add your proficiency bonus to any ability checks you make to craft or use potions.

### BREWER'S SUPPLIES

Brewer's supplies include vials, flasks, hoses, and other equipment necessary for the creation of ales, wines, and other liquor. Proficiency with these supplies lets you add your proficiency bonus to any ability checks you make to craft alcoholic beverages.

### CALLIGRAPHER'S SUPPLIES

Calligrapher's supplies include pencils, ink pens, ink vials, a collapsible easel, parchment and paper for the creation of documents or artwork related to illustrations. Proficiency with these supplies lets you add your proficiency bonus to any ability checks you make to craft or create documents and artwork.

### PAINTER'S SUPPLIES

Painter's supplies include vials or jars of primary colored paints, brushes, a collapsible easel, parchment, and other equipment necessary for painting or the creation of painted artwork. Proficiency with these supplies lets you add your proficiency bonus to any ability checks you make to paint surfaces or artwork.



## POTION CRAFTING

Crafting potions or similar concoctions is similar to creating magic weapons. You need a formula, the supplies or kit, and of course the proper ingredients. Your DM determines what concoctions you may create and what ingredients are required to make such items, as well as how long it takes to create it. The table below details an item's rarity, the kit or supplies needed to craft it, and the page number for descriptions of the items. The table on the right lists the suggested creation cost and minimum level required to create items based on their rarity.

Item Rarity	Creation Cost	Minimum Level
Common	50 gp	1st
Uncommon	250 gp	3rd
Rare	800 gp	6th
Very Rare	2,500 gp	11th
Legendary	10,000 gp	17th

Item	Rarity	Kit/Supplies	Page Number
Acid (vial)	Common	Alchemist Supplies	PHB 148
Alchemist Fire	Common	Alchemist Supplies	PHB 148
Antitoxin	Common	Herbalism Kit	PHB 151
Dust of Disappearance	Uncommon	Alchemist Supplies	DMG 166
Dust of Dryness	Uncommon	Alchemist Supplies	DMG 166
Dust of Sneezing and Choking	Uncommon	Alchemist Supplies	DMG 166
Elixir of Health	Rare	Herbalism Kit	DMG 168
Eversmoking Bottle	Uncommon	Alchemist Supplies	DMG 168
Keoghtom's Ointment	Uncommon	Alchemist Supplies	DMG 179
Oil of Ethereality	Rare	Alchemist Supplies	DMG 183
Oil of Sharpness	Very Rare	Alchemist Supplies	DMG 184
Philter of Love	Uncommon	Alchemist Supplies	DMG 184
Poison, Basic (vial)	Common	Poisoner's Kit	PHB 153
Potion of Animal Friendship	Uncommon	Alchemist Supplies	DMG 187
Potion of Clairvoyance	Rare	Alchemist Supplies	DMG 187
Potion of Climbing	Common	Alchemist Supplies	DMG 187
Potion of Diminution	Rare	Alchemist Supplies	DMG 187
Potion of Fire Breath	Uncommon	Alchemist Supplies	DMG 187
Potion of Flying	Very Rare	Alchemist Supplies	DMG 187
Potion of Gaseous Form	Rare	Alchemist Supplies	DMG 187
Potion of Giant Strength	Varies	Alchemist Supplies	DMG 187
Potion of Growth	Uncommon	Alchemist Supplies	DMG 187
Potion of Healing	Common	Herbalism Kit	PHB 153
Potion of Heroism	Rare	Alchemist Supplies	DMG 188
Potion of Invisibility	Very Rare	Alchemist Supplies	DMG 188
Potion of Invulnerability	Rare	Alchemist Supplies	DMG 188
Potion of Longevity	Very Rare	Alchemist Supplies	DMG 188
Potion of Mind Reading	Very Rare	Alchemist Supplies	DMG 188
Potion of Poison	Uncommon	Poisoner's Kit	DMG 188
Potion of Resistance	Uncommon	Herbalism Kit	DMG 188
Potion of Speed	Very Rare	Alchemist Supplies	DMG 188
Potion of Vitality	Very Rare	Herbalism Kit	DMG 188
Potion of Water Breathing	Uncommon	Alchemist Supplies	DMG 188
Sovereign Glue	Legendary	Alchemist Supplies	DMG 200
Universal Solvent	Legendary	Alchemist Supplies	DMG 209

## TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use.

## ARTISAN'S TOOLS

These special tools include the items needed to pursue a craft or trade. The table listed at the end of this section shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.



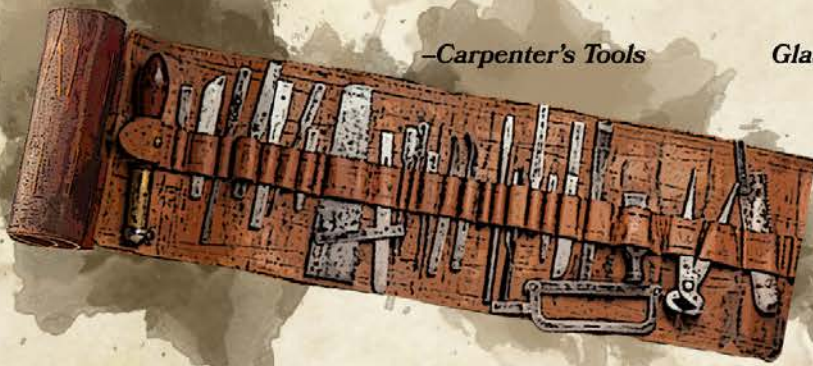
## BARBER'S TOOLS

Includes a pouch, 2 pairs of cutting shears, a brush, several combs, a straight razor, salve, a steel mirror, and a bar of soap

*Proficiency with these tools allows you to add your proficiency bonus to any checks related to grooming and hygiene.*



—Carpenter's Tools



—Glassblower's Tools—



## CARPENTER'S TOOLS

Includes a pouch, 6 different screwdrivers, a hammer, pliers, various-sized wrenches, a pencil, a 12 inch ruler, a handsaw, a T-square, 100 nails, and 100 screws.

*Proficiency with these tools allows you to add your proficiency bonus to any ability check made to repair or build objects made of wood.*

## CARTOGRAPHER'S TOOLS

Includes a backpack, 5 blank drafting scrolls with leather storing tube, a navigating compass, 2 pencils, ink with a quill, and a pair of drafting compasses.

*Proficiency with these tools allows you to add your Proficiency bonus to any check related to navigation on land or sea.*

## COBBLER'S TOOLS

Includes a backpack, a knife, scissors, an awl, a last a hammer, several needles and thread, 50 small nails, and a bottle of glue.

*Proficiency with these tools allows you to add your proficiency bonus to any check related to repairing or constructing footwear.*

## DOCTOR'S TOOLS

Includes a bag (backpack), a bone saw, 2 potions of healing, 10 bandages, a reflex hammer, a scalpel, 5 bars of soap, thin leather gloves, a two person tent, and 2 blankets.

*Proficiency with these tools grants advantage on all Wisdom (medicine) checks.*

## GLASSBLOWER'S TOOLS

Includes a pouch, a glassblowing block, tweezers, a crimp, 4 different diamond shears, a puffer, a wedge, a parchoffi, and a paddle.

*Proficiency with these tools allows you to add your proficiency bonus to any check related to constructing glassware as well as any ability checks related to identifying information on glassware.*



—Doctor's Tools

—Cobbler's Tools



—Cartographer's Tools



## INVESTIGATOR'S TOOLS

Includes a backpack, magnifying glass, an ink pen, 3 bottles of ink, a 60 page hand-held notebook, 10 sheets of parchment, 3 sticks of chalk, and a spyglass.

*Using these tools requires an action. Proficiency with these tools gives you advantage on investigation checks.*

## LEATHERWORKER'S TOOLS

Includes a pouch, several awls, 2 shearing knives, scissors, a roll of thread, a pair of pliers, and a small leather hide.

*Proficiency with these tools allows you to add your proficiency bonus to any ability checks made to repair or construct items and objects made of leather.*

## NAVIGATOR'S TOOLS

Includes a pouch, magnifying glass, maps of oceans and seas, a navigation compass, an ink pen, ink, and a map case.

*Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.*



*Investigator's Tools—*

## MASON'S TOOLS

Includes a pouch, various awls, various trowels, a hammer, and a mini sledge hammer.

*Proficiency with these tools allows you to add your proficiency bonus to any ability check made to stone related objects.*



*Leatherworker's Tools—*

*—Navigator's Tools*



*—Mason's Tools*

## POTTER'S TOOLS

Includes a pouch, cut-off wires, several fettling knives, calipers, ribs and scrapers, modelling utensils, and small detail brushes.

*Proficiency with these tools allows you to add your proficiency bonus to all checks related to crafting of pottery.*

## SMITH'S TOOLS

Includes a backpack, a forge hammer, several chisels, a hardy, sets, various tongs, a hand mandrel, bolster plates, a horse shoe, punches, drifts, a set hammer, and swages.

*Proficiency with these tools allows you to add your proficiency bonus to any ability check made while smithing.*

## TINKER'S TOOLS

Include a pouch, screwdriver, a hammer, pliers, 10 sheets of paper 10 sheets of parchment, 2 pencils, an ink pen, 2 bottles of ink, 6 gears of various size, a pack of screws, and a block and tackle.

*Proficiency with these tools allows you to add your proficiency bonus whenever trying to repair or construct small trinkets, mechanical devices, or other similar objects.*

## THIEVES' TOOLS

Includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.

*Proficiency with these tools allows you to add your proficiency bonus to any ability checks you make to disarm traps or open locks.*



*—Thieves' Tools*



*—Potter's Tools*



*Tinker's Tools—*



*Smith's Tools—*



## WEAVER'S TOOLS

Includes a pouch, a threading sley, 2 heddle hooks, a beater, various bobbins and pirns, a winder, tie up cords, and 100 feet of thin thread.

*Proficiency with these tools allows you to add your proficiency bonus to any ability check made in relation to weaving, sewing, and threading.*

## WOODCARVER'S TOOLS

Includes a pouch, a handsaw, a hammer, various chisels, and a carving knife. These tools can also be used to carve stone and ice so long as you are proficient with them.

*Proficiency with these tools allows you to add your proficiency bonus to any ability check made to woodcarving or sculpting activities.*

The following table provides the weight and the discounted cost for purchasing the tools in a bundle rather than each tool individually.

Item	Cost	Weight	Item	Cost	Weight
Barber's Tools	4 gp	2 lb.	Navigator's Tools	25 gp	2 lb.
Carpenter's Tools	8 gp	6 lb.	Mason's Tools	10 gp	8 lb.
Cartographer's Tools	15 gp	6 lb.	Potter's Tools	10 gp	3 lb.
Cobbler's Tools	5 gp	5 lb.	Smith's Tools	20 gp	8 lb.
Doctor's Tools	105 gp	30 lb.	Tinker's Tools	50 gp	10 lb.
Glassblower's Tools	30 gp	5 lb.	Thieves' Tools	25 gp	1 lb.
Investigator's Tools	1,100 gp	6 lb.	Weaver's Tools	1 gp	5 lb.
Leatherworker's Tools	5 gp	5 lb.	Woodcarver's Tools	1 gp	5 lb.



—Weaver's Tools



Woodcarver's Tools—



## WEAPONS

The following contains some additional weapons that are both Homebrew as well as from the Official Dungeons & Dragons Player's Handbook. Be sure to consult with your DM to ensure he or she allows such weapons to exist in your campaign.



## PITCHFORK

Pitchforks are long reaching tools used to move hay or other similar debris. They are similar to a trident but are curved and typically have four or five pointed tines instead of three barbed tines. Pitchforks are commonly found on farms and make decent makeshift piercing weapons.

## SCYTHE

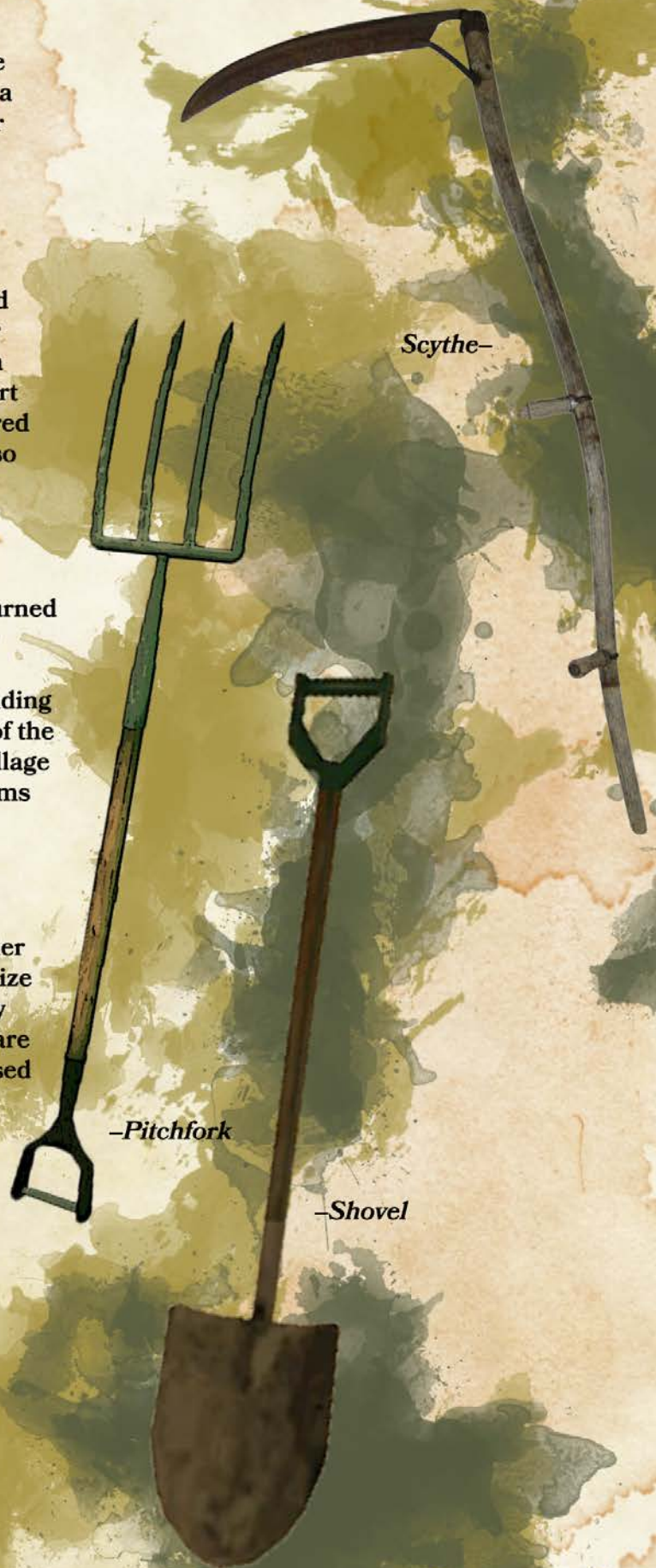
Scythe's are a two-handed agricultural tool used for cutting large areas of crops such as grass or wheat. It has a long curved blade at the end of a long pole, attached to which are one or two short handles to grip while sweeping across the desired cutting area. This essential farming tool can also be used as a deadly long-reaching slashing weapon.

## SHOVEL

A tool with a broad flat blade and typically upturned sides, used for moving coal, dirt, snow or other material. Shovels are essential to a variety of different professions, trades, and hobbies including farming, and grave digging. They are also one of the most common bludgeoning weapons among village rioters as they are one of the most common items found in both towns and rural areas.

## SICKLE

A sickle is an agricultural one handed tool for mowing grass or reaping crops. They are smaller hand-held versions of Scythe's and farmers utilize this tool, more often than not, to chop their way through dense and overgrown foliage. Sickles are essential to any farmer and they may also be used as a vicious slashing weapon.



*Scythe-*

*-Pitchfork*

*-Shovel*



*-Sickle*

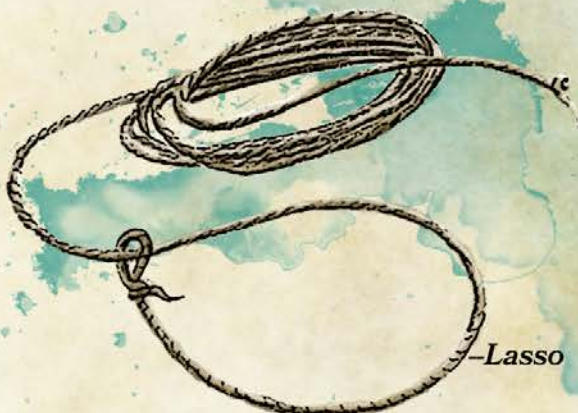
## RIDING CROP

A short flexible whip with a loop for the hand, that is used in riding horses. They are principally designed to back up the natural aids of a rider, but may also be used as a reprimand by more experienced riders to discipline a horse for refusing to jump or other types of disobedience. However, care must be taken not to desensitize the animal to the stimulus. The riding crop can also be used as a makeshift slashing weapon and is a favorite amongst those trying to sneak unsuspecting weapons into a secured location because of its mundane uses and easily concealable design.

## LASSO

A lasso is a rope with a noose at one end used to catch fleeing creatures especially horses and cattle. They are used by ranchers, farmers, horse trainers, and a variety of other individuals who deal with animals. Although the concept of the lasso is simple, it requires an extraordinary amount of practice and skill to master the technique. Once a lasso has successfully grappled a creature, its bond is almost unbreakable.

*To successfully lasso a creature you must be proficient with the lasso and succeed on a Dexterity check vs the targets Dexterity saving throw. If successful the target is restrained. On each of your turns you can pull the restrained creature up to 10 feet towards you. On each of the restrained creatures turns it can attempt to break the rope with a successful DC16 strength check or destroy it in a manner in which rope can be destroyed: fire, slashing, etc... The reach of the lasso depends on the length of the rope -10 feet for the noose with a maximum reach of 90 feet. (100 foot rope equals a 90 foot reach.)*



-Lasso

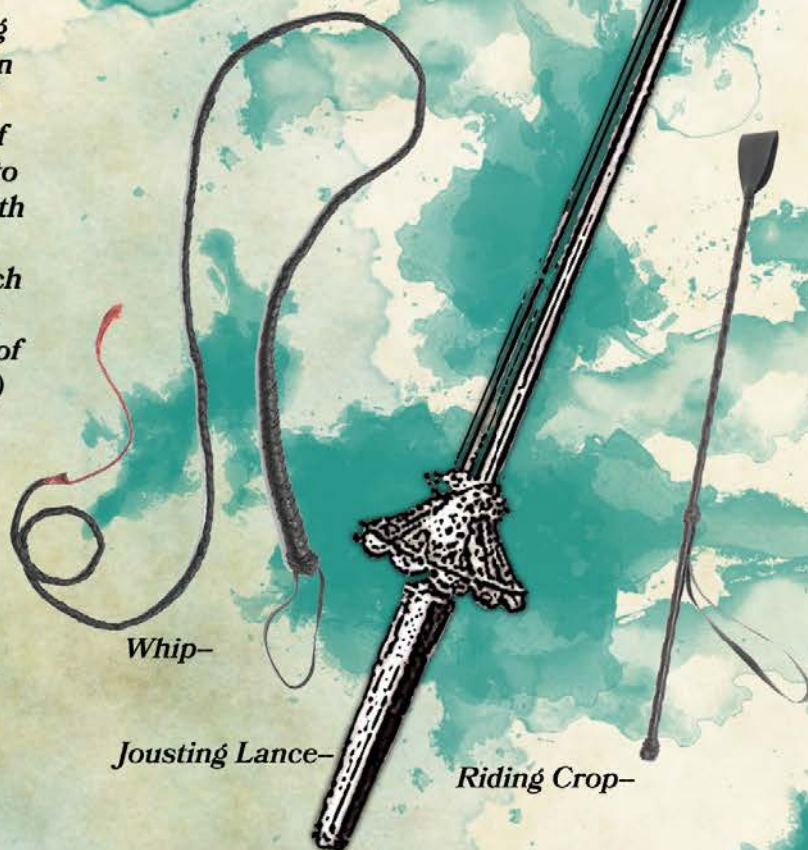
## LANCE

A Lance is a long pole-arm with a vamplate, or a small circular plate attached to the grip to prevent the hand sliding up the shaft upon impact. They are favored amongst mounted cavalry units and used to knock other cavalry units off their mounts or pierce enemy armor. They are also used in the spectator tournament of jousting.

You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

## WHIP

Whip's are a strip of leather or length of cord fastened to a handle, used for flogging, or for urging on an animal. They are typically favored amongst lion tamers and other professional animal trainers and tamers. Whips can be utilized as weapons that can deal ranged slashing damage and are most often used by animal trainers or those who torture others.



Whip-

Jousting Lance-

Riding Crop-

## IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage. (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.



## SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurer's invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.



## WEAPONS

Official weapons from the Dungeons & Dragons Player's Handbook are listed in the table below, along with the normal and silver plated costs for your convenience. For more information on weapon properties refer to the Player's Handbook on pages 146, and 147.

Name	Cost	Cost (silvered)	Damage	Weight	Properties
<i>Simple Melee</i>					
Club	1 sp	---	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	---	1d4 piercing	1 lb.	Finesse, light thrown 20/60
Greatclub	2 sp	---	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	105 gp	1d6 slashing	2 lb.	Light, thrown 20/60
Javelin	5 gp	105 gp	1d6 piercing	2 lb.	Thrown 30/120
Light hammer	2 gp	102 gp	1d4 bludgeoning	2 lb.	Light, thrown 20/60
Mace	5 gp	105 gp	1d6 bludgeoning	4 lb.	---
Quarterstaff	2 sp	---	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	101 gp	1d4 slashing	2 lb.	---
Spear	1 gp	101 gp	1d6 piercing	3 lb.	Thrown 20/60 versatile (1d8)
<i>Simple Ranged</i>					
Crossbow, light	25 gp	---	1d8 piercing	5 lb.	Ammunition, 80/320, loading, two-handed
Dart	5 cp	---	1d4 piercing	1/4 lb.	Finesse, thrown 20/60
Shortbow	25 gp	---	1d6 piercing	2 lb.	Ammunition, 80/320, two-handed
Sling	1 sp	---	1d4 bludgeoning	---	Ammunition, 30/120
<i>Martial Melee</i>					
Battleaxe	10 gp	110 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	110 gp	1d8 bludgeoning	2 lb.	---
Glaive	20 gp	120 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	130 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	150 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	120 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	110 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	115 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	110 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	115 gp	1d8 piercing	4 lb.	---
Pike	5 gp	105 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	125 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	125 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	110 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	105 gp	1d6 piercing	4 lb.	Thrown, 20/60, versatile (1d8)
War pick	15 gp	115 gp	1d8 piercing	2 lb.	---
Warhammer	15 gp	115 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	---	1d4 slashing	3 lb.	Finesse, reach
<i>Martial Ranged</i>					
Blowgun	10 gp	---	1 piercing	1 lb.	Ammunition, 25/100, loading
Crossbow, hand	75 gp	---	1d6 piercing	3 lb.	Ammunition, 30/120, light, loading
Crossbow, heavy	50 gp	---	1d10 piercing	18 lb.	Ammunition, 100/400, heavy, loading two-handed
Longbow	50 gp	---	1d8 piercing	2 lb.	Ammunition, 150/600, heavy, two-handed
Net	1 gp	---	---	3 lb.	Special, thrown 5/15

## SUPPLEMENT WEAPONS

The following table provides the cost, weight, and other properties for additional weapons added specifically for this supplement. Some of these weapons are better described elsewhere in this material.

Name	Cost	Damage	Weight	Properties
<i>Simple Melee</i>				
Brass Knuckles	1 gp	1d4-1 bludgeoning	—	Light
Cleaver	5 sp	1d4 slashing	1/2 lb.	Light, thrown (range 20/60)
Firefighter Axe	7 gp	1d4 slashing	6 lb.	Light, versatile, (1d4 piercing) thrown (range 20/60)
Gavel	3 sp	1 bludgeoning	—	Light
Machete	1 gp	1d4 slashing	4 lb.	Finesse, light
Pitchfork	1 gp	1d4 piercing	5 lb.	Reach, Two-handed
Riding Crop	1 gp	1 slashing	—	Light
Saw (bone)	1 gp	2 slashing	2 lb.	Light
Saw (hand)	1 gp	2 slashing	2 lb.	Light
Shank	1 cp	1d4 piercing	—	Light
Scythe	8 gp	1d8 slashing	10 lb.	Two-handed, reach
Shovel	2 gp	1d4 bludgeoning	5 lb.	Two-handed
Sledge Hammer	2 gp	1d4 bludgeoning	10 lb.	Heavy, two-handed
Truncheon	3 gp	1d4 bludgeoning	1 lb.	Light
Wooden Stake	3 gp	1d4 piercing	1/2 lb.	Light
<i>Martial Melee</i>				
Katana	20 gp	2d6 slashing	4 lb.	Finesse, Light
Lasso (50 ft.)	1 gp	—	10 lb.	Reach
Nunchaku	10 gp	2d4 bludgeoning	1 lb.	Light
Whip (chain)	5 gp	1d6 bludgeoning	10 lb.	Finesse, heavy, reach,
<i>Martial Ranged</i>				
Throwing Stars (3)	3 gp	1d4 piercing	—	Light, thrown (range 20/80)





## **BARDING & VEHICLES**

The following contains some additional barding and vehicles that are both Homebrew as well as from the Official Dungeons & Dragons Player's Handbook. Be sure to consult with your DM to ensure he or she allows such items to exist in your campaign.





## MOUNT EQUIPMENT

Mounts can be an expensive but worthwhile investment as they are pricey to purchase, and maintain but allow quick travel and extra carrying weight for additional gear and supplies. Mounts require food, stabling, and additional protective and carrying gear. An animal pulling a carriage, cart, chariot, sled or wagon can move weight up to 5 times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

## SADDLES

A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

## VEHICLE PROFICIENCY

If you have proficiency with a certain kind of vehicle you can add your proficiency bonus to any check you make to control that vehicle in difficult circumstances.



Bit & Bridle



-Saddle

Item	Cost	Weight
Bit & Bridle	2 gp	1 lb
Carriage	100 gp	600 lb
Cart	15 gp	200 lb
Chariot	250 gp	100 lb
Feed (per day)	5 cp	10 lb
<b>Saddle</b>		
Exotic	60 gp	40 lb
Military	20 gp	30 lb
Pack	5 gp	15 lb
Riding	10 gp	25 lb
Saddlebags	4 gp	8 lb
Sled	20 gp	300 lb
Stabling (per day)	5 gp	
Wagon	35 gp	400 lb

## BARDING

Barding is armor designed to protect an animals head, neck, chest, and body. Any type of armor that a humanoid can purchase can also be purchased for a mount but cost four times as much and weighs twice as much. The table below provides the final information needed for barding a mount.

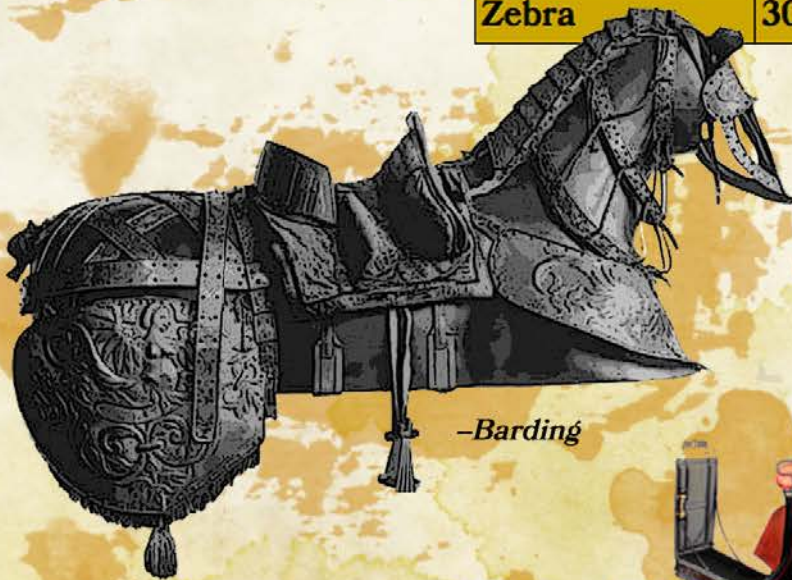
Barding	Cost	Armor Class	Strength	Weight
<b>Light Armor</b>				
Leather	40 gp	12	—	20 lb
Studded Leather	180 gp	13	—	26 lb
<b>Heavy Armor</b>				
Ring Mail	120 gp	14	—	80 lb
Scale Mail	200 gp	15	—	90 lb
Chain Mail	300 gp	16	13	110 lb
Splint	800 gp	17	15	120 lb
Plate	6000 gp	18	15	130 lb





*Saddlebag*

Mount	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft	480 lb
Donkey or Mule	8 gp	40 ft	420 lb
Elephant	200 gp	40 ft	1,320 lb
Horse, Draft	50 gp	40 ft	540 lb
Horse, Riding	75 gp	60 ft	480 lb
Mastiff	25 gp	40 ft	195 lb
Moose	60 gp	50 ft	600 lb
Ostrich	20 gp	70 ft	200 lb
Panorca	50 gp	40 ft	540 lb
Pony	30 gp	40 ft	225 lb
Warhorse	400 gp	60 ft	540 lb
Zebra	30 gp	50 ft	420 lb



*Barding*



*Carriage*



*Uncovered Wagon*

## CART

A wooden frame on two to four wheels that is pulled by strong animals such as horses or oxen. This vehicle is typically used to transport large and heavy amounts of goods over short distances. If empty it can hold up to four humanoid in its cargo, and one humanoid per horse.

## CARRIAGE

A large four wheeled vehicle powered typically by two or more strong animals. Carriages are usually made from metal or wood and their size allows them to carry large amounts of supplies and up to six humanoids with two in the coach box, and four in the covered carriage. These vehicles are typically owned by upper-class individuals.

## CHARIOT

A lightweight, two wheeled vehicle that is pulled by two capable animals, typically horses. This vehicle is used mainly for sport as a racing vehicle but is also used to travel short distances from one place in town to another. Chariots have no seats and are driven from a standing position and can hold two humanoids at once. Chariots are favored among couriers and other delivery professionals.

## SLED

A vehicle, typically on runners, for conveying goods or passengers over smooth terrain such as snow, ice, or in some cases sand. They are either pushed, pulled, or drawn by horses, or dogs and can carry up to two humanoids in addition to other goods and or supplies.

## WAGON

Wagons are four wheeled vehicles driven by a minimum of two capable animals. They are typically large in size and able to hold several tremendous amounts of supplies. Wagons are used to travel long distances while transporting a tremendous amounts of cargo. Some wagons are covered to keep their cargo dry in incimate weather or to keep its contents hidden from would-be bandits and thieves. These vehicles can hold up to ten humanoids.



*Sled-*



*-Cart*



*Chariot-*

## FIRE WAGON

A horse-drawn wagon that is typically painted red and is heavily modified for use in firefighting. Two horses are required to pull the wagon as it's extremely heavy. Its frame is capable of holding heavy amounts of weight, as well as firefighting equipment such as ladders, axes, buckets, large drums of water and up to five firefighter's. Some Fire Wagon's are equipped with a hand cranked siren that blares out a loud and distinguishable tone that warns others to move from the path.

## PADDY WAGON

A horse-drawn wagon that is heavily modified with strong reinforced steel and an iron cage used to hold prisoners. This heavy wagon is typically pulled by at least two armored horses and is utilized by a law enforcement agencies to transport prisoners from one location to another. Because of its heavy weight, the Paddy Wagon moves incredibly slow especially when filled with prisoners. The iron cage can uncomfortably hold up to eight medium sized creatures and is outfitted with a lockable iron bar door. The carriage seat itself may hold up to two medium sized humanoids.



—Paddy Wagon

Fire Wagon—



Designed by Paul Weber

## FIRE WAGON

Vehicle

Armor Class 15 medium armor

Hit Points 75

Speed 30 ft.

Damage Resistances fire

Horse Drawn. This vehicle requires at least two horses to pull its cargo.

## PADDY WAGON

Armored Vehicle

Armor Class 20 heavy armor

Hit Points 150

Speed 25 ft.

Damage Resistances slashing, piercing, bludgeoning from nonmagical weapons.

Locked. This vehicle has a cage that, when locked, requires a key to open it. The lock may be picked with a successful DC20 Dexterity check when using Thieves' Tools.

Horse Drawn. This vehicle requires at least two horses to pull its cargo.

Armored Horses. Horses pulling this vehicle are armored.



## FAMILIARS

Some backgrounds include familiars, such as the Veterinarian, Lion Tamer, and Jouser. The following pages are compiled of stat blocks for the most common familiars, but certainly not all of them. Consult with your DM if you prefer to use a different type of familiar than the ones listed in this material. Your DM will have stat blocks available for most familiars or will work with you on creating one if your desired familiar doesn't exist.



## BAT

Bats are winged nocturnal, rodent-like creatures that rely on the use of echolocation to navigate. Most bats eat insects while some have an appetite for blood. Bats that rely on a blood diet are more susceptible to carrying disease.

## CAT

Cats are four-legged animals that are commonly domesticated as pets. Most cats are very independent and extremely curious but cautious creatures. Most cats feed on small rodents like mice.

## HAWK

Hawks are predatory birds that like to utilize heights to their advantage when scouting for prey. A typical hawk will feast on almost any creature smaller than itself.



### HAWK

*Tiny beast, Unaligned*

Armor Class 13 natural armor  
Hit Points 1 (1d4 - 1)  
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5(-3)	16(+3)	8(-1)	2(-4)	14(+2)	6(-2)

Skills Perception +4  
Senses passive perception 14  
Languages —  
Challenge 0 (10 XP)

**Keen Sight.** The hawk has advantage on Wisdom (perception) checks that rely on sight.

### Actions

**Talons.** Melee Weapon Attack +5 to hit, reach 5 ft., one creature. Hit: 1 slashing damage.

### BAT

*Tiny beast, Unaligned*

Armor Class 10 natural armor  
Hit Points 1 (1d4 - 1)  
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	15(+2)	8(-1)	2(-4)	12(+1)	4(-3)

Senses blindsight 60 ft., passive perception 11  
Languages —  
Challenge 0 (10 XP)

**Echolocation.** The bat can't use its blindsight while deafened.

**Keen Hearing.** The bat has advantage on Wisdom (perception) checks that rely on hearing.

### Actions

**Bite.** Melee Weapon Attack +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.



### CAT

*Tiny beast, Unaligned*

Armor Class 12 natural armor  
Hit Points 2 (1d4)  
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	15(+2)	10(+0)	3(-4)	12(+1)	7(-2)

Skills Perception +3, Stealth +4  
Senses passive perception 13  
Languages —  
Challenge 0 (10 XP)

**Keen Smell.** The cat has advantage on Wisdom (perception) checks that rely on smell.

### Actions

**Bite.** Melee Weapon Attack +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage.

# CANINES

## BLOODHOUND

Bloodhounds are four legged beast that are easily domesticated if trained with patience when they are young. They have an extremely well sense of smell that can track other creatures from miles away, which is why hunters often utilize them for tracking down their game. A Bloodhound may be trained to bite, or bark as an alarm when unwanted creatures are near. Although their size slows them down compared to other canines their bite is still just as vicious.

## DALMATIAN

Dalmatians are easily distinguishable from other canines with their white and black spotted coats. They are often used by Firefighter's because of their loyalty and ability to follow commands such as search and rescue. These beast are capable of pulling humanoids from hazards such as fires, and collapsed structures.

## SHEPHERD

Shepherds are intelligent canines with a very keen sense of smell and hearing, making them perfect for finding hidden objects. In addition to their fast speeds, Shepherds have a vicious and strong bite that can be almost impossible to break free from. If domesticated, and a bond has formed, these creatures make ideal loyal companions.



### DALMATIAN

Medium beast, unaligned

Armor Class 10 natural armor  
Hit Points 8 (1d8)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	10(+0)	7(-2)	11(+0)	11(+1)

Skills Perception +2  
Senses Passive Perception 11  
Languages Can understand one language but can't speak  
Challenge 1/8 (25 XP)

**Keen Hearing and Smell.** The Dalmatian has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) piercing damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.



### BLOODHOUND

Medium beast, unaligned

Armor Class 12 natural armor  
Hit Points 12 (1d8+8)  
Speed 30 ft.

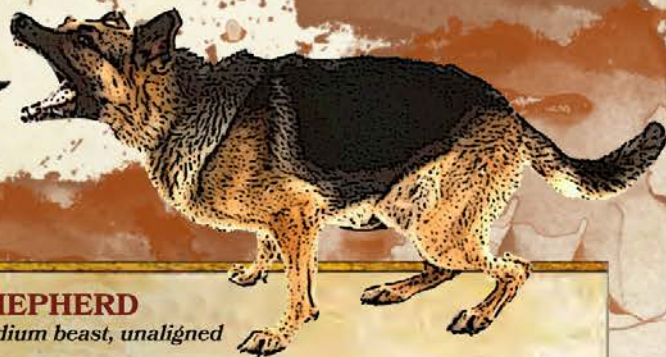
STR	DEX	CON	INT	WIS	CHA
12(+1)	13(+1)	14(+2)	8(-1)	12(+1)	9(-1)

Skills Perception +7  
Senses Passive Perception 15  
Languages Can understand one language but can't speak  
Challenge 1/8 (25 XP)

**Keen Hearing and Smell.** The Bloodhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) piercing damage.



### SHEPHERD

Medium beast, unaligned

Armor Class 11 natural armor  
Hit Points 10 (1d8+6)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	17(+3)	13(+1)	9(-1)	13(+1)	10(+0)

Skills Perception +5, Athletics +1, Intimidate +1  
Senses Passive Perception 14, blindsight 30 ft.  
Languages Can understand one language but can't speak  
Challenge 1/2 (50 XP)

**Keen Hearing and Smell.** The Shepherd has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 +1) piercing damage. If the target is a medium or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Shepherd can't bite another target.

## DRAFT HORSE

Draft horses are considerably stronger but slower than the typical riding horse and are domesticated and utilized for pulling heavy weight such as carriages or other cargo. If startled or hostile the Draft Horse will buck at its target with its powerful legs.

## RIDING HORSE

What riding horses lack in strength they make up for in speed as they are some of the fastest horses known to exist. Riding Horses are easily domesticated and sought after for their ease of riding and speed.

## WARHORSE

Warhorses aren't found in the wild as they are typically horses that have been specifically bred and raised for the purpose of combat. They are as strong as a draft horse with the speeds of a riding horse. They are taught to charge an opponent as well as buck with their powerful legs.

### WARHORSE

*Large beast, unaligned*

Armor Class 11 natural armor  
Hit Points 19 (3d10 + 3)  
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	12(+1)	13(+1)	2(-4)	12(+1)	7(-2)

Senses passive Perception 11  
Languages —  
Challenge 1/2 (100 XP)

**Trampling Charge.** If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

#### Actions

**Hooves.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target  
Hit: 8 (2d4 + 3) bludgeoning damage.

### DRAFT HORSE

*Large beast, unaligned*

Armor Class 10 natural armor  
Hit Points 19 (3d10 + 3)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	12(+1)	2(-4)	11(+0)	7(-2)

Senses passive Perception 10  
Languages —  
Challenge 1/4 (50 XP)

#### Actions

**Hooves.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target  
Hit: 9 (2d4 + 4) bludgeoning damage.

### RIDING HORSE

*Large beast, unaligned*

Armor Class 10 natural armor  
Hit Points 13 (2d10 + 2)  
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	12(+1)	2(-4)	11(+0)	7(-2)

Senses passive Perception 10  
Languages —  
Challenge 1/4 (50 XP)

#### Actions

**Hooves.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target  
Hit: 8 (2d4 + 3) bludgeoning damage.





## LIZARD

Lizards are tiny beast with long tails and large eyes. They can grow to be quite large if they consume enough of their diet, which consist of other tiny creatures like toads, as well as insects. Lizards utilize their sticky feet to climb vertically up and down surfaces likes walls and trees.

## OWL

The Owl is a nocturnal bird with keen hearing and vision, especially at night. They utilize their senses to hunt and eat small rodent-like creatures such as rabbits, mice and rats.

## RABBIT

Rabbits are four legged creatures with unmistakable long ears. They are cautious creatures with very limited survival skills. Their diet consist of mostly vegetation life.



### LIZARD

*Tiny beast, Unaligned*

Armor Class 10 natural armor  
Hit Points 2 (1d4)  
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	11(+0)	10(+0)	1(-5)	8(-1)	3(-4)

Senses darkvision 30 ft., passive perception 9  
Languages —  
Challenge 0 (10 XP)

### Actions

**Bite.** Melee Weapon Attack +0 to hit, reach 5 ft., one creature.  
Hit: 1 piercing damage.



### OWL

*Tiny beast, Unaligned*

Armor Class 11 natural armor  
Hit Points 1 (1d4 - 1)  
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	8(-1)	2(-4)	12(+1)	7(-2)

Skills Perception +3, Stealth +3  
Senses darkvision 120 ft., passive perception 13  
Languages —  
Challenge 0 (10 XP)

**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing and Sight.** The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### Actions

**Talons.** Melee Weapon Attack +5 to hit, reach 5 ft., one creature. Hit: 1 slashing damage.



### RABBIT

*Tiny beast, Unaligned*

Armor Class 10 natural armor  
Hit Points 1 (1d4-1)  
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	11(+0)	9(-1)	2(-4)	10(+0)	4(-3)

Senses darkvision 30 ft., passive Perception 10  
Languages —  
Challenge 0 (10 XP)

**Keen Hearing.** The rabbit has advantage on Wisdom (perception) checks that rely on hearing.

### Actions

**Bite.** Melee Weapon Attack +0 to hit, reach 5 ft., one creature.  
Hit: 1 piercing damage.

## PARROT

Parrots are often vividly colored, with a short down-curved hooked bill, grasping feet, and a raucous voice. They feed on fruits and seeds and are popular companions amongst isolated individuals because they are capable of speaking minor words and phrases including mimicking sounds and voices they've heard. Those who are without social contact with other creatures of their kind for long periods of time, such as pirates, will utilize the companionship of a Parrot to avoid going stir-crazy.



### PARROT

*Tiny beast, unaligned*

Armor Class 12 natural armor  
Hit Points 13 (1d4+11)  
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	15(+2)	16(+3)	5(-3)	14(+2)	12(+1)

Skills Perception +5  
Senses passive Perception 14  
Languages some of any one language  
Challenge 1/8 (25 XP)

**Mimicry.** The Parrot can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 8 Wisdom (Insight) check.

#### Actions

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) piercing damage.

**Talons.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 3 (1d4 +1) slashing damage.

## HOMING PIGEON

Pigeons that are trained shortly after being hatched to carry and deliver small parcels such as letters and scrolls, are Homing Pigeon's and are sometimes referred to as carrier pigeons. These creatures are trained to travel great distances to specific locations, and then return. They aren't the most reliable method of delivering letters, but they are capable of finding their way back to almost any location and allow less travel for couriers.



### HOMING PIGEON

*Tiny beast, unaligned*

Armor Class 8 natural armor  
Hit Points 4 (1d4)  
Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	15(+2)	8(-1)	5(-3)	13(+1)	8(-1)

Skills Perception +3  
Senses passive Perception 13  
Languages —  
Challenge 0 (10 XP)

**Flyby.** The pigeon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

#### Actions

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.





## RAVEN

*Tiny beast, Unaligned*

Armor Class 12 natural armor

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	14(+2)	8(-1)	2(-4)	12(+1)	6(-2)

Skills Perception +3

Senses passive perception 13

Languages —

Challenge 0 (10 XP)

**Mimicry.** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chattering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### Actions

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

## RAT

*Tiny beast, Unaligned*

Armor Class 10 natural armor

Hit Points 1 (1d4-1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	11(+0)	9(-1)	2(-4)	10(+0)	4(-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

**Keen Smell.** The rat has advantage on Wisdom (perception) checks that rely on smell.

### Actions

**Bite.** Melee Weapon Attack +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.



## RAT

Rats are tiny creatures that are commonly associated with filth and disease. They chew on wood to keep their teeth short and sharp and eat almost anything. They have a great memory and can contort their bodies to fit through spaces smaller than themselves.

## RAVEN

Ravens are dark colored birds, typically black with a strange appetite for eggs of other birds, although they do eat a multitude of other things. Ravens typically flock together to prey on larger prey that they otherwise couldn't take down if they were alone or in small numbers.

## SNAKE

Snakes are beast with no vertebrate allowing them to conceal themselves into small balls before uncoiling and lunging toward their prey. Their bites are more deadly than most other creates due to their deadly dose of toxic poison. Snakes live in a variety of environments including water, and can grow to be very large in size.

## SNAKE (POISONOUS)

*Tiny beast, Unaligned*

Armor Class 13 natural armor

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	16(+3)	11(+0)	1(-5)	10(+0)	3(-4)

Senses blindsight 10 ft., passive perception 10

Languages —

Challenge 1/8 (25 XP)

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.





## SQUIRREL (GLIDER)

*Tiny beast, Unaligned*

Armor Class 10 natural armor

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	16(+3)	11(+0)	3(-4)	10(+0)	5(-3)

Skills Perception +3

Senses passive perception 10

Languages —

Challenge 0 (10 XP)

**Glide.** The glider squirrel can glide through the air up to double its movement speed so long as it has a running start from an elevated surface.

### Actions

**Bite.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 piercing damage.



## TARANTULA

*Tiny beast, Unaligned*

Armor Class 12 natural armor

Hit Points 1 (1d4-1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2(-4)	14(+2)	8(-1)	1(-5)	10(+0)	2(-4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

**Spider Climb.** The tarantula can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the tarantula knows the exact location of any other creature in contact with the same web.

**Web Walker.** The tarantula ignores movement restrictions caused by webbing.

### Actions

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

## SQUIRREL (GLIDER)

Glider squirrels are often confused with flying squirrels but more closely resemble possums more than squirrels. They are tiny in size and so long as they have a running elevated start, they can glide through the air for great distances.

## TARANTULA

Larger than normal house spiders, the Tarantula is an eight legged spider that actually doesn't produce or dwell in any webbing and instead spins silk to line its territory as an alarm system for potential prey and predator alike. Although it's bite is venomous, it's fangs aren't long enough to inject most creatures larger than itself.

## WEASEL

Although much smaller than squirrels and rabbits, weasels are fierce predators that often attack bigger creatures than itself. They often will kill more prey than they can actually consume and tend to even raid chicken coops for eggs to eat.



## WEASEL

*Tiny beast, Unaligned*

Armor Class 13 natural armor

Hit Points 1 (1d4 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	16(+3)	8(-1)	2(-4)	12(+1)	3(-4)

Skills Perception +3, Stealth +5

Senses passive perception 13

Languages —

Challenge 0 (10 XP)

**Keen Hearing and Smell.** The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

## **CREATE YOUR OWN BACKGROUND**

The following contains a blank template so that you may create your own background for you or your friends to use. Have fun, and be creative! -DM Paul Weber

---

***(TITLE)***

**DESCRIPTION:**

***Skill Proficiencies.***

***Tool Proficiencies.***

***Languages.***

***Equipment.***

**FEATURE:**

**SUGGESTED CHARACTERISTICS**

d8	Personality Trait
1	
2	
3	
4	
5	
6	
7	
8	

d6	Ideal
1	
2	
3	
4	
5	
6	

d6	Bond
1	
2	
3	
4	
5	
6	

d6	Flaw
1	
2	
3	
4	
5	
6	

***To customize a background you can replace one (1) feature with any other one or work with your DM to create your own. Choose any two (2) skills and up to two (2) tool proficiencies or languages from the sample backgrounds. Finally choose two (2) personality traits, one (1) ideal, one (1) bond, and one (1) flaw. More detail and examples see page 125 in the Official Players Handbook.***

# INDEX

## **Backgrounds**

Black Market Merchant 65  
Bodyguard 9  
Bounty Hunter 11  
Cartographer 13  
Chef 15  
Collector 17  
Courier 19  
Curator 21  
Deputy Sheriff 23  
Doctor 25  
Executioner 27  
Farmer 29  
Firefighter 31  
Fisher 33  
Fortune Teller 35  
Gladiator 37  
Grave Robber 39  
Horse Trailer 41  
Hunter 43  
Inventor 45  
Investigator 47  
Jousting 49  
Judge 51  
Librarian 53  
Lion Tamer 55  
Lumberjack 57  
Magician 59  
Mason 61  
Merchant 63  
Miner 67  
Pirate 69  
Politician 71  
Priest 73  
Prisoner 75  
Scientist 77  
Servant 79  
Smith 81  
Swindler 83  
Tavern Patron 85  
Teacher 87  
Treasurer 89  
Undertaker 91  
Vampire Hunter 93  
Veterinarian 95  
Weaver 97  
Werhunter 99  
Wrangler

## **Other**

Abacus 111  
Aims Box 112  
Alchemist Supplies 115  
Artisan's Tools 117  
Bait 109  
Barber's Tools 117  
Barding 129  
Barding Table 129

Basic Poison 104  
Brewer's Supplies 115  
Burglar's Pack 113  
Calligrapher's Supplies 115  
Candle 110  
Carpenter's Tools 118  
Carriage 131  
Cart 131  
Cartographer's Tools 118  
Censer 112  
Chariot 131  
Cleaver 105  
Climber's Kit  
Cobbler's Tools 118  
Cook's Utensils 105  
Diplomat's Pack 113  
Disguise Kit 114  
Doctors Tools 118  
Dungeoneer's Pack 113  
Entertainer's Pack 113  
Equipment Packs 113  
Explorer's Pack 113  
Familiar, Bat 134  
Familiar, Bloodhound 135  
Familiar, Cat 134  
Familiar, Dalmatian 135  
Familiar, Draft Horse 136  
Familiar, Glider Squirrel 140  
Familiar, Hawk 134  
Familiar, Homing Pigeon 138  
Familiar, Lizard 137  
Familiar, Owl 137  
Familiar, Parrot 137  
Familiar, Rabbit 137  
Familiar, Rat 139  
Familiar, Raven 139  
Familiar, Riding Horse 136  
Familiar, Shepherd 135  
Familiar, Snake 139  
Familiar, Tarantula 140  
Familiar, Warhorse 136  
Familiar, Weasel 140  
Fire Wagon 132  
Firefighter Axe 107  
Firefighter Badge 107  
Fishing Tackle 108  
Forgery Kit  
Garrote 104  
Gazing Ball 111  
Glassblower's Tools 118  
Hand Net 108  
Healer's Kit 106, 114  
Herbalism Kit 106, 114  
Holy Symbol 112  
Holy Water 112  
Hunting Trap 109  
Improvised Weapons 125  
Incense 112

Investigator's Tools 119  
Kits 114  
Lamp 110  
Lance 124  
Lantern, bullseye 110  
Lantern, hooded 110  
Lasso 124  
Leatherworker's Tools 119  
Manacles 107  
Mason's Tools 119  
Merchant's Kit  
Merchant's Scale 111  
Mess Kit  
Mess Kit 105, 114  
Mounts 130  
Navigator's Tools 119  
Net 108  
Officer Badge 107  
Paddy Wagon 132  
Painter's Supplies 115  
Pitchfork 123  
Plague Mask 106  
Poisoner's Kit  
Poisoner's Kit 104, 114  
Potion Crafting 116  
Potion of Healing 106  
Potter's Tools 120  
Rations 105  
Riding Crop 124  
Saddles 129  
Salve 106  
Scholar's Pack 113  
Scythe 123  
Shovel 123  
Sickle 123  
Signal Whistle 109  
Silvered Weapons 125  
Sled 131  
Smiths Tools 120  
Splint 106  
Supplies 115  
Tent 109  
Thieves' Tools 120  
Throwing Stars 104  
Tinderbox 105  
Tinker's Tools 120  
Tools 117  
Tools Table 121  
Torch 110  
Truncheon 107  
Vehicle Proficiency 129  
Vehicle Table 129  
Vestment 112  
Wagon 131  
Weapons Table 126  
Weapons Table, supplement 127  
Weaver's Tools 121  
Whip 124  
Woodcarver's Tools 121