A Player’s Guide to Salt in Wounds

By J.M. Perkins

Introduction: How to Use this Guide

Salt in Wounds at a Glance

Races: A quick overview of the most common races of Salt in Wounds.

Religion: Half page summary of the unique religions of Salt in Wounds in addition to the part played by non-native religions.

Factions: Primer on Salt in Wound’s factions.

Districts: Basic organization of the city, as well as some of its most (in)famous points of interest.

History: A ‘layman’s’ understanding of the city’s past.

Salt in Wounds Setting Player Options

Backgrounds: Some custom backgrounds and traits related to a PC originating from Salt in Wounds from Maw-Slave to Abandoned Caravan to Marrow Miner immigrant.

Subrace: Alchemical Ghoul

Class Customizations:

Barbarian: Totem of the Beast in Chains – Barbarians that develop abilities to suppress their rage in order to later express it explosively.

Bard: School of the Dirge – Bards that focus on funerary rites, sound & fear, and death/undeath.

Cleric: Blood Domain – Favored domain of Macinfex – Lord of Butchers with a focus on cutting of flesh as a holy and rite for war or healing.

Fighter: Mutant Warrior - Fighters that have achieved a measure of control over his body’s emergent mutations to power his martial prowess.

Monk: Aetherist Monk – Monks that channel their ki into potion like concoctions to enact alchemist like self-transformations.

Paladin: Oath of Binding – Paladins that have special interest in keeping ancient evils bound/controlled, with powers that shut down movement and abilities.

Ranger: Man-Hunter – Rangers that specialize in tracking sentient creatures with specialized counters for everything from hulking brutes to the canniest wizards.

Rogue: Thugs are the brutish of rogues with extra emphasis on intimidation, winning physical encounters via dirty fighting, and working as enforcers for organizations.

Sorceror: Origin – Vitality of the Primoridals – Sorceror’s whose magic derives from touch of a primordial’s blood (such as the Tarrasque) the ancient art obsessed kaiju that predate the gods and whose magic tends to focus on raw power and vitality.

Warlock: Patron – Lord of Agony A warlock’s patron that is obsessed with pain both for the Warlock and any they encounter with magical powers to compliment this.

Wizard: Hemiotropic School while not specifically bound to any one ‘school’ of magic, Hemiotropic Wizards study the flow of blood to power their magics.

# Chapter 1: Introduction

# Chapter 2: Places

# Chapter 3: People

# Chapter 4: History

# Chapter 5: Secrets

# Appendix