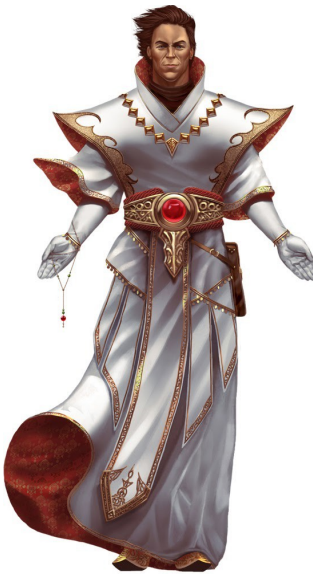


Backgrounds

	Acolyte You have spent your life in the service of a temple to a specific god or panteheon of gods. Skill Proficiencies: Insight, Religion Languages: Two of your choice Equipment: A holy symbol, a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a pouch containing 15 gp Shelter of the Faithful: You and your allies can receive free healing at any temple of your faith. Other members of your faith will be willing to provide you with a modest lifestyle. You may maintain a permanent residence at the temple you served, and you may call upon its priests for assistance as long as you remain in good standing.
	Charlatan You have a history of being a trickster or con man of some sort, making your living through deception. Skill Proficiencies: Deception, Sleight of Hand Tool Proficiencies: disguise kit, forgery kit Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (10 stoppered bottles of colored liquid, a set of weighted dice, a deck of marked cards, or the signet ring of an imaginary duke), and a pouch containing 15 gp False Identity: You have created a false identity, complete with contacts, diguises, and the ability to forge any type of document that you have seen in the past.
	Criminal You are an experienced criminal with a history of breaking the law. Skill Proficiencies: Deception, Stealth Tool Proficiencies: one type of gaming set, thieves' tools Equipment: A crowbar, a set of dark common clothes including a hood, and a pouch of 15 gp Criminal Contact: You have a reliable contact who connects you to a network of other criminals. You know how to get messages to your contact, even over great distances. Variant Criminal: Spy: Instead of a criminal, you may be a spy working for the crown or some other organization that is not necessarily criminal.



Entertainer

You have made your career as an entertainer of some sort.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: disguise kit, one type of musical instrument

Equipment: A musical instrument, the favor of an admirer (love letter, lock of hair, or trinket), a costume, and a pouch of 15 gp.

By Popular Demand: You can always find a place to perform, such as an inn, tavern, circus, theater, or a noble's court. You will receive free lodging and food of a modest or comfortable quality as long as you perform each night.

Variant Entertainer: Gladiator: Your form of entertainment is combat rather than music or acrobatics. You may pick an inexpensive but unusual weapon in place of a musical instrument.



Folk Hero

You come from a humble background, but you have already accomplished some act of heroism that has won you recognition in your hometown.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: 1 type of artisan's tools, land vehicles

Equipment: A set of artisan's tools, a shovel, an iron pot, a set of common clothes, and a pouch containing 10 gp

Rustic Hospitality: You can always find a place to hide, rest or recuperate among other commoners. They will shield you from the law or anyone else searching for you.



Guild Artisan

You are a member of an artisan's guild, skilled in some sort of craft.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: 1 type of artisan's tools

Languages: 1 of your choice

Equipment: A set of artisan's tools, a letter of introduction from your guild, a set of traveler's clothes, and a pouch of 15 gp

Guild Membership: Fellow guild members will provide you with food and lodging, and pay for your funeral. You have access to a guild hall in major cities, and access to political figures and help with legal issues. You must pay 5 gp per month to keep the benefits of guild membership.

Variant Guild Artisan: Guild Merchant: Rather than an artisan, you are a trader. Instead of proficiency with artisan's tools, you have proficiency with navigator's tools or an additional language. Instead of having artisan's tools, you have a mule and a cart.



Hermit

You have spent most of your life living in a sheltered community such as a monastery, or completely alone.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: herbalism kit

Languages: 1 of your choice

Equipment: A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, and herbalism kit, and 5 gp

Discovery: In your solitude, you have made some discovery and have gained secret knowledge that nobody else possesses. Work with the DM to determine the nature of your discovery.



Noble

You come from an important family. They possess wealth, land, and influence over other people.

Skill Proficiencies: History, Religion

Tool Proficiencies: 1 type of gaming set

Languages: 1 of your choice

Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp

Position of Privilege: You are welcomed in high society, and people assume you have a right to be wherever you are. Commoners make an effort to accomodate you and avoid your displeasure. You can always secure an audience with other nobles when needed.

Variant Noble: Knight: As a knight, you would not benefit from Position of Privilege. Instead, you have three retainers. These people may be attendants, messengers, and may include a majordomo. They will perform mundane tasks for you, but they will not fight or follow you into danger.



Outlander

You grew up in the wild, far from civilization or technology.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: 1 type of musical instrument

Languages: 1 of your choice

Equipment: A staff, a hunting trap, a trophy from an animal you killed, a set of traveler's clothes, and a pouch containing 10 gp

Wanderer: You can always remember maps and any terrain you have seen. You can find food and fresh water for up to 5 people each day, provided that the land you're on has berries, small game, and water.



Sage

You spent years learning the lore of the multiverse.

Skill Proficiencies: Arcana, History

Languages: 2 of your choice

Equipment: A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you haven't been able to answer, a set of common clothes, and a pouch containing 10 gp

Researcher: Whenever you need information that you do not know, you at least know where to find the information.



Sailor

You sailed on a seagoing vessel for years.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: navigator's tools, water vehicles

Equipment: A belaying pin (club), 50 feet of silk rope, a lucky charm of some sort (rabbit's foot, small stone, or any trinket), a set of common clothes, and a pouch containing 5 gp

Ship's Passage: You can always secure passage for yourself and your companions on a ship, assuming that you are willing to assist the crew during the voyage.

Vatiant Sailor: Pirate: Rather than Ship's Passage, you have a bad reputation. You can get away with small crimes such as refusing to pay for food or knocking down a door at a local shop. People fear you enough to look the other way, rather than report your crimes.



Soldier

War has been your life for as long as you care to remember.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: 1 type of gaming set, land vehicles

Equipment: An insignia of rank, a trophy taken from a fallen enemy (dagger, broken blade, or part of a banner), a set of bone dice or deck of cards, a set of common clothes, and a pouch containing 10 gp

Military Rank: Soldiers loyal to your military organization recognize your authority. You can influence lower ranked soldiers, requisition horses and equipment for temporary use, and gain access to friendly military encampments or fortresses.



Urchin

You grew up on the streets, alone, orphaned, and poor.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: disguise kit, thieves' tools

Equipment: A small knife, a map of the city you grew up in, a pet mouse, a token to remember your parents by, a set of common clothes, and a pouch containing 10 gp.

City Secrets: You're familiar with all of the shortcuts and the flow of foot traffic in the city. You and any companions who follow you can travel between any 2 locations in a city in half of the time it would take most people.