

Origins

Heritage

The first step in the origin creation process is deciding on a heritage such as a dwarf, elf, or halfling.

Age

This section details the average age at which a character of this heritage is considered to have reached adulthood, as well as their typical life span.

Size

All creatures are assigned a size, ranging from Tiny to Gargantuan. Medium and Small are the most common sizes for adventurers.

Speed

Each heritage has a base Speed. This determines how far you can move on your turn during combat and while traveling.

Darkvision

Creatures with darkvision can see in dim light as if it were bright light, and in darkness as if it were dim light, out to a certain distance.

Heritage Gift

In addition to the traits granted to all characters of the same heritage, some include multiple gifts for you to choose from. When multiple options are presented, you may choose only one heritage gift.

Paragon Gift

Later in an adventuring career, each heritage grants a paragon feature.

Dragonborn

Dragonborn Traits

Characters with the dragonborn heritage share a variety of traits in common with one another.

Age. Dragonborn fully mature into adults in their teens. Their maximum life span is about 80 years.

Size: Medium.

Speed: 30 feet.

Dragon Breath. You can use your dragon breath as an action.

Choose the type of damage dealt by your breath weapon from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Additionally, choose between a 30-foot line that is 5 feet wide or a 15-foot cone for the area that your breath weapon affects. Each creature in the breath's area makes a Dexterity saving throw. If your breath weapon deals psychic damage, a Wisdom saving throw is made instead of Dexterity; if cold, necrotic, poison, radiant, or thunder, a Constitution saving throw. The DC is 8 + your Constitution modifier + your proficiency bonus.

A creature takes 2d6 damage on a failed saving throw, or half damage on a success. The damage increases to 3d6 at 4th level, 4d6 at 9th level, 5d6 at 14th level, and 6d6 at 19th level.

After you use your dragon breath, you can't use it again until you finish a rest.

Dragonborn Gifts

In addition to the traits found in your dragonborn heritage, select one of the following dragonborn gifts.

Draconic Armor

You have the following traits:

Claws. You grow retractable claws from the tips of your fingers. Extending or retracting the claws requires no action.

The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d4 + your Strength modifier.

Resistance. You have resistance to the damage type dealt by your Dragon Breath.

Scales. You have tough interlocked draconic scales. While you aren't wearing armor or your only armor is a shield, your AC is 13 + your Dexterity modifier.

Draconic Fins

You have the following traits:

Swimmer. You have a swimming speed of 30 feet and you can hold your breath for up to 15 minutes at a time.

Deep Darkvision. You have darkvision to 60 feet. In addition, your eyes are perfectly adapted for spotting movement at depth, and the radius of your darkvision increases to 120 feet while underwater.

Hard to Hit. While you aren't wearing armor or your only armor is a shield, your AC is 12 + your Dexterity modifier.

Draconic Wings

Some dragonborn are born with draconic wings.

Flight. You have a fly speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor. Whenever you spend 3 full consecutive rounds airborne without landing, you gain a level of fatigue. Any fatigue gained in this way is removed upon finishing a rest.

Draconic Paragon

When you reach 10th level, your dragonborn gift dramatically improves. In addition, you gain resistance to the damage type dealt by your Dragon Breath. If you already have resistance to that type of damage, you gain immunity to it instead.

Impenetrable Draconic Armor

Your claws deal slashing damage equal to 1d8 + your Strength modifier, and your AC increases by 1.

Mighty Draconic Wings

Your fly speed increases to 40 feet and you can fly while wearing medium or heavy armor. When you would suffer fatigue from using your fly speed, you make a Constitution saving throw (DC 10 + 1 per previous save in the last minute). On a success, you do not suffer fatigue from flying that round.

Sleek Draconic Fins

Your swim speed increases to 45 feet, you can breathe underwater, and your darkvision increases to 120 feet (or 240 feet while underwater). Additionally, while underwater you gain an expertise die on saving throws and weapon attack rolls.

Suggested Cultures

While you can choose any culture for your dragonborn character, the dragonbound and dragoncult cultures are linked closely with this heritage.

Dwarf

Dwarf Traits

Characters with the dwarf heritage share a variety of traits.

Age. Dwarves become adults at 50.

Some dwarves live to be over 400 years old.

Size: Medium.

Speed: 25 feet. Your Speed is not reduced by wearing heavy armor or wielding tower shields.

Darkvision. You have darkvision to 60 feet.

Creator's Blessing. You gain proficiency with one set of artisan's tools (either brewer's supplies or mason's

tools) or smith's tools. During a long rest, you can use these tools for crafting instead of sleeping and still receive the full benefits of the long rest.

Tough. Your character level is added to your hit point maximum.

Dwarf Gifts

In addition to the traits found in your dwarven heritage, select one of the following dwarven gifts.

Dwarven Stability

You gain an expertise die on saving throws against effects that would knock you prone, and on saving throws made to resist being shoved.

Dwarven Toughness

As a bonus action, you gain a number of temporary hit points equal to 1d10 plus your level. These temporary hit points last for 1 minute. You can't use this trait again until after you finish a long rest.

You gain an expertise die on saving throws against poison, and you have resistance against poison damage.

Dwarven Paragon

When you reach 10th level, you gain one of the following paragon gifts.

Fury of the Earth

As an action, you can strike the ground with a melee weapon you're proficient with. The ground in a 30-foot radius around you becomes difficult terrain. Each creature on the ground in the area makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier) or is knocked prone. A creature concentrating on a spell makes a Constitution saving throw or its concentration is broken. You can't use this feature again until after you finish a long rest.

Unbreakable

When you succeed on a death saving throw, you can expend one Hit Die to regain 1 hit point as if your check result was a natural 20. You can't use this feature again until after you finish a rest.

Suggested Cultures

While you can choose any culture for your dwarf character, the following cultures are linked closely with this heritage: deep dwarf, forsaken, godbound, hill dwarf, mountain dwarf.

Elf

Elf Traits

Characters with the elf heritage share a variety of traits in common with one another.

Age. Elf children mature at the same rate as humans. Elves can live to be 700 or older, and legends speak of elves who simply never die.

Size: Medium.

Speed: 30 feet.

Darkvision. You have darkvision to 60 feet.

Fey Ancestry. You gain an expertise die on saving throws against being charmed, and you are immune to magical effects that would put you to sleep.

Trance. Instead of sleeping, elves enter a trance state. When you take a long rest, you spend 4 hours in your trance state (instead of sleeping for 6 hours). During the trance you suffer no penalty to passive Perception. A long rest remains 8 hours for you as normal, and the remainder of the time must be filled only with light activity.

Elf Gifts

In addition to the traits found in your elf heritage, select one of the following gifts.

Mystic Rapport

Elves with the gift of Mystic Rapport have the following traits:

Arcane Sensitivity. You gain proficiency in Arcana.

Arcane Empathy. You can speak telepathically to a creature within 30 feet of you that you can see. Though this grants the creature no ability to respond telepathically, they can understand you if you share a language. You can speak in this way to one creature at a time.

Prescient Vision

Elves with the gift of Prescient Vision have the following trait:

Glance the Future. Your eyes can see a few moments into the future, and your mind apprehends the divergent possibilities. Once between rests you can use a bonus action to roll a d20 and record the result. Before the end of your next rest, when a creature you can see within 60 feet makes an ability check, attack roll, or saving throw, you can use your reaction to replace their roll with your recorded result. When the creature is also rolling an expertise die, only the d20 roll is replaced. When the creature is rolling more than one d20, such as when it has advantage or when a halfling is using their Halfling's Luck trait, the replacement applies to the creature's final roll.

Preternatural Awareness

Elves with the gift of Preternatural Awareness have the following traits:

Keen Senses. You gain proficiency in Perception.

Prophetic Instincts. Your ability to detect danger is nearly supernatural. You gain a bonus to initiative rolls equal to your Wisdom modifier (minimum 1), and you can't be surprised while conscious (including during your Trance).

Elven Paragon

When you reach 10th level, you are an exemplar of elfkind, and you gain one paragon gift from the following list.

Elfsight

Nature cannot block the legendary accuracy of your people. Your attack rolls ignore half cover, and you do not suffer disadvantage on Wisdom (Perception) checks in lightly obscured areas. You do not have disadvantage from making ranged attacks at long range.

Inexorable Darkvision

There is no range limit for your darkvision.

Spiritual Awareness

You can cast *detect thoughts* at its lowest level a number of times equal to your proficiency bonus between each long rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Suggested Cultures

While you can choose any culture for your elf character, the following cultures are linked closely with this heritage: eladrin, high elf, shadow elf, wood elf.

Gnome

Gnome Traits

Characters with gnome heritage share the following traits:

Age. Gnomes mature as quickly as humans, but they can live up to 500 years.

Size: Small.

Speed: 25 feet.

Darkvision. You have darkvision to 60 feet.

Gnome Cunning. You gain an expertise die on Intelligence, Wisdom, and Charisma saving throws made against spells and magical effects.

Gnomish Magic. You know the *minor illusion* cantrip. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Gnome Gifts

Choose one of the following heritage gifts.

Gnomish Agility

You gain +1 to your Armor Class against creatures of a size category larger than your own.

Into Mist

Once between rests, as a bonus action or as a reaction immediately after taking damage, you can turn invisible. The invisibility lasts until the end of your next turn, and it ends early if you attack, deal damage, or cast a spell.

Gnomish Paragon

When you reach 10th level, you are an exemplar of gnomekind, and you gain the following paragon gift.

Cunning Reflexes

Choose one of the following saving throws: Strength, Dexterity, or Constitution. You gain an expertise die when using the chosen saving throw to resist magic.

Suggested Cultures

While you can choose any culture for your gnome character, the following cultures are linked closely with this heritage: deep gnome, forest gnome, forgotten folk, tinker gnome.

Halfling

Halfling Traits

Characters with the halfling heritage share a variety of traits in common with one another.

Age. Halflings mature into adults around the age of 20 and usually live for about 150 years.

Size: Small.

Speed: 25 feet.

Fearless. You are immune to the effects of the frightened condition.

Nimble Steps. If a creature is at least one size larger than you, you can move through its space.

Halfling's Luck. When you make an ability check, attack roll, or saving throw and roll a 1, you can choose to roll again, taking the second result.

Halfling Gifts

In addition to the traits found in your halfling heritage, select one of the following gifts.

Burrowing Claws

You have the following traits:

Burrow. You have a burrowing speed of 10 feet. You can use your burrowing speed to move through nonmagical sand, loose earth, loamy soil, mud, or snow, but not solid rock. You do not naturally leave any sort of tunnel behind but you can attempt to create a 5-foot by 5-foot wide tunnel in earth, soil, or snow by spending extra time and effort shoring it up and adding support. This reduces your burrowing speed to 5 feet every 15 minutes.

Claws. Your nails grow into strong shovel-like claws. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d4 + your Strength modifier.

Tuft Feet

You have the following traits:

Big Feet. You gain an expertise die on checks and saving throws made to resist being knocked prone.

Thick Soles. You are immune to damage from sharp terrain hazards (such as caltrops, broken glass, or the *spike growth* spell) and ignore difficult terrain caused by them. Additionally, other kinds of difficult terrain reduce your movement speed by 5 feet instead of halving it.

Twilight-Touched

You have the following traits:

Darkvision. You have darkvision to 60 feet.

Telepathy. You can speak telepathically to a creature within 30 feet of you that you can see. Though this grants the creature no ability to respond telepathically, they can understand you if you share a language. You can speak in this way to one creature at a time.

Halfling Paragon

When you reach 10th level, you are an exemplar of halflingkind, and you gain the following paragon gift.

Increased Luck

When you use your Halfling's Luck trait, you may reroll results of 2 or 3.

Suggested Cultures

While you can choose any culture for your halfling character, the following cultures are linked closely with this heritage: kithbáin halfling, mistbairn halfling, stout halfling, tunnel halfling.

Human

Human Traits

Characters with human heritage share a variety of traits in common.

Age. Humans reach basic maturity around age 18, although many continue

to grow in body and mind through their twenties. Only the most exceptional human elders live past 100 years.

Size: Medium or Small.

Speed: 30 feet.

Fast Learner. You gain proficiency in one additional skill of your choice. In addition, you require half as much time as normal to train yourself in the use of a suit of armor, tool, or weapon during downtime.

Intrepid. Once between rests, when you make an ability check, attack roll, or saving throw, you can choose to gain an expertise die on that roll.

Human Gifts

In addition to the traits found in your human heritage, select one of the following gifts.

Diehard Survivor

You have the following traits:

Feast and Famine. You can go a number of days equal to your Constitution modifier without suffering any fatigue from lack of Supply. Afterwards you require twice as much Supply for as many days as you went without.

Radical Perseverance. You only die after failing 4 death saving throws instead of 3.

Ingenious Focus

You have the following traits:

Inexorable Concentration. When you fail a Constitution saving throw to maintain concentration, you can immediately reroll it, taking the new result. You may use this trait a number of times equal to your Intelligence modifier (minimum 1), and regain all expended uses after a long rest.

Resident Expert. Choose two tools with which you are proficient, or a skill with which you are proficient from Animal Handling, Arcana, Culture, Engineering, History, Medicine, Nature, or Religion. When you make a check with that tool or skill and the d20 shows a natural result of

less than 10, you can count the d20 result as being 10.

Spirited Traveler

You have the following traits:

Desperate Dash. Once between rests, when you take the Dash action, your movement this turn does not provoke opportunity attacks. During this movement, you gain an expertise die on Acrobatics checks made to avoid hazards and Dexterity saving throws.

Marathon Runner. The first time between each long rest you would gain a level of fatigue, you do not gain that level of fatigue. You still suffer a level of fatigue from finishing a long rest without any Supply.

Sojourner's Fortitude. You gain an expertise die on saving throws made to resist fatigue for marching longer than 8 hours.

Human Paragon

When you reach 10th level, you are an exemplar of humankind, and you gain one paragon gift from the following list.

Determined

Once between rests, when you are bloodied and make an attack roll or saving throw, you can use this feature to treat the result of the d20 roll as a natural 20.

Wind at Your Back

Your Speed increases by 10 feet. You ignore difficult terrain when you Dash. When you make a melee weapon attack against a creature, until the end of your turn you do not provoke opportunity attacks from it.

Voracious Learner

You gain an expertise die in each of three different skill or tool proficiencies.

Suggested Cultures

While you can choose any culture for your human character, the following cultures are

linked closely with this heritage: cosmopolitan, imperial, settler, villager.

Orc

Orc Traits

Characters with orc heritage share the following traits:

Age. Orcs reach adulthood around age 14. They usually live to be 60–75 years old.

Size: Medium

Speed: 30 feet

Darkvision. You have darkvision to 60 feet.

Heavy Lifter. When determining your carrying capacity and the weight that you can push, drag, or lift, your size is considered to be Large.

Mighty Attacks. When you critically hit with a melee weapon attack, roll one of the weapon's damage dice again and add the result to the attack's damage.

Orcish Gifts

In addition to the traits granted by your orcish heritage, choose one of the following heritage gifts.

Just Like Home

Choose one type of terrain, reflecting the area from which your family hails: arctic, desert, mountain, or swamp. You ignore all naturally created difficult terrain of that type. Additionally, you gain an expertise die on Survival checks made within this terrain type, and gain a type of damage resistance related to your chosen terrain: arctic—cold, desert—fire, mountain—lightning, swamp—poison.

Ancestral Blessing

You have the following traits:

Divine Protection. You have resistance to radiant damage.

Touch of Divinity. You know the *resistance* cantrip. In addition, you can cast the *shield* spell once per long rest.

Magic Adept

You are born with magic coursing through your veins, and are able to utilize it in a number of ways. You learn one cantrip of your choice from the wizard spell list. At 3rd level, choose one 1st- or 2nd-level spell from the wizard spell list. Once between long rests, you can cast the chosen spell without any material components. A 1st-level spell chosen this way can be cast at 2nd-level using this trait, if the spell allows. Your spellcasting ability for this trait is the same as the ability score used in the spellcasting class in which you have the highest level, or Charisma if you have no levels in a spellcasting class.

Orc Paragon

Starting at 10th level, you become a paragon of orcishness. You gain the following feature.

Relentless Resilience

Once between long rests, when damage would reduce you to 0 hit points, you are instead reduced to 1 hit point. Additionally, the many struggles of your ancestors has given you a thick skin, and the ability to shrug off less powerful blows. Your Armor Class increases by 1.

Suggested Cultures

While you can choose any culture for your orc character, the following cultures are linked closely with this heritage: caravanner, stoic orc, wildling.

Planetouched

Planetouched Traits

Characters with planetouched heritage share the following traits:

Age. Planetouched typically mature at the same rate as humans but have slightly longer life spans.

Size: Small or Medium

Speed: 30 feet.

Darkvision. You have darkvision to 60 feet.

Immortal Blessing. Once between long rests, when damage would reduce you to 0 hit points, you are instead reduced to 1 hit point.

Planetouched Gifts

In addition to the traits granted by your planetouched heritage, select one of the following heritage gifts.

Aasimar

This heritage of planetouched is created through some sort of divine intervention. You have the following traits:

Celestial Legacy. You know the *guidance* cantrip. In addition, once between long rests you can use an action to touch a willing creature and restore a number of hit points equal to your level.

Divine Protection. You have resistance to radiant damage.

Language. You have an innate ability to recognize Celestial, and are able to speak, read, write, and sign it.

Tiefling

The most common reason for planetouched born to nonmagical parents is having an archdevil somewhere in the family tree. You have the following traits:

Hellish Resistance. You have resistance to fire damage.

Infernal Legacy. You know the *produce flame* cantrip. Once you reach 3rd level, you can cast *arcane riposte* (fire damage only) once between long rests. At 5th level, you can cast *heat metal* without material components once between long rests. Charisma is your spellcasting ability for these spells.

Paragon Gift

When you reach 10th level you gain one of the following features.

Ancestral Resistance

Your bloodline makes you immune to a single damage type.

Aasimar: You gain immunity to radiant damage.

Tiefling: You gain immunity to fire damage.

Hellish Assault

All fire damage you deal ignores resistance. If a creature is immune to fire damage, it instead takes half damage.

Radiant Assault

All radiant damage you deal ignores resistance. If a creature is immune to radiant damage, it instead takes half damage.

Planetouched Culture

Planetouched are much more likely than any other heritage to adopt another culture, since planetouched are often diaspora communities.

Cultures

The second step in the origin creation process is choosing your character's culture.

Cultural Traits

Each culture contains a range of traits. You gain all of the traits associated with your chosen culture, unless the text says otherwise.

Languages

This section details the languages that a character can read, speak, write, and sign, provided there is no disability or condition that prevents them from doing so. The following languages are a default part of the game: Abyssal, Aquan, Auran, Celestial, Common, Deep Speech, Draconic, Dwarvish, Elvish, Giant, Gnoll, Gnomish, Goblin, Halfling, Ignan, Infernal, Orc, Primordial, Sylvan, Terran, Undercommon.

Signing. You must have at least one hand free to communicate by sign, and the creature you are communicating with must be able to see you. When attempting to make subtle signs, to remain unnoticed you must succeed on a Sleight of Hand check against the passive Perception scores of observers.

Caravanner

Characters raised in the caravanner culture share a variety of traits in common with one another.

Caravanner. You are proficient in Animal Handling and with land vehicles.

Long Hauler. You have proficiency in Survival. In addition, you have advantage on checks made to avoid fatigue from a forced march.

Mobile Living. You can create a ramshackle version of a cart or wagon with 30 minutes of work if you have

access to raw or reclaimed materials. Ramshackle vehicles created in this way function identically to their normal counterparts, except their gold piece value is always 0, they have half as many hit points as their normal counterparts, and they break and become useless if they are hit by any attack roll with a result of natural 20.

Trampling Charge. When you or a mount you're riding uses the Dash action or a vehicle you're driving uses the Ahead Full action, you can move through spaces occupied by creatures with a size category smaller than you, or your mount, or the vehicle. Creatures moved through in this way make a Dexterity saving throw (DC equal to 8 + your Dexterity modifier + your proficiency bonus). On a failed save, creatures are knocked prone and take an amount of bludgeoning damage equal to your level. Creatures cannot be damaged twice from the same trampling charge. Once you use this trait, you cannot do so again until you finish a short or rest.

Languages. You can speak, read, write, and sign Common and one other language.

Circusfolk

Characters raised in the circusfolk culture share a variety of traits in common with one another.

Rapid Escape. You can use the Disengage action as a bonus action.

Slapstick. You are proficient with improvised weapons, and improvised weapons you use can deal 1d6 damage rather than the damage they normally deal. You can use Dexterity instead of Strength for the attack and damage rolls of your improvised weapons.

Trickster's Veil. You can cast *disguise self* once per rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Languages. You can speak, read, write, and sign Common.

Collegiate

Characters raised in the collegiate culture share a variety of traits in common with one another.

Philosophic Mind. Once between rests, at the start of your turn you can suppress the effects of an enchantment spell you are under for 1 round as your logic overrides it.

Practiced Artisan. You are proficient with calligrapher's supplies and two other artisan's tools.

Studied Discipline. You have extensive knowledge in certain fields. For all skill proficiencies gained through this trait, you always choose which ability score to use for these rolls (Intelligence, Wisdom, or Charisma). Choose one of the following:

Architecture: You gain proficiency in Engineering. You can use a bonus action to intuitively identify the weight-bearing wall or pillars of a structure, dealing double damage against it with your next weapon attack. Alternatively, you can double the hit points a structure regains from the next action you or an ally take to repair it.

Engineering: You gain proficiency in Engineering, and you gain an expertise die on checks made to fix or take apart mechanical mechanisms. You also gain an expertise die on checks and saving throws made against environmental damage from structural changes and collapse.

Fine Arts: You gain proficiency in Performance. In addition, choose one artisan's tool you are proficient with. You gain an expertise die on checks made using that tool.

Magic: You gain proficiency in Arcana. In addition, at 3rd level, you can cast detect magic once per rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Mathematics: You gain proficiency in Engineering. In addition, once between rests, you can spend a full uninterrupted

minute observing an environment, at the end of which you can use the Ricochet combat maneuver (page 468) without spending exertion.

Medicine: You gain proficiency in Medicine. You gain an expertise die when identifying disease and poison, or doing small field surgeries and triage.

Sciences: Pick two skills from Arcana, History, Nature, and Religion. You gain proficiency with the two skills.

Languages. You can speak, read, write, and sign Common and three additional languages.

Cosmopolitan

Characters raised in the cosmopolitan culture share a variety of traits in common with one another.

Discreetly Armed. You gain an expertise die on checks made to persuade others to let you remain armed or to conceal weapons or items about your person.

Fashion Sense. After you spend at least 1 minute observing a creature within 60 feet, you can use an action to make either an Insight or History check against a DC equal to the creature's passive Deception check score. On a success, you learn the following information about that creature:

- Whether the creature has a lower Charisma score than yourself.
- The creature's culture and national origin (if any).
- The creature's social standing in the local majority culture.

Skill Versatility. You gain proficiency in Culture and one other skill of your choice.

Urban Denizen. You can make an Investigation check to learn the location of (or at the Narrator's discretion gain a helpful clue to the trail of) a person by discreetly asking around in the right places. The difficulty of the check is DC

15 if the individual is not hiding, or DC 20 if they are trying to conceal their location.

Well-Connected. You gain an extra connection, selected from a background of your choice. This person is of a different heritage or national origin than yourself.

Languages. You can speak, read, write, and sign in Common and two additional languages.

Deep Dwarf

Characters raised in the deep dwarf culture share a variety of traits in common with one another.

Superior Darkvision. You have darkvision to 60 feet, or the range of your existing darkvision increases by 60 feet.

Deep Magic. You know the *resistance* cantrip. Once you reach 3rd level, you can cast *jump* once per rest. At 5th level, you can cast *enlarge/reduce* once per rest. You don't need material components for these spells, but you can't cast them while you're in direct sunlight (although sunlight has no effect on them once cast). Intelligence is your spellcasting ability for these spells.

Deep Suspicion. You gain an expertise die on Wisdom saving throws against illusions and against being charmed or frightened.

Underground Combat Training. You are proficient with hand crossbows, short swords, and war picks.

Languages. You can speak, read, write, and sign Common, Dwarvish, and Undercommon.

Deep Gnome

Characters raised in the deep gnome culture share a variety of traits in common with one another.

Superior Darkvision. You have darkvision to 60 feet, or the range of your existing darkvision increases by 60 feet.

Dark Gnome Magic. You can cast *disguise self* once per rest. Once you

reach 3rd level, you can cast *blindness/deafness* (blindness only) once per rest. At 5th level, you can cast *nondetection* once per rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence, Wisdom, or Charisma (whichever is highest).

Subterranean Camouflage. You gain an expertise die on Stealth checks made to hide in rocky terrain.

Languages. You can speak, read, write, and sign Common, Gnomish, and Undercommon.

Dragonbound

Characters raised in the dragonbound culture share a variety of traits in common with one another.

Draconic Diplomacy. You gain an expertise die on Charisma checks made to influence dragon creatures.

Dragonbound Teachings. You know one cantrip of your choice from the cleric or wizard spell lists. Your spellcasting ability for this cantrip is Intelligence or Wisdom (whichever is highest).

Progenitor's Boon. Choose one of the following:

Chromatic Dragon's Boon: You can cast *fear* without the need for material components once per rest. Until you reach 5th level, the area of this casting of the spell is limited to a 15-foot cone. Your spellcasting ability for this spell is Charisma.

Essence Dragon's Boon: You know the *druidcraft* cantrip. In addition, your diplomatic understanding extends towards the creatures of the land and the spirits within it. You gain an expertise die on Charisma checks made to influence beast and celestial creatures.

Gem Dragon's Boon: You know the *message* cantrip. Once you reach 3rd level, you can cast *illusory script* once per rest. At 5th level, you can cast

invisibility once per rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence or Charisma (whichever is highest).

Metallic Dragon's Boon: Choose a skill from among Arcana, History, Medicine, Nature, or Religion. You have proficiency in the chosen skill and you gain an expertise die on ability checks you make using it.

Languages. You can speak, read, write, and sign Common and Draconic.

Dragoncult

Characters raised in the dragoncult culture share a variety of traits in common with one another.

Draconic Umbra. As a bonus action, you can cause draconic power to course around you in a draconic umbra. This draconic umbra lasts for 1 minute or until you use a bonus action to end it. Once you have used this trait, you cannot use it again until after you finish a rest. Choose one of the following effects:

Damaging Umbra: Once on each of your turns while this umbra is active, you can deal extra damage of the type dealt by your Dragon Breath to one target when you deal damage to it with an attack or a spell. The extra damage equals half your level (minimum 1). If you are not dragonborn, choose the damage type dealt by your umbra from those available in the Dragon Breath trait.

Ethereal Umbra: While this umbra is active you can move through nonmagical solid objects and occupied spaces as if they were difficult terrain. Opportunity attacks made against you while this umbra is active have disadvantage. You cannot move further than 5 feet into walls or other solid objects in this way. If you would end your turn in an occupied space, you are shunted into the nearest unoccupied space and take 1d6 force damage.

Spiritual Umbra: While this umbra is active you gain an expertise die on Stealth checks, and once on each of your turns you may alter your appearance (as the *disguise self* spell). When your umbra ends, so do any illusions conjured by it.

Protective Umbra: While this umbra is active you gain resistance to the damage type dealt by your Dragon Breath (if you already had resistance to that damage type, you gain immunity instead), and you gain an expertise die on Wisdom or Intelligence checks. If you are not dragonborn, choose the damage type for your umbra from those available in the Dragon Breath trait.

Secrets of the Wyrm. Choose two skills from among Arcana, Deception, Persuasion, Religion, or Stealth. You have proficiency in the chosen skills.

Languages. You can speak, read, write, and sign Common and Draconic.

Eladrin

Characters raised in the eladrin culture share a variety of traits in common with one another.

Eladrin Weapon Training. You have proficiency with longswords and rapiers.

Fey Sublimation. In addition to being humanoid, you also have the fey creature type.

Invocation of the Eladrin Lords. You know one cantrip from **Table: Eladrin Invocations**, based on the aspect of nature you wish to manifest or that of your liege. Your spellcasting ability for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

At the end of a rest, you can change your selected aspect.

Knowledge of the Faerie Courts. You are proficient in one of the following skills: Arcana, Culture, Deception, History, Insight, Persuasion, Survival.

Twilight Step. You can forego your movement on your turn to teleport 30 feet to an unoccupied space you can see.

Once you have used this trait, you cannot do so again until you finish a rest.

Languages. You can speak, read, write, and sign in Common, Elvish, and Sylvan.

TABLE: ELADRIN INVOCATIONS

ASPECT	CANTRIP
Autumn	<i>resistance</i>
Hiding	<i>minor illusion</i>
Respite	<i>mending</i>
Rot	<i>chill touch</i>
Spring	<i>druidcraft</i>
Stars	<i>dancing lights</i>
Storm	<i>shocking grasp</i>
Summer	<i>produce flame</i>
Toxicity	<i>pestilence</i>
Winter	<i>ray of frost</i>

Forest Gnome

Characters raised in the forest gnome culture share a variety of traits in common with one another.

Artistic Pursuits. You have proficiency with one type of artisans' tools of your choice.

Natural Illusionist. You can cast *disguise self* once per rest. Once you reach 3rd level, you can cast *blur* once per rest. At 5th level, you can cast *major image* once per rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence or Wisdom (whichever is higher).

Small Beast Speech. You have an innate ability to communicate simple thoughts and ideas with beasts of size Small or smaller.

Languages. You can speak, read, write, and sign Common and Gnomish.

Forgotten Folx

Characters raised in the forgotten folx culture share a variety of traits in common with one another.

Eyes Everywhere. As long as an ally is within 60 feet of you, you always know their general location even if you cannot see or otherwise sense them. This effect is blocked by 1 foot of lead or iron and magical effects like the *nondetection* spell.

It Takes a Village. You can use the Help action as a bonus action. Additionally, when you do so, the range at which you can Help an ally increases to 15 feet. Once per rest when you Help an ally, in addition to granting advantage you may also choose for your ally to gain an expertise die.

Languages. You can speak, read, write, and sign Common, Gnomish, and one other language.

Forsaken

Characters raised in the forsaken culture share a variety of traits in common with one another.

Eat Like a Bird. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

Fleet of Foot. Your Speed increases by 5 feet.

Improvised Tools. During a rest, when you have access to raw materials you can jury-rig an improvised tool kit. If you roll a 1 while making a check using the improvised tools or the next time you take a rest, they break.

Pack Rat. You count as one size larger when determining your carrying capacity.

Roll With the Punches. After you fail an ability check, you have advantage on your next ability check. You can't use this trait again until you finish a short or rest.

Languages. You can speak, read, write, and sign Common, and two additional languages.

Godbound

Characters raised in the godbound culture share a variety of traits in common with one another.

Arts of Worship. You are proficient with your choice of either Performance, two musical instruments, or two artisan's tools.

Bonus Connection. You have one additional connection, selected from the Acolyte background.

Detect Faith. After you speak with a person for at least 1 minute, you can use an action to make either an Insight or Religion check opposed by their Deception check. On a success, you learn the following information about them:

- Whether they have a lower Wisdom score than yourself.
- Whether they are religious; if so, you also learn their faith.
- Whether they have class levels in the cleric or herald class.

Devotion. You gain an expertise die on saving throws made to resist being charmed or frightened.

Religious Education. You are proficient in the Religion skill and know one cantrip of your choice from the cleric, druid, or herald spell list. Your spellcasting ability score for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

Siblings in Faith. You have advantage on checks made to socially interact with members of your current or former faith, such as when requesting services or gathering information.

Languages. You can speak, read, write, and sign in Common and one other language.

High Elf

Characters raised in high elf culture share a variety of traits in common with one another.

Cunning Diplomat. You can always choose to use Intelligence when making a Deception, Insight, Intimidation, or Persuasion check.

High Elf Education. You are proficient in Culture and one additional skill of your choice.

High Elf Weapon Training. You have proficiency with rapiers and longswords.

Magical Versatility. You know a cantrip of your choice, which can be chosen from any spell list. Your spellcasting ability score for this cantrip is Intelligence, Wisdom, or Charisma (whichever is highest).

Languages. You can speak, read, write, and sign in Common, Elvish, and one other language.

Hill Dwarf

Characters raised in the hill dwarf culture share a variety of traits in common with one another.

Community Magic. You know the *friends* cantrip. Once you reach 3rd level, you can cast charm person once per rest. At 5th level, you can cast *suggestion* once per rest. You don't need material components for these spells, and when casting them your spellcasting ability is Charisma.

Friendly. You are proficient in either Deception or Persuasion.

Wagoner. You are either proficient in either Animal Handling or with land vehicles.

Ways of the Land. You are proficient in Survival and gain an expertise die on checks using it.

Languages. You can speak, read, write, and sign Common, Dwarvish, and two additional languages.

Imperial

Characters raised in the imperial culture share a variety of traits in common with one another.

Conscript. You are proficient with light armor, spears, and light crossbows.

Learned Teachers. You gain proficiency in History and one other skill of your choice.

Local Healers. Whenever your hit point maximum or one of your ability scores would be reduced, it is reduced by half as much instead (minimum 1).

Languages. You can speak, read, write, and sign Common and one other language.

Labor Migrant: You are proficient with a set of artisan's tools and one skill of your choice.

Shadow Exile: You are proficient in Deception or Stealth. If you pick Stealth, once between rests you can make a Stealth check to replace a Perception check. If you pick Deception, once between rests you can make a Deception check to replace an Insight check.

Refugee: You are proficient in Survival, and when in an urban environment can roll Survival checks when using Intimidation or Persuasion.

Languages. You can speak, read, write, and sign Common and three additional languages.

Itinerant

Characters raised as itinerants share a variety of traits in common with one another.

Blending In. You gain proficiency with the disguise kit.

Conscientious Socializer. The first time you interact with strangers in an unfamiliar land or region, you gain an expertise die to the first Charisma check you make. This trait does not work on groups if at least one person in a group knows you.

I Know Someone. You gain one additional connection, which you can choose from any background other than your own.

Many Cultures. You gain proficiency in Culture. In addition, choose Intelligence or Wisdom. You gain an expertise die on ability checks using the chosen ability score that are made to understand the social customs of, interact with, or recall knowledge about individuals, objects, or environments associated with any culture or society you have been surrounded by for a month or longer.

Motive and Reason. Choose one of the following:

Homeland Seeker: You gain proficiency in Arcana and History.

Kithbáin Halfling

Characters raised in the kithbáin halfling culture share a variety of traits in common with one another.

Superior Darkvision. You have darkvision to 60 feet, or the range of your existing darkvision increases by 60 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Perception checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

The Ken. You can cast *telepathic bond* without the need for material components once per rest.

Without Secrets. You are proficient in Insight, and you gain an expertise die on checks made with it.

Languages. You can speak, read, write, and sign Common, Halfling, and Sylvan.

Lone Wanderer

Characters raised as lone wanderers share a variety of traits in common with one another.

Culture of My Own. You gain four skill or tool proficiencies of your choice.

Heirloom. Choose one weapon worth 100 gold or less. You begin play with a masterwork version of that weapon.

Languages. You can speak, read, write, and sign Common and two additional languages.

Mountain Dwarf

Characters raised in the mountain dwarf culture share a variety of traits in common with one another.

Dwarven Weapon Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Dwarven Armor Training. You have proficiency with light and medium armor.

Heart of the Forge. You have resistance to fire damage. In addition, you have proficiency in Engineering.

Mountain Born. You're acclimated to high and low altitudes, including elevations above 20,000 feet or depths below 20,000 feet. You're also naturally adapted to cold climates.

Stonecunning. Whenever you make a History check related to the origin of stonework, you are considered proficient in the History skill and gain an expertise die.

Languages. You can speak, read, write, and sign Common, Dwarvish, and one other language.

Mustbairn Halfling

Characters raised in the mustbairn culture share a variety of traits in common with one another.

Child of the Soil. You ignore difficult terrain caused by any form of earth or soil, such as mud, or mountainous terrain. In addition, you know the *druidcraft* cantrip.

Earthspeak. You can attempt to divine the earth's wisdom (as the *augury* spell) by submerging your feet or hands into mud or soil. You can't use this trait again until after you finish a rest.

Wild and Unshackled. You have the Chaotic alignment for the purposes of any spell or ability that would detect or affect Chaotic creatures. In addition, you gain proficiency in two of the following skills: Acrobatics, Animal Handling, Nature, Religion, or Survival.

Languages. You can speak, read, write, and sign Common, Halfling, and Terran.

Nomad

Characters raised as nomads share a variety of traits in common with one another.

Nature Minded. You are proficient in Animal Handling and Survival, and either Medicine, Nature, or Perception.

On the Road Again. You are proficient with land vehicles and tinker's tools. You can use tinker's tools to repair a land vehicle you have travelled in for at least 1 month, and gain an expertise die on any checks made to do so. Additionally, you gain an expertise die on checks made to control or navigate a land vehicle.

Sense Weather. After observing an outside area for 1 minute, you can predict the weather within the next 24 hours. You cannot foresee magical changes, but you can use an action to make an Insight or Perception check to notice them.

Languages. You can speak, read, write, and sign Common and two additional languages.

Settler

Characters raised in the settler culture share a variety of traits in common with one another.

Claim Staker. Whenever you begin a rest, you can choose to spend the first hour of that rest making the area into a fortified position for the duration. While resting in a fortified position, the ground in a 60-foot radius area around you is considered difficult terrain for any creatures other than those you consider allies. In addition, the first time a hidden creature enters the fortified area, it makes

a Dexterity saving throw (DC 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the creature inadvertently makes loud noises and is no longer hidden.

Frontier Survival. You are proficient in the Insight and Survival skills.

Strange Forager. You gain an expertise die on any check made to determine if something is poisonous.

Languages. You can speak, read, write, and sign Common, and two additional languages.

Shadow Elf

Characters raised in the shadow elf culture share a variety of traits in common with one another.

Superior Darkvision. You have darkvision to 60 feet, or the range of your existing darkvision increases by 60 feet.

Shadow Elf Weapon Training. You have proficiency with rapiers and hand crossbows.

Shadow Lore. You know a cantrip: either *dancing lights* or *minor illusion*. Once you reach 3rd level, you can cast *faerie fire* once per rest. At 5th level, you can cast *darkness* once per rest. You don't need material components for these spells, and when casting them your spellcasting ability is Intelligence, Wisdom, or Charisma (whichever is highest).

Languages. You can speak, read, write, and sign Common, Elvish, and Undercommon.

Steamforged

Characters raised in the steamforged culture share a variety of traits in common with one another.

Mind Like a Steel Trap. You have proficiency in either History, Investigation, or Nature, and you gain an expertise die on checks made using the chosen skill.

Tech Savvy. You have proficiency with tinker's tools and Engineering, plus one other artisan's tool of your choice.

War Scholar. Choose one of the following:

Student of Martial Arts: When you replace an attack or use an action to Disarm, Grapple, Overrun, Shove, or Tumble, you gain an expertise die.

Student of Martial Science: Choose one 1st degree combat maneuver from any tradition. You can use this combat maneuver once without spending exertion. You can't use it again until you finish a rest.

Languages. You can speak, read, write, and sign in Common and one other language.

Stoic Orc

Characters raised in the stoic culture share a variety of traits in common with one another.

Clarity of Mind. You have advantage on saving throws made to resist being charmed or frightened.

Stoic Traditions. You gain proficiency in one of the following skills: Arcana, History, Insight, Medicine, Nature, or Religion.

Ritualistic Focus. You know two 1st-level spells of your choice. These spells must have the ritual tag and you may only cast them as rituals. Wisdom is your spellcasting ability for these spells. In addition, you may cast other spells you learn as rituals if those spells have the ritual tag.

Languages. You can speak, read, write, and sign Common and Orc.

Stoneworthy

Characters raised in the stoneworthy culture share a variety of traits in common with one another.

Focused Patience. Once between rests, you can do one of the following:

Concentrate: You gain an expertise die on a Constitution saving throw made to maintain concentration.

Persist: You may reattempt a failed ability check.

Natural Barterer. When bartering, haggling, or negotiating an exchange of goods, you gain an expertise die on Intimidation and Persuasion checks, and you may always choose which ability score to use for these rolls (Intelligence, Wisdom, or Charisma).

Natural Survivalist. You gain proficiency in Survival.

Temporary Expert. Each time you gain a level, you may choose to lose proficiency in one skill or tool and gain proficiency in a different skill or tool in its place. You cannot trade a skill proficiency for a tool proficiency, and vice versa.

Versatile Crafter. You may spend 4 hours between rests crafting one non-metal tool or simple weapon, or five pieces of ammunition, provided you have access to the materials needed and the final cost of the items does not exceed 5 gold.

Languages. You can speak, read, write, and sign Common and one other language.

Stout Halfling

Characters raised in the stout halfling culture share a variety of traits in common with one another.

Borough Cooking. Whenever you begin a rest, you and up to 6 allies can each consume 1 Supply to partake in your borough cooking, gaining 1d6 temporary hit points.

Home Gardening. You gain proficiency in either Animal Handling or Nature.

Memoirist. You gain proficiency with calligrapher's supplies. In addition, you gain an expertise die on Intelligence checks to recall details about past events you took part in by first checking your journals.

Languages. You can speak, read, write, and sign Common, Halfling, and one other language.

Tinker Gnome

Characters raised in the tinker gnome culture share a variety of traits in common with one another.

Cunning Creative. You gain proficiency with tinker's tools, Engineering, and either Arcana or History. You gain an expertise die whenever you use them to make a check related to alchemical, magical, or technological items.

By spending 1 hour and 10 gold worth of materials, you may build a clockwork device that has an AC of 5 and 1 hit point. The device will cease to function after 24 hours, or if you choose to dismantle it, unless you spend an hour maintaining it. An hour can be spent to repair a device that has ceased to function. You can have up to three devices functioning at a time. Each device has one of the following functions:

Audiophone: When started, this device plays a pre-recorded sound at a moderate volume. The device stops playing when it reaches the end of the recording, or when shut off. You can use your action to record any 1 minute of audio, and can use a bonus action to start and shut off the device.

Clockwork Figure: This figure can be a Tiny animal, monster, or even a humanoid. When placed on the ground, you can use a bonus action to direct the figure to march up to 10 feet in a direction of your choice. You can choose to have the figure make a noise that is appropriate to the creature it represents, or to have it be silent. If you choose for the figure to be silent, you can instead equip it with a small flame that sheds dim light 5 feet in front of the figure.

Flame Box: When a bonus action is used to activate this device it creates a small flame that can be used to light a

candle, torch, or campfire. Alternatively, you can use a bonus action to shoot a small ball of fire from the device as a ranged weapon attack with a range of 30 feet, dealing 1d6 + 1 fire damage. You are considered proficient with the flame box. Using the device this way damages it, and it must be repaired over the course of a rest before it can be used again.

Sensor: This device can be attached to a wall or any smooth, sturdy surface. When placed, it begins monitoring the area around it. Choose one sort of activity to monitor: noise or movement. The device detects these things up to 30 feet around it, including through openings, but cannot sense through total cover. The device relays the information back to you telepathically, and can share either clips of sound (limited to 30 seconds at a time, with a minimum of 10 minutes in between relays) or information on the size and number of creatures moving in the area.

Languages. You can speak, read, write, and sign Common, Gnomish, and one other language.

Tunnel Halfling

Characters raised in the tunnel halfling culture share a variety of traits in common with one another.

Fleet of Foot. Your speed increases by 5 feet.

Rebellious Tactics. You gain proficiency with one of the following skills: Acrobatics, Deception, Nature, or Stealth.

Slippery. When you are grappled, you can use your reaction to automatically escape that grapple. Once you have used this trait, you cannot do so again until you finish a rest.

Trained Filcher. You gain proficiency in Sleight of Hand, and you gain an expertise die when picking a pocket or otherwise taking an item without notice.

Languages. You can speak, read, write, and sign Common and Halfling.

Tyrannized

Characters raised in the tyrannized culture share a variety of traits in common with one another.

All Hail the Tyrant. You gain proficiency in either Deception or Intimidation.

Defiant Will. You gain an expertise die on saving throws made to resist being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Saving Face. If you miss with an attack roll or fail an ability check, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum +3), possibly changing a failure into a success. Once you use this trait, you can't use it again until you finish a short or rest.

Scars of the Scourge. Choose either scars or scourge, and then choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Scars: You have resistance to the chosen damage type.

Scourge: As a bonus action, you can enhance the next attack you make this turn. If that attack hits, it deals extra damage of the chosen type equal to your proficiency bonus. However, the sting of the scourge lessens after the initial strike, so after you deal this extra damage to a creature, this trait cannot deal extra damage to it during the same combat.

Languages. You can speak, read, write, and sign Common and one other language.

Villager

Characters raised in the village culture share a variety of traits in common with one another.

Farm Life. You gain proficiency in Animal Handling.

Sharpened Tools. You are proficient with improvised weapons.

Tall Tales. You may always choose to use Wisdom when making History, Nature, or Religion checks. However, the Narrator may decide that the results of a check made in this way are distorted or exaggerated forms of the truth.

Village Watch. You gain an expertise die on Perception checks made while keeping watch during a rest.

Languages. You can speak, read, sign, and write Common and one other language.

Warhordling

Characters raised in the warhordling culture share a variety of traits in common with one another.

Aggressive. As a bonus action, you can move up to your Speed towards an enemy that you can see or hear.

Menacing. You gain proficiency in Intimidation.

War Horde Weapon Training. You are proficient with two martial weapons of your choice and with light armor. You are also able to cobble together functional if somewhat ramshackle weapons from whatever you have on hand. You can create a ramshackle version of any simple weapon (except crossbows) with 10 minutes of work if you have access to simple materials such as common household items, the rusted scraps found among battlefields, or the bounty of the forest. Ramshackle weapons created in this way function identically to their normal counterparts, except their gold value is always 0 and they break and become useless if you critically fumble.

Wartime Scrounger. Once per rest, you can spend 4 hours of time to locate Supply for yourself and one other creature while traveling through urban environments, warzones, and battlefields.

Languages. You can speak, read, write, and sign Common and one other language.

Wildling

Characters raised in the wildling culture share a variety of traits in common with one another.

Enhanced Vision. You gain proficiency in Perception. Choose one of the following.

Nightwalker: You gain an expertise die on Investigation and Perception checks made in moonlight or starlight.

Sunseeing: You gain an expertise die on Investigation and Perception checks made in daylight.

Expert Forager. Once per rest, you can spend 4 hours of time to locate Supply for yourself and one other creature, or magical reagents worth up to 5 gold.

Internal Clock. By observing the environment when on your home plane, you can estimate the time of year down to within a week of the actual date. When you are outdoors, you know the time of day.

Living Off The Land. You gain proficiency in Nature, and can always choose to use Wisdom when making a Nature check. Choose one of the following:

Agriculturalist: You gain an expertise die on Persuasion checks made against farmers, horticulturalists, and those who cultivate for a living, and when making an ability check to use a land vehicle.

Beastwarden: When you have a hunting animal such as a falcon or hunting dog assisting you, you gain an expertise die on checks made to hunt or track. In addition, you gain an expertise die on Animal Handling checks.

Land Hunter: You gain an expertise die on Intimidation and Stealth checks. Additionally, you can march up to 12 hours before you need to save against fatigue.

Water Drifter: You gain an expertise die when making an ability check to use a water vehicle. In addition, you gain an expertise die on Athletics checks, and you can hold your breath for up to 15

minutes by using an action to prepare to do so.

Weather Sense. Pick a terrain type.

After observing the area for 1 minute, you can predict the weather in this terrain within the next 24 hours. You cannot foresee magical changes, but you can use an action to make an Insight or Perception check to notice them. When you have successfully predicted the weather, you gain an expertise die on saving throws made against its effects.

Languages. You can speak, read, write, and sign Common and one other language.

Wood Elf

Characters raised in the wood elf culture share a variety of traits in common with one another.

Fleet of Foot. Your Speed increases by 5 feet.

Nature's Ally. You can cast *animal friendship* without material components once per rest. Your spellcasting ability for this spell is Intelligence, Wisdom, or Charisma (whichever is highest).

Nature's Touch. Choose one of the following.

Way with Animals: You gain proficiency in Animal Handling and with land vehicles.

Way with Plants: You gain proficiency in Nature and with herbalism kits.

Treeborne Scout. You gain a climb speed equal to your Speed.

Wood Elf Weapon Training. You are proficient with longbows and shortswords.

Languages. You can speak, read, write, and sign Common and Elvish.

Backgrounds

The next step in creating your character's origin story is choosing their background. A character's background tells a story about the life they have chosen to lead, separate from the culture they were raised in.

Ability Score Increase

Each background increases one of a character's ability scores by 1 and allows you to increase a second ability score of your choice.

Proficiencies

Most backgrounds grant proficiency with two or more skills and tool sets.

If your character gains a skill proficiency they already have, they instead gain another skill proficiency of their choice. If they gain a tool proficiency they already have, they instead gain a different tool proficiency.

Languages

Like cultures, your background can also allow your character to learn additional languages.

Connections

Each background provides examples of one acquaintance, ally, or enemy that has had an effect on your character's life.

Equipment

Suggested equipment sets are included with each background, along with an associated gold cost.

Memento

Each background includes options for a memento. This is a sentimental item reflective of your background and the occurrences that have built you into who you are, typically worth less than 30 gold.

Background Feature

Every background comes with a feature that helps determine how your character interacts with the world and people around them.

Acolyte

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Religion, and either Insight or Persuasion.

Languages: One of your choice.

Suggested Equipment (Cost 7 gold): Holy symbol (amulet or reliquary), common clothes, robe, and a prayer book, prayer wheel, or prayer beads.

Feature: Ordination. You are expected to perform the religious ceremonies of your faith, including weddings and funerals. In exchange, members of your faith will provide you and your companions food, lodging, and a moderate lifestyle.

Adventures and Advancement. In small settlements without other resources, your authority may extend to such matters as settling disputes and punishing criminals. You might also be expected to deal with local outbreaks of supernatural dangers such as fiendish possessions, cults, and the unquiet dead.

If you solve several problems brought to you by members of your faith, you may be promoted (or reinstated) within the hierarchy of your order. You gain the free service of up to 4 acolytes, and direct access to your order's leaders.

Connection and Memento. Roll 1d10, choose, or make up your own.

Acolyte Connections

1. A beloved high priest or priestess awaiting your return to the temple once you resolve your crisis of faith.
2. A former priest—exposed by you as a heretic—who swore revenge before fleeing.
3. The wandering herald who rescued you as an orphan and sponsored your entry into your temple.
4. The inquisitor who rooted out your heresy (or framed you) and had you banished from your temple.

5. The fugitive charlatan or cult leader whom you once revered as a holy person.
6. Your scandalous friend, a fellow acolyte who fled the temple in search of worldly pleasures.
7. The high priest who discredited your temple and punished the others of your order.
8. The wandering adventurer whose tales of glory enticed you from your temple.
9. The leader of your order, a former adventurer who sends you on quests to battle your god's enemies.
10. The former leader of your order who inexplicably retired to a life of isolation and penance.

Acolyte Mementos

1. The timeworn holy symbol bequeathed to you by your beloved mentor on their deathbed.
2. A precious holy relic secretly passed on to you in a moment of great danger.
3. A prayer book which contains strange and sinister deviations from the accepted liturgy.
4. A half-complete book of prophecies which seems to hint at danger for your faith—if only the other half could be found!
5. A gift from a mentor: a book of complex theology which you don't yet understand.
6. Your only possession when you entered the temple as a child: a signet ring bearing a coat of arms.
7. A strange candle which never burns down.
8. The true name of a devil that you glimpsed while tidying up papers for a sinister visitor.
9. A weapon (which seems to exhibit no magical properties) given to you with great solemnity by your mentor.

10. A much-thumbed and heavily underlined prayer book given to you by the fellow acolyte you admire most.

Artisan

Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: Persuasion, and either Insight or History.

Tool Proficiencies: One type of artisan's tools or smith's tools.

Suggested Equipment (Cost 3–52 gold): One set of artisan's tools, traveler's clothes.

Feature: Trade Mark. When in a city or town, you have access to a fully-stocked workshop with everything you need to ply your trade. Furthermore, you can expect to earn full price when you sell items you have crafted (though there is no guarantee of a buyer).

Adventures and Advancement. If you participate in the creation of a magic item (a "master work"), you will gain the services of up to 8 commoner apprentices with the appropriate tool proficiency.

Connection and Memento. Roll 1d10, choose, or make up your own.

Artisan Connections

1. The cruel master who worked you nearly to death and now does the same to other apprentices.
2. The kind master who taught you the trade.
3. The powerful figure who refused to pay for your finest work.
4. The jealous rival who made a fortune after stealing your secret technique.
5. The corrupt rival who framed and imprisoned your mentor.
6. The bandit leader who destroyed your mentor's shop and livelihood.
7. The crime boss who bankrupted your mentor.

8. The shady alchemist who always needs dangerous ingredients to advance the state of your art.
9. Your apprentice who went missing.
10. The patron who supports your work.

Artisan Mementos

1. *Jeweler:* A 10,000 gold commission for a ruby ring (now all you need is a ruby worth 5,000 gold).
2. *Smith:* Your blacksmith's hammer (treat as a light hammer).
3. *Cook:* A well-seasoned skillet (treat as a mace).
4. *Alchemist:* A formula with exotic ingredients that will produce...something.
5. *Leatherworker:* An exotic monster hide which could be turned into striking-looking leather armor.
6. *Mason:* Your trusty sledgehammer (treat as a warhammer).
7. *Potter:* Your secret technique for vivid colors which is sure to disrupt Big Pottery.
8. *Weaver:* A set of fine clothes (your own work).
9. *Woodcarver:* A longbow, shortbow, or crossbow (your own work).
10. *Calligrapher:* Strange notes you copied from a rambling manifesto. Do they mean something?

Charlatan

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Deception, and either Culture, Insight, or Sleight of Hand.

Tool Proficiencies: Disguise kit, forgery kit.

Suggested Equipment (Cost 41 gold): Common clothes, disguise kit, forgery kit.

Feature: Many Identities. You have a bundle of forged papers of all kinds—property deeds, identification papers, love letters, arrest warrants, and letters of recommendation—all requiring

only a few signatures and flourishes to meet the current need. When you encounter a new document or letter, you can add a forged and modified copy to your bundle. If your bundle is lost, you can recreate it with a forgery kit and a day's work.

Adventures and Advancement. If you pull off a long-standing impersonation or false identity with exceptional success, you may eventually legally become that person. If you're impersonating a real person, they might be considered the impostor. You gain any property and servants associated with your identity.

Connection and Memento. Roll 1d10, choose, or make up your own.

Charlatan Connections

1. A relentless pursuer: an inspector who you once made a fool of.
2. A relentless pursuer: a mark you once cheated.
3. A relentless pursuer: a former partner just out of jail who blames you for everything.
4. A former partner now gone straight who couldn't possibly be coaxed out of retirement.
5. A respected priest or tavernkeeper who tips you off about rich potential marks.
6. The elusive former partner who ratted you out and sent you to jail.
7. A famous noble or politician who through sheer luck happens to bear a striking resemblance to you.
8. The crook who taught you everything and just can't stay out of trouble.
9. A gullible noble who knows you by one of your former aliases, and who always seems to pop up at inconvenient times.
10. A prominent noble who knows you only under your assumed name and who trusts you as their spiritual advisor, tutor, long-lost relative, or the like.

Charlatan Mementos

1. A die that always comes up 6.
2. A dozen brightly-colored "potions".
3. A magical staff that emits a harmless shower of sparks when vigorously thumped.
4. A set of fine clothes suitable for nobility.
5. A genuine document allowing its holder one free release from prison for a non-capital crime.
6. A genuine deed to a valuable property that is, unfortunately, quite haunted.
7. An ornate harlequin mask.
8. Counterfeit gold coins or costume jewelry apparently worth 100 gold (DC 15 Investigation check to notice they're fake).
9. A sword that appears more magical than it really is (its blade is enchanted with *continual flame* and it is a mundane weapon).
10. A nonmagical crystal ball.

Criminal

Ability Score Increases: +1 to Dexterity and one other ability score.

Skill Proficiencies: Stealth, and either Deception or Intimidation.

Tool Proficiencies: Gaming set, thieves' tools.

Suggested Equipment (Cost 26 gold): Common clothes, dark cloak, thieves' tools.

Feature: Thieves' Cant. You know thieves' cant: a set of slang, hand signals, and code terms used by professional criminals. A creature that knows thieves' cant can hide a short message within a seemingly innocent statement. A listener who knows thieves' cant understands the message.

Thieves' cant also includes a set of secret written symbols which can convey simple concepts associated with crime such as danger, secret exits, sellers of stolen goods, and whether a location is the territory of a specific gang.

Adventures and Advancement. If you pull off several successful jobs or heists, you may be promoted (or reinstated) as a leader in your gang. You may gain the free service of up to 8 **bandits** at any time.

Connection and Memento. Roll 1d10, choose, or make up your own.

Criminal Connections

1. The master criminal who inducted you into your first gang.
2. The cleric or herald who convinced you to use your skills for good (and who may be legally responsible for your continued good behavior).
3. Your sibling or other relative—who also happens to be a representative of the law.
4. The gang of rascals and pickpockets who once called you their leader.
5. The bounty hunter who has sworn to bring you to justice.
6. Your former partner who made off with all the loot after a big score.
7. The masked courier who occasionally gives you jobs.
8. The crime boss to whom you have sworn loyalty (or to whom you owe an enormous debt).
9. The master thief who once stole something precious from you.
10. The corrupt noble who ruined your once-wealthy family.

Criminal Mementos

1. A golden key to which you haven't discovered the lock.
2. A brand that was burned into your shoulder as punishment for a crime.
3. A scar for which you have sworn revenge.
4. The distinctive mask that gives you your nickname (for instance, the Black Mask or the Red Fox).

5. A gold coin which reappears in your possession a week after you've gotten rid of it.
6. The stolen symbol of a sinister organization; not even your fence will take it off your hands.
7. Documents that incriminate a dangerous noble or politician.
8. The floor plan of a palace.
9. The calling cards you leave after (or before) you strike.
10. A manuscript written by your mentor: *Secret Exits of the World's Most Secure Prisons*.

Cultist

Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: Religion, and either Arcana or Deception.

Languages: One of your choice.

Suggested Equipment (Cost 7 gold): Holy symbol (amulet or reliquary), common clothes, robes, 5 torches.

Feature: Forbidden Lore. When you fail an Arcana or Religion check, you know what being or book holds the knowledge you seek—finding the book or paying the being's price is another matter.

Adventures and Advancement.

Members of your former order may be hunting you for reenlistment, punishment, or both.

Additionally, your cult still seeks to open a portal, effect an apotheosis, or otherwise cause catastrophe. Eventually you may have to face the leader of your cult and perhaps even the being you once worshiped.

Connection and Memento. Roll 1d10, choose, or make up your own.

Cultist Connections

1. The cult leader whom you left for dead.
2. The cleric or herald who showed you the error of your ways.

3. The voice which still speaks to you in dreams.
4. The charismatic cultist whose honeyed words and promises first tempted you.
5. The friend or loved one still in the cult.
6. Your former best friend who now hunts you for your desertion of the cult.
7. The relentless inquisitor who hunts you for your past heresy.
8. The demon which you and your compatriots accidentally unleashed.
9. The self-proclaimed deity who barely escaped from their angry disciples after their magic tricks and fakeries were revealed.
10. The masked cult leader whose identity you never learned, but whose cruel voice you would recognize anywhere.

Cultist Mementos

1. The sinister tattoo which occasionally speaks to you.
2. The cursed holy symbol which appears in your possession each morning no matter how you try to rid yourself of it.
3. The scar on your palm which aches with pain when you disobey the will of your former master.
4. The curved dagger that carries a secret enchantment able only to destroy the being you once worshiped.
5. The amulet which is said to grant command of a powerful construct.
6. A forbidden tome which your cult would kill to retrieve.
7. An incriminating letter to your cult leader from their master (a noted noble or politician).
8. A compass which points to some distant location or object.

9. A talisman which is said to open a gateway to the realm of a forgotten god.
10. The birthmark which distinguishes you as the chosen vessel of a reborn god.

Entertainer

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Performance, and either Acrobatics, Culture, or Persuasion.

Tool Proficiencies: Gaming set, musical instrument.

Suggested Equipment (Cost 40 gold): Lute or other musical instrument, costume.

Feature: Pay the Piper. In any settlement in which you haven't made yourself unpopular, your performances can earn enough money to support yourself and your companions: the bigger the settlement, the higher your standard of living, up to a moderate lifestyle in a city.

Adventures and Advancement. Some of your admirers will pay you to plead a cause or smear an enemy. If you succeed at several such quests, your fame will grow. You will be welcome at royal courts, which will support you at a rich lifestyle.

Connection and Memento. Roll 1d10, choose, or make up your own.

Entertainer Connections

1. Your rival, an equally talented performer.
2. The cruel ringleader of the sinister circus where you learned your trade.
3. A noble who wants vengeance for the song you wrote about him.
4. The actor who says that there's always room in their troupe for you and your companions.
5. The noble who owes you a favor for penning the love poems that won their spouse.

6. Your former partner, a slumming noble with a good ear and bad judgment.
7. The rival who became successful and famous by taking credit for your best work.
8. The highly-placed courtier who is always trying to further your career.
9. A jilted lover who wants revenge.
10. The many tavernkeepers and tailors to whom you owe surprisingly large sums.

Entertainer Mementos

1. Your unfinished masterpiece—if you can find inspiration to overcome your writer's block.
2. Fine clothing suitable for a noble and some reasonably convincing costume jewelry.
3. A love letter from a rich admirer.
4. A broken instrument of masterwork quality—if repaired, what music you could make on it!
5. A stack of slim poetry volumes you just can't sell.
6. Jingling jester's motley.
7. A disguise kit.
8. Water-squirting wands, knotted scarves, trick handcuffs, and other tools of a bizarre new entertainment trend: a nonmagical magic show.
9. A stage dagger.
10. A letter of recommendation from your mentor to a noble or royal court.

Exile

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Survival, and either History or Performance.

Languages: Two of your choice.

Suggested Equipment (Cost 7 gold): Traveler's clothes, 10 days rations.

Feature: Fellow Traveler. You gain an expertise die on Persuasion checks against others who are away from their land of birth.

Adventures and Advancement. You may occasionally meet others from your native land. Some may be friends, and some dire enemies; few will be indifferent to you. After a few such encounters, you may become the leader of a faction of exiles. Your followers include up to three NPCs of Challenge Rating 1/2 or less, such as **scouts**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Exile Connections

1. The companions who shared your exile.
2. The kindly local who taught you Common.
3. The shopkeeper or innkeeper who took you in and gave you work.
4. The hunters from your native land who pursue you.
5. The distant ruler who banished you until you redeem yourself.
6. The community of fellow exiles who have banded together in a city neighborhood.
7. The acting or carnival troupe which took you in.
8. The suspicious authorities who were convinced you were a spy.
9. Your first friend after your exile: a grizzled adventurer who traveled with you.
10. A well-connected and unscrupulous celebrity who hails from your homeland.

Exile Mementos

1. A musical instrument which was common in your homeland.
2. A memorized collection of poems or sagas.
3. A locket containing a picture of your betrothed from whom you are separated.

4. Trade, state, or culinary secrets from your native land.
 5. A piece of jewelry given to you by someone you will never see again.
 6. An inaccurate, ancient map of the land you now live in.
 7. Your incomplete travel journals.
 8. A letter from a relative directing you to someone who might be able to help you.
 9. A precious cultural artifact you must protect.
 10. An arrow meant for the heart of your betrayer.
5. The retired adventurer who trained you.
 6. The druid who—according to the villagers—laid a drought curse on your land.
 7. The village bully who threatened to kill you if you ever returned.
 8. The evil wizard who will stop at nothing to take your family heirloom.
 9. Your elder sibling who left searching for adventure before you did.
 10. The dragon whose foul reek has spoiled your countryside.

Farmer

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Nature, and either Animal Handling or Survival.

Tool Proficiencies: Land vehicles.

Suggested Equipment (Cost 17 gold): Common clothes, shovel, mule with saddlebags, 5 Supply (rations).

Feature: Bit and Bridle. You know how to stow and transport food. You and one animal under your care can each carry additional Supply equal to your proficiency bonus.

Adventures and Advancement. You left the farm for a reason but you still have an eye for land. If you acquire farming property, estates, or domains, you can earn twice as much as you otherwise would from their harvests, or be supported by your lands at a lifestyle one level higher than you otherwise would be.

Connection and Memento. Roll 1d10, choose, or make up your own.

Farmer Connections

1. The landowner who foreclosed on your family land.
2. The thugs who burned your village.
3. The parents who wait for your return.
4. The strange witch to whom your family owes a debt.

Farmer Mementos

1. A strange item you dug up in a field: a key, a lump of unmeltable metal, a glass dagger.
2. The bag of beans your mother warned you not to plant.
3. The shovel, pickaxe, pitchfork, or other tool you used for labor. For you it's a one-handed simple melee weapon that deals 1d6 bludgeoning, piercing, or slashing damage.
4. A debt you must pay.
5. A **mastiff**.
6. Your trusty fishing pole.
7. A corncob pipe.
8. A dried flower from your family garden.
9. Half of a locket given to you by a missing sweetheart.
10. A family weapon said to have magic powers, though it exhibits none at the moment.

Folk Hero

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Survival, and either Animal Handling or Nature.

Tool Proficiencies: One type of artisan's tools, one vehicle.

Suggested Equipment (Cost 2–31 gold):

Any artisan's tools except alchemist's supplies, common clothes.

Feature: Local Fame. Unless you conceal your identity, you're universally recognized and admired near the site of your exploits. You and your companions are treated to a moderate lifestyle in any settlement within 100 miles of your Prestige Center.

Adventures and Advancement. Common folk come to you with all sorts of problems. If you fought an oppressive regime, they bring you tales of injustice. If you fought a monster, they seek you out with monster problems. If you solve many such predicaments, you become universally famous, gaining the benefits of your Local Fame feature in every settled land.

Connection and Memento. Roll 1d10, choose, or make up your own.

Folk Hero Connections

1. The bard whose song made you legendary and who wants a sequel.
2. Your friend, a traveling merchant whose caravan spreads your fame.
3. A deadly enemy: the heir of the oppressive noble you killed.
4. A deadly enemy: the mother of the monster you killed.
5. A deadly enemy: the leader of the bandits you defeated.
6. A deadly enemy: the tyrant you robbed.
7. A kid who wants to follow your footsteps into danger.
8. The jealous rival who wants to best your monster-slaying prowess, daring deeds, prize pie recipe, or whatever else made you famous.
9. A secret admirer: the heir or heiress of the oppressive noble you defeated.
10. The retired adventurer who trained you and is now in a bit of trouble.

Folk Hero Mementos

1. The mask you used to conceal your identity while fighting oppression (you are only recognized as a folk hero while wearing the mask).
2. A necklace bearing a horn, tooth, or claw from the monster you defeated.
3. A ring given to you by the dead relative whose death you avenged.
4. The weapon you wrestled from the leader of the raid on your village.
5. The trophy, wrestling belt, silver pie plate, or other prize marking you as the county champion.
6. The famous scar you earned in your struggle against your foe.
7. The signature weapon which provides you with your nickname.
8. The injury or physical difference by which your admirers and foes recognize you.
9. The signal whistle or instrument which you used to summon allies and spook enemies.
10. Copies of the ballads and poems written in your honor.

Gambler

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Deception, and either Insight or Sleight of Hand.

Tool Proficiencies: Gaming set (dice set, playing cards set).

Suggested Equipment (Cost 16 gold): Fine clothes, dice set, playing card set.

Feature: Lady Luck. Each week you may attempt a "lucky throw" to support yourself by gambling. Roll a d6 to determine the lifestyle you can afford with your week's winnings (1–2: poor, 3–5: moderate, 6: rich).

Adventures and Advancement. Once you've had more than your fair share of lucky throws, you attract the attention of richer opponents. You add +1 to all your lucky throws. Additionally, you and your

friends may be invited to exclusive games with more at stake than money.

Connection and Memento. Roll 1d10, choose, or make up your own.

Gambler Connections

1. The mentor you have now surpassed.
2. The duelist who will never forgive you for fleecing them.
3. The legendary gambler you aspire to beat.
4. The friendly rival who always keeps you on your toes.
5. The noble who publicly accused you of cheating.
6. An ink-stained academic who wants you to test a risky theory about how to beat the house.
7. The gang leader who would rather kill you than pay up.
8. The kid who strives to emulate you.
9. The cardsharp rival who cheats to win.
10. The rival who won something from you that you want back.

Gambler Mementos

1. Gambling debts owed to you by someone who's gone missing.
2. Your lucky coin that you've always won back after gambling it away.
3. The deeds to a monster-infested copper mine, a castle on another plane of existence, and several other valueless properties.
4. A pawn shop ticket for a valuable item—if you can gather enough money to redeem it.
5. The hard-to-sell heirloom that someone really wants back.
6. Loaded dice or marked cards. They grant advantage on gambling checks when used, but can be discovered when carefully examined by someone with the appropriate tool proficiency (dice or playing cards).

7. An invitation to an annual high-stakes game to which you can't even afford the ante.
8. A two-faced coin.
9. A torn half of a card—a long-lost relative is said to hold the other half.
10. An ugly trinket that its former owner claimed had hidden magical powers.

Guard

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Intimidation, and either Athletics or Investigation.

Languages: One of your choice.

Suggested Equipment (Cost 26 gold): Common clothes, halberd, uniform.

Feature: Natural Authority. Commoners and civilians sometimes assume you are part of a local constabulary force and defer to you.

Adventures and Advancement. When you visit the city or countryside you once patrolled you're sure to get embroiled in the same politics that drove you out. Should you stick around righting wrongs, you might accidentally find yourself in a position of responsibility.

Connection and Memento. Roll 1d10, choose, or make up your own.

Guard Connections

1. The corrupt guard captain who framed you.
2. The by-the-book guard captain who found you in violation of a regulation.
3. The mighty guard captain who taught you all you know.
4. The informant who tipped you off about criminal activity.
5. The noble or merchant you protected.
6. The comrade or superior officer you admired.

7. The villain who kidnapped the person you were charged to protect.
8. Your betrayer, the one person you didn't think to mistrust.
9. The noble or merchant who had everyone in their pocket.
10. The diviner wizard who could usually provide you with the missing piece of a puzzle.

Guard Mementos

1. Your badge of office, a symbol of an ideal few could live up to.
2. Your badge of office, a symbol of a corrupt system you could no longer stomach.
3. The arrow-damaged prayer book or playing card deck that saved your life.
4. The whiskey flask that stood you in good stead on many cold patrols.
5. Notes about a series of disappearances you would have liked to put a stop to.
6. A broken sword, torn insignia, or other symbol of your disgrace and banishment.
7. A tattoo or insignia marking you as part of an organization of which you are the last member.
8. The fellow guard's last words which you will never forget.
9. A letter you were asked to deliver.
10. A bloodstained duty roster.

Guildmember

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Two of your choice.

Tool Proficiencies: Either one type of artisan's tools, musical instrument, or vehicle.

Suggested Equipment (Cost 3–52 gold):
A set of artisan's tools or musical instrument, traveler's clothes, guild badge.

Feature: Guild Business. While in a city or town, you can maintain a moderate

lifestyle by plying your trade. Furthermore, the guild occasionally informs you of jobs that need doing. Completing such a job might require performing a downtime activity, or it might require a full adventure. The guild provides a modest reward if you're successful.

Adventures and Advancement. Once you have completed several quests or endeavors advancing guild business, you may be promoted to guild officer. You gain access to more lucrative contracts. In addition, the guild supports you at a moderate lifestyle without you having to work.

Connection and Memento. Roll 1d10, choose, or make up your own.

Guildmember Connections

1. Your guild master who occasionally has secret missions for groups which can keep their mouths shut.
2. Members of a rival guild who might or might not stoop to violence.
3. The master who, recognizing your talent, risked all to teach you dangerous guild secrets.
4. The agent of a rival guild who is trying to steal secrets.
5. The jealous teacher who took credit for your work and got you expelled from the guild.
6. The guild quartermaster who stocks goods of dubious legality.
7. The friendly guild officer who always saves you the most interesting assignments.
8. The rivals who always compete for the same guild jobs.
9. The noble who owes you big.
10. Your guild master's ambitious second-in-command who is recruiting allies for a coup.

Guildmember Mementos

1. *Artisans Guild*: An incomplete masterpiece which your mentor never finished.
2. *Entertainers Guild*: An incomplete masterpiece which your mentor never finished.
3. *Explorers Guild*: A roll of incomplete maps each with a reward for completion.
4. *Laborers Guild*: A badge entitling you to a free round of drinks at most inns and taverns.
5. *Adventurers Guild*: A request from a circus to obtain live exotic animals.
6. *Bounty Hunters Guild*: A set of manacles and a bounty on a fugitive who has already eluded you once.
7. *Mages Guild*: The name of a wizard who has created a rare version of a spell that the guild covets.
8. *Monster Hunters Guild*: A bounty, with no time limit, on a monster far beyond your capability.
9. *Archaeologists Guild*: A map marking the entrance of a distant dungeon.
10. *Thieves Guild*: Blueprints of a bank, casino, mint, or other rich locale.

Hermit

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Religion, and either Medicine or Survival.

Tool Proficiencies: Herbalism kit.

Suggested Equipment (Cost 13 gold): Healer's satchel, herbalism kit, common clothes, 7 days rations, and a prayer book, prayer wheel, or prayer beads.

Feature: Inner Voice. You occasionally hear a voice—perhaps your conscience, perhaps a higher power—which you have come to trust. It told you to go into seclusion, and then it advised you when to rejoin the world. You think it is leading you

to your destiny (consult with your Narrator about this feature.)

Adventures and Advancement. Your inner voice may occasionally prompt you to accept certain adventure opportunities or to avoid certain actions. You are free to obey or disobey this voice. Eventually however it may lead you to a special revelation, adventure, or treasure.

Connection and Memento. Roll 1d10, choose, or make up your own.

Hermit Connections

1. The high priest who banished you to the wilderness until you repent your heresy.
2. The inquisitor who hunts you even through the most solitary wildlands.
3. The supernatural patron whose temptations and gifts you seek to reject.
4. The inner voice you only hear in solitude.
5. The mentor who trained you in silent contemplation—until they mysteriously turned their back on their own teachings.
6. The villain who destroyed the shreds of your original, worldly life.
7. The noble relatives who seek to return you to the life you rejected.
8. The religious superior whose blasphemies scandalized you into fleeing your religious order.
9. The angel who delivered you a prophecy.
10. The mysterious person you glimpsed several times from a distance—unless it was a hallucination.

Hermit Mementos

1. The (possibly unhinged) manifesto, encyclopedia, or theoretical work that you spent so much time on.
2. The faded set of fine clothes you preserved for so many years.

3. The signet ring bearing the family crest that you were ashamed of for years and years.
4. The book of forbidden secrets that led you to your isolated refuge.
5. The beetle, mouse, or other small creature which was your only companion for so long.
6. The seemingly nonmagical item that your inner voice says is important.
7. The magic-defying clay tablets you spent years translating.
8. The holy relic you were duty bound to protect.
9. The meteor metal you found in a crater the day you first heard your inner voice.
10. Your ridiculous-looking sun hat.

2. Your mentor: a charismatic pirate captain.
3. The stylish highway robber who taught you the trade.
4. The local noble who pursues you obsessively.
5. The three outlaws who hold the other three pieces of your treasure map.
6. The marauder chief who betrayed you and the rest of the gang in exchange for freedom.
7. The child you became an outlaw to protect.
8. The cleric who converted you to a life of law and faith.
9. The scholarly old bandit whose inventions gave you an edge against the pursuing authorities.
10. Your best friend—who is serving a life sentence for your shared crime.

Marauder

Ability Score Increases: +1 to Dexterity and one other ability score.

Skill Proficiencies: Survival, and either Intimidation or Stealth.

Tool Proficiencies: One type of artisan's tools or vehicle.

Suggested Equipment (Cost 4 gold): Traveler's clothes, signal whistle, tent (one person).

Feature: Secret Ways. When you navigate while traveling, pursuers have disadvantage on checks made to track your group. Additionally, you can travel stealthily at a normal pace.

Adventures and Advancement. Allies and informants occasionally give you tips about the whereabouts of poorly-guarded loot. After a few such scores, you may gain the free service of up to 8 **bandits**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Marauder Connections

1. Your nemesis: a naval captain or captain of the guard who thwarted you on several occasions.

Marauder Mementos

1. The eerie mask by which your victims know you.
2. The one item that you wish you hadn't stolen.
3. A signet ring marking you as heir to a seized estate.
4. A locket containing a picture of the one who betrayed you.
5. A broken compass.
6. A love token from the young heir to a fortune.
7. Half of a torn officer's insignia.
8. The hunter's horn which members of your band use to call allies.
9. A wanted poster bearing your face.
10. Your unfinished thesis from your previous life as an honest scholar.

Noble

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Culture, History, and either Animal Handling or Persuasion.

Tool Proficiencies: One gaming set.

Languages: One of your choice.

Suggested Equipment (Cost 16 gold): clothes, signet ring, writ detailing your family tree.

Feature: High Society. You know of—or personally know—most of the noble families for hundreds of miles. In most settled areas you (and possibly your companions, if well-behaved) can find a noble host who will feed you, shelter you, and offer you a rich lifestyle.

Adventures and Advancement. Your family may ask you for one or two little favors: convince this relative to marry a family-approved spouse, slay that family foe in a duel, serve under a liege lord in a battle. If you advance your family's fortunes, you may earn a knighthood along with the free service of a retinue of servants and up to 8 **guards**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Noble Connections

1. Your perfect elder sibling to whom you never seem to measure up.
2. The treacherous noble who slaughtered or scattered your family and is now living in your ancestral home.
3. Your family servant, a retired adventurer who taught you more about battle than any fancy dueling master.
4. The foppish friend you carouse with.
5. The common-born sweetheart that your family forbid you from seeing again.
6. The fugitive head of your family whose rebellion caused your family's lands to be seized and titles to be redistributed.
7. Your foe, the heir of a rival house, with whom you have dueled twice.
8. The crime boss to whom your family is in massive debt.
9. The scion of an allied family to whom you were betrothed from birth.

10. The eccentric knight for whom you trained as a squire or page.

Noble Mementos

1. A shield or tabard bearing your coat of arms.
2. A keepsake or love letter from a high-born sweetheart.
3. An heirloom weapon—though it's not magical, it has a name and was used for mighty deeds.
4. A letter of recommendation to a royal court.
5. Perfumed handkerchiefs suitable for blocking the smell of commoners.
6. An extremely fashionable and excessively large hat.
7. A visible scar earned in battle or in a duel.
8. A set of common clothes and a secret commoner identity.
9. IOUs of dubious value that were earned in games of chance against other nobles.
10. A letter from a friend begging for help.

Outlander

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Survival, and either Athletics or Intimidation.

Tool Proficiencies: Herbalism kit.

Languages: One of your choice.

Suggested Equipment (Cost 11 gold): Traveler's clothes, waterskin, healer's satchel, 7 days rations.

Feature: Trader. If you're in or near the wilderness and have a trading relationship with a tribe, settlement, or other nearby group, you can maintain a moderate lifestyle for yourself and your companions by trading the products of your hunting and gathering.

Adventures and Advancement. During your travels, wilderness dwellers may come to you for help battling monsters and other dangers. If you succeed in several such

adventures, you may earn the freely given aid of up to 8 **warriors**.

Connection and Memento. Roll 1d10, choose, or make up your own.

Outlander Connections

1. A tribal chief who owes a favor.
2. The chief of a band of marauders who has a grudge against you.
3. A hag to whom you owe a favor.
4. An alchemist or wizard who frequently gives you requests for rare herbs or trophies.
5. A unicorn you've glimpsed but never been able to approach.
6. Another outlander: your former best friend who is now a bitter rival.
7. A wise oracle who knows most of what happens in the wilderness and will reveal it for a price.
8. A zany prospector who knows the wild lands almost as well as you.
9. A circus or arena owner who will pay for live animals not yet in their menagerie.
10. A highly civilized poet or painter who has paid you to guide them to wild and inspiring locales.

Outlander Mementos

1. A trophy from the hunt of a mighty beast, such as a phase monster-horn helmet.
2. A trophy from a battle against a fierce monster, such as a still-wriggling troll finger.
3. A stone from a holy druidic shrine.
4. Tools appropriate to your home terrain, such as pitons or snowshoes.
5. Hand-crafted leather armor, hide armor, or clothing.
6. The hand axe you made yourself.
7. A gift from a dryad or faun.
8. Trading goods worth 30 gold, such as furs or rare herbs.

9. A tiny whistle given to you by a sprite.

10. An incomplete map.

Sage

Ability Score Increases: +1 to Intelligence and one other ability score.

Skill Proficiencies: History, and either Arcana, Culture, Engineering, or Religion.

Languages: Two of your choice.

Suggested Equipment (Cost 16 gold): Bottle of ink, ink pen, 50 sheets of parchment, common clothes.

Feature: Library Privileges. As a fellow or friend of several universities you have visiting access to the great libraries, most of which are off-limits to the general public. With enough time spent in a library, you can uncover most of the answers you seek (any question answerable with a DC 20 Arcana, Culture, Engineering, History, Nature, or Religion check).

Adventures and Advancement. When you visit libraries and universities you tend to be asked for help in your role as a comparatively rough-and-tumble adventurer. After fetching a few bits of esoteric knowledge and settling a few academic disputes, you may be granted access to the restricted areas of the library (which contain darker secrets and deeper mysteries, such as those answerable with a DC 25 Arcana, Culture, Engineering, History, Nature, or Religion check).

Connection and Memento. Roll 1d10, choose, or make up your own.

Sage Connections

1. Your rival who always seems to be one step ahead of you in the research race.
2. The college dean who banished you for conduct unbecoming a research fellow.
3. A former student of yours who has become a dangerous wizard.
4. The professor who took credit for your research.

5. The rival sage whose cruel nickname for you has made you a laughingstock.
6. The alchemist who will pay for bizarre monster trophies and other ingredients—no questions asked.
7. The peer with a competing cosmological theory that causes endless friendly bickering.
8. The noble who recognized your intelligence at a young age and sponsored your entrance into academia.
9. A talented apprentice who ran away after mastering magical power but not the theoretical foundation to control it.
10. The invading general who burned the library that was once your home.

Sage Mementos

1. A letter from a colleague asking for research help.
2. Your incomplete manuscript.
3. An ancient scroll in a language that no magic can decipher.
4. A copy of your highly unorthodox theoretical work that got you in so much trouble.
5. A list of the forbidden books that may answer your equally forbidden question.
6. A formula for a legendary magic item for which you have no ingredients.
7. An ancient manuscript of a famous literary work believed to have been lost; only you believe that it is genuine.
8. Your mentor's incomplete bestiary, encyclopedia, or other work that you vowed to finish.
9. Your prize possession: a magic quill pen that takes dictation.
10. The name of a book you need for your research that seems to be missing from every library you've visited.

Sailor

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Athletics, and either Acrobatics or Perception.

Tool Proficiencies: Navigator's tools, water vehicles.

Suggested Equipment (Cost 27 gold): Common clothes, navigator's tools, 50 feet of hempen rope.

Feature: Sea Salt. Your nautical jargon and rolling gait mark you unmistakably as a mariner. You can easily enter into shop talk with any sailors that are not hostile to you, learning nautical gossip and ships' comings and goings. You also recognize most large ships by sight and by name, and can make a Culture or History check to recall their most recent captain and allegiance.

Adventures and Advancement. You and your companions will be able to take passage for free on nearly any commercial ship in exchange for occasional ship duties when all hands are called. In addition, after you have a few naval exploits under your belt your fame makes sailors eager to sail under you. You can hire a ship's crew at half the usual price.

Connection and Memento. Roll 1d10, choose, or make up your own.

Sailor Connections

1. Your first captain: a cheerful merchant shipmaster and opportunistic pirate.
2. The cruel naval captain who flogged you out of the service.
3. The scoundrelly shipmate who ran off with the other half of your treasure map.
4. The naval captain who won't rest until you are caught.
5. The mutineers who left you on a deserted island.
6. The fisherman with whom you tried to reel in the King of the Sea.

7. A friendly shipmate who is eager to tell everyone the tale of how you saved their life.
8. Your former shipmate, a bent and aged mariner with an eerie gift for foretelling bad weather and other calamities.
9. Your retired mentor who first taught you the difference between a mainbrace and a marlinspike.
10. The pirate who sunk your ship, leaving you the sole survivor.

Sailor Mementos

1. A dagger with a handle carved from a dragon turtle's tooth.
2. A scroll tube filled with nautical charts.
3. A harpoon (treat as a javelin with its butt end fastened to a rope).
4. A scar with a famous tale behind it.
5. A treasure map.
6. A codebook which lets you decipher a certain faction's signal flags.
7. A necklace bearing a scale, shell, tooth, or other nautical trinket.
8. Several bottles of alcohol.
9. A tale of an eerie encounter with a strange monster, a ghost ship, or other mystery.
10. A half-finished manuscript outlining an untested theory about how to rerig a ship to maximize speed.

Soldier

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Athletics, and either Animal Handling or Intimidation.

Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Suggested Equipment (Cost 5 gold): Uniform, common clothes, 7 days rations.

Feature: Military Bearing. Soldiers recognize their own. Off duty soldiers are usually willing to trade tales and gossip with

you. On duty soldiers, while not obeying your orders, are likely to answer your questions and treat you respectfully on the off chance that you're an unfamiliar officer who can get them in trouble.

Adventures and Advancement. You will occasionally run into old comrades, some of whom may need favors. If you perform a few celebrated martial deeds your old military outfit (or a new one) is likely to offer you an officer's rank. You gain the free service of up to 8 **guards**. Your new commanders will occasionally give you objectives: you will be expected to act independently in order to achieve these objectives.

Connection and Memento. Roll 1d10, choose, or make up your own.

Soldier Connections

1. Your old commanding officer who still wants you to rejoin.
2. The commander who callously sent your unit into a slaughter.
3. Your shady war buddy who can get their hands on anything with no questions asked.
4. Your best friend who went missing on the battlefield.
5. The comrade who saved your life at the risk of their own.
6. The ghost who haunts you.
7. The superior officer you punched (for abusing civilians? For insulting your honor? For preventing you from looting?)
8. The scary experimental war construct you accompanied on a dangerous mission.
9. The golden-armored knight with ridiculously good teeth who was always giving inspiring speeches.
10. The enemy officer who captured you.

Soldier Mementos

1. A broken horn, tooth, or other trophy salvaged from a monster's corpse.
2. A trophy won in a battle (a tattered banner, a ceremonial sword, or similar).
3. A gaming set.
4. A letter from your sweetheart.
5. An old wound that twinges in bad weather.
6. A letter you're supposed to deliver to a dead comrade's family.
7. A horrifying memory you can't escape.
8. A horned or plumed helmet.
9. The sword you broke over your knee rather than fight for those bastards another day.
10. A medal for valor.

Trader

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Persuasion, and either Culture, Deception, or Insight.

Tool Proficiencies: One vehicle.

Languages: One of your choice.

Suggested Equipment (Cost 9 gold): Traveler's clothes, abacus, merchant's scale.

Feature: Supply and Demand. When you buy a trade good and sell it elsewhere to a community in need of that good, you gain a 10% bonus to its sale price for every 100 miles between the buy and sell location (maximum of 50%).

Adventures and Advancement. Because of your commercial contacts you may be offered money to lead or escort trade caravans. You'll receive a fee from each trader that reaches their destination safely.

Connection and Memento. Roll 1d10, choose, or make up your own.

Trader Connections

1. The parent or relative who wants you to carry on the family business.
2. The sibling who inherited the other half of the family business.
3. The trading company to which you are indentured until you pay off a debt.
4. The powerful merchant who will never forgive the business coup you pulled off.
5. The noble whose horse trampled your poor family's vegetable stall, injuring or killing a relative you dearly loved.
6. The parent or elder sibling who squandered your family fortune.
7. The business partner who cheated you.
8. The customs agent who has sworn to catch you red-handed with illicit goods.
9. The crime boss to whom you wouldn't pay protection money.
10. The smuggler who will pay well for certain commodities.

Trader Mementos

1. The first gold piece you earned.
2. Thousands of shares in a failed venture.
3. A letter of introduction to a rich merchant in a distant city.
4. A sample of an improved version of a common tool.
5. Scars from a wound sustained when you tried to collect a debt from a vicious noble.
6. A love letter from the heir of a rival trading family.
7. A signet ring bearing your family crest, which is famous in the mercantile world.
8. A contract binding you to a particular trading company for the next few years.

9. A letter from a friend imploring you to invest in an opportunity that can't miss.
10. A trusted family member's travel journals that mix useful geographical knowledge with tall tales.

Urchin

Ability Score Increases: +1 to Dexterity and one other ability score.

Skill Proficiencies: Sleight of Hand, and either Deception or Stealth.

Tool Proficiencies: Disguise kit, thieves' tools.

Suggested Equipment (Cost 26 gold): Common clothes, disguise kit.

Feature: Guttersnipe. When you're in a town or city, you can provide a poor lifestyle for yourself and your companions. Also, you know how to get anywhere in town without being spotted by gangs, gossips, or guard patrols.

Adventures and Advancement. Street kids are among a settlement's most vulnerable people, especially in cities with lycanthropes, vampires, and other supernatural threats. After you help out a few urchins in trouble, word gets out and you'll be able to consult the street network to gather information. If you roll lower than a 15 on an Investigation check to gather information in a city or town, your roll is treated as a 15.

Connection and Memento. Roll 1d10, choose, or make up your own.

Urchin Connections

1. The disreputable thief who taught you thieving skills.
2. The saintly orphanage matron who's so proud of how you've grown.

3. The miserly and cruel orphanage administrator who rounds up urchins and runaways.
4. The drunken thief who shared with you what little they could steal.
5. The fellow urchin who has some power to make "bad stuff" happen to their enemies.
6. The thieves' guild contact who will pay well for small folk to wriggle through a window or chimney to unlock a front door.
7. The philanthropist (or charlatan?) who took you in, dressed you properly, and tried to teach you upper-class manners.
8. The spymaster or detective who sent you on investigation missions.
9. The noble whose horse trampled you or a friend.
10. The rich family you ran away from.

Urchin Mementos

1. A locket containing pictures of your parents.
2. A set of (stolen?) fine clothes.
3. A small trained animal, such as a mouse, parrot, or monkey.
4. A map of the sewers.
5. The key or signet ring that was around your neck when you were discovered as a foundling.
6. A battered one-eyed doll.
7. A portfolio of papers given to you by a fleeing, wounded courier.
8. A gold tooth (not yours, and not in your mouth).
9. The flowers or trinkets that you sell.
10. A dangerous secret overheard while at play.

Destinies

Inspiration

The Narrator awards inspiration, a resource which grants you an edge in important moments, when you roleplay your character according to your destiny. Each destiny has a source of inspiration which describes acts of roleplaying that should be rewarded with inspiration, although it remains at the Narrator's discretion. Additionally, the Narrator can award inspiration whenever they feel a character has been particularly clever, engaging, or heartfelt in their roleplaying.

Once you have inspiration, you can save it indefinitely. Whenever you or an ally you can see makes an attack roll, saving throw, or ability check, you may spend your inspiration to grant advantage to that roll.

Alternatively, you can spend inspiration to use the inspiration feature unique to your chosen destiny.

You either have inspiration or you don't; if you already have inspiration and do something worth rewarding inspiration, you do not gain a second use of inspiration.

Fulfilling Your Destiny

Each destiny includes a fulfillment feature that you gain when you achieve your destiny, a momentous event usually at the end of a major story arc in the narrative, indicated by the Narrator. Even if your destiny remains outside of your grasp, it is close enough at hand that you automatically gain its fulfillment feature when you reach 16th level.

If you fulfill your destiny early in a campaign, at the Narrator's discretion you may select an additional destiny. You retain your original destiny's features and gain the source of inspiration and inspiration feature of your new destiny. You cannot gain a second fulfillment feature.

Changing Your Destiny

Whenever you gain a class level, you may choose to change your destiny. You lose any features provided by your current destiny and select a new destiny, gaining its source of inspiration and inspiration features.

Chaos

Source of Inspiration: Chaos. You gain inspiration whenever you successfully subvert law and order, so long as it benefits your allies or moves the story forward.

Successfully lie to or humiliate an authority figure, commit a punishable crime, indulge in base pleasures to ill-advised extremes.

Inspiration Feature: Ingenious Doubletalk. Whenever you or a friendly creature you can hear fails a Deception or a Persuasion check, you can use your reaction to spend your inspiration and undo any consequences of that failed check.

Fulfilling Your Destiny

You fulfill your destiny of Chaos when you overturn a world or cosmic order.

Greatly destabilize a nation or extremely large organization, subvert or trick a deity-level entity, upset the status quo for a vast number of people.

Fulfillment Feature: Agent of Chaos. Whenever you roll one or more dice to determine the damage of an attack or spell or the random effects of a spell or feature, you may choose to reroll those dice; if you do you must use the new rolls.

In addition, you gain the Chaotic alignment and emit a strong chaotic aura for the purposes of any feature, spell, or trait that detects or affects Chaotic creatures.

Coming of Age

Special Feature: Finding Yourself. You may exchange this destiny for another destiny at any time.

Source of Inspiration: Yes to Adventure. You gain inspiration whenever you achieve a personal milestone.

Join a new guild or organization, travel somewhere new and far from home, accept a new major quest or mission, change worldviews and grow as a person.

Inspiration Feature: Ready to Learn.

As a bonus action you may spend your inspiration to gain proficiency with a weapon, armor, skill, or tool for the next hour.

Fulfilling Your Destiny

You fulfill your Coming of Age destiny when you complete the hero's journey.

Return to your homeland after defeating an immense threat, become the leader of an organization you were lowly in, learn the truth of life through great hardship.

Fulfillment Feature: Returned.

When you gain this feature, you immediately choose the fulfillment feature from another destiny. You gain the chosen fulfillment feature, which replaces this one.

Devotion

Source of Inspiration: Its Own Reward.

You gain inspiration whenever you complete a quest, fulfill a difficult promise, or commit an act of self-sacrifice that includes grievous injury to yourself.

Complete a quest, keep a promise to your own detriment, keep an innocent safe while seriously endangering yourself, commit an act of genuine self-sacrifice.

Inspiration Feature: Selfless Aid.

Whenever you take the Help action to aid an ally attacking a creature, you may spend your inspiration. If you do, in addition to the normal benefits of the Help action, that creature has disadvantage on attack rolls against creatures other than you until the start of your next turn.

Fulfilling Your Destiny

You fulfill your destiny of Devotion when you perform an act of selfless devotion.

Die while saving the lives of others, complete a massive undertaking personally entrusted to you, succeed at the cause you devoted your life to.

Fulfillment Feature: Miraculous Revival.

As long as you have not died of old age, 24 hours after you die (or in 24 hours, if your death triggered gaining this feature) you miraculously revive intact with full hit points. You appear after "narrowly surviving" the circumstances that killed you—climbing out of the chasm you fell down, crawling from the rubble of the structure that collapsed over you, waking up from impossibly lethal wounds that prove superficial, or magically transporting from the plane of existence you were caught in.

In addition, the first time you are revived in this way, you gain a +1 bonus on all future attack rolls, ability checks, and saving throws.

Dominion

Source of Inspiration: Leadership.

You gain inspiration whenever you lead by example or convince a group of NPCs to act against their own interests in order to complete a difficult task.

Settle a vitriolic argument, direct a large number of nonplayer characters to participate in the completion of a task, rally a multitude of people to a cause.

Inspiration Feature: Studied

Deliberation. You may spend your inspiration and a minute's deliberation to determine the results of an upcoming plan of action (as the *augury* spell).

Fulfilling Your Destiny

You fulfill your destiny of Dominion when you gain a dominion of your own.

Become the ruler of a nation, large city, or other sizable population, become a divine figure with numerous followers, reach the top of a massive organization.

Fulfillment Feature: Absolute Power.

You have advantage on checks made to influence your subjects.

In addition, you gain the Lawful alignment, and you emit a strong lawful aura for the purposes of any feature, spell, or trait that detects or affects Lawful creatures.

Excellence

Source of Inspiration: Failure.

You gain inspiration whenever the Narrator calls for you to make an ability check, attack roll, or saving throw and the final result of the d20 roll is a natural 1.

Inspiration Feature: Practiced Edge.

After you roll an ability check, attack roll, or saving throw but before you know the outcome, you may spend your inspiration to add a +5 bonus to that roll.

Fulfilling Your Destiny

You fulfill your destiny of Excellence when you perform a crowning achievement in your field.

Create a masterpiece, defeat the master of your martial art, become famous for a glorious act of heroism, or become renowned as the best in your field.

Fulfillment Feature: A Technique

Perfected: Choose an ability score, combat tradition, or school of magic.

Ability Score: When you make an ability check using the chosen ability score and can add your proficiency bonus, you gain an expertise die.

Combat Tradition: Attacks you make using combat maneuvers from this tradition gain a +2 bonus to attack and damage rolls.

School of Magic: When you cast a spell from this school of magic, your spell save DC is treated as 2 higher and you gain a +2 bonus on any spell attack roll it requires.

Knowledge

Source of Inspiration: Learning.

You gain inspiration whenever you make an arcane, divine, scholastic, or scientific discovery.

Closely examine a previously unknown or rare creature or phenomenon, discover something thought to be a myth or impossible, learn new information after at least 8 hours studying from a source of knowledge such as a library, book, or powerful artifact.

Inspiration Feature: Critical Evaluation.

As a bonus action you may spend your inspiration to quickly evaluate a creature or item you can see and accurately determine one objective attribute of your choice.

When evaluating a creature in this way, you may determine its resistances, immunities, vulnerabilities, what languages it speaks, or its Armor Class.

When evaluating an item in this way, you may determine if it is magical, poisonous, cursed, trapped, or its approximate value.

Fulfilling Your Destiny

You fulfill your destiny of Knowledge when you have a true epiphany.

Learn the methods to do something thought impossible, discover a fundamental cosmic truth, learn the truth behind an ultimate secret.

Fulfillment Feature: Converging

Theories. Your Intelligence, Wisdom, and Charisma scores each increase by 2 and their maximums each become 22.

Metamorphosis

Source of Inspiration: Unburdening.

When you gain this feature, inform your Narrator of the new form you desire, such as enlightenment, vampirism, or godhood. You gain inspiration whenever you make sacrifices to attain new lore, contacts, or items to aid your transformation.

Sever earthly attachments such as wealth or comfort, behave appropriately akin to your pursued form, spend inordinate time in your transformation's pursuit.

Inspiration Feature: Unearthly

Diplomacy. As an action, you may spend your inspiration to form a connection with a non-humanoid creature you can see that

has a CR equal to or less than your level. You communicate freely, even if you do not share a language or the creature would be normally unable to speak. You have no control over a creature you connect with in this way but you gain an expertise die on checks made to influence it. A creature's available information is often limited by their own awareness, but most will at least have information regarding events that transpired in the immediate area during the last 24 hours, and nearby prominent creatures or locations.

This connection lasts for up to 1 hour or until you use an action to end it.

Fulfilling Your Destiny

You fulfill your destiny of Metamorphosis when you fully change into your desired form. Unlike other destinies, you may choose not to gain your fulfillment feature until after 16th level.

Achieve a level of divinity, become immortal, access primal knowledge, permanently transcend your natural state.

Fulfillment Feature: Forever Changed.

When you gain this feature, consult with the Narrator about the exact nature of your metamorphosis and if your adventurer would still choose to remain adventuring after transformation.

If your character would remain an adventurer, you may choose and become an appropriate creature with a CR equal to or lower than your class level -2 (as per the spell *true polymorph*, except that this transformation is permanent and cannot be dispelled.)

If your character would not remain an adventurer, you may use a portion of your new power however you see fit (as the *wish* spell) before ascending.

Revenge

Source of Inspiration: Served Cold.

You gain inspiration whenever you outwit a foe without the use of Deception or Persuasion checks.

Successfully attack a surprised opponent, lead a foe into a prepared trap, trick an enemy into harming themselves or greatly benefiting you.

Inspiration Feature: Cloak and Dagger.

Whenever you or an ally you can see fail a Sleight of Hand or Stealth check, you can use your reaction to spend your inspiration and undo any consequences of that failed check.

Fulfilling Your Destiny

You fulfill your destiny of Revenge when you achieve vengeance.

Kill, imprison, or dethrone whatever entity that you believe wronged you, come to terms with the focus of your wrath meaningfully and sate your desire for vengeance.

Fulfillment Feature: Retaliatory

Reputation. While you are not incapacitated, you can use a bonus action to direct a threatening stare at any hostile creature within 20 feet of you. The creature makes a Wisdom saving throw with a DC equal to your passive Intimidation score. On a failure, the creature is frightened until the end of its next turn. A creature that succeeds on its saving throw is immune to your Retaliatory Reputation for the next 24 hours.

Underdog

Source of Inspiration: Defiance.

You gain inspiration whenever you critically hit a creature larger than you are, roll a natural 20 on a death saving throw, openly defy a powerful being, or succeed after taking a risk with long odds.

Loudly refuse the orders of a tyrant, follow through with a convoluted or risky plan, succeed at something you were extremely likely to fail.

Inspiration Feature: A Nose for Trouble.

Whenever you or an ally you can see fails an Insight check, you can use your reaction to spend your inspiration and learn any information that would have been gained by a successful Insight check.

Fulfilling Your Destiny

You fulfill your Underdog's destiny when you finally overcome the odds.

Succeed at a nearly unattainable and grand task, complete a supposedly impossible quest, defeat an insurmountable foe, succeed at a dire endeavor where failure was all but guaranteed.

Fulfillment Feature: Expendable and Invulnerable. Whenever you would make a saving throw you may spend your inspiration to automatically succeed instead.

Wealth

Source of Inspiration: Profits. You gain inspiration whenever you acquire substantial wealth.

Gain currency or property worth at least 100 times your character level in gold, receive a magic item that is uncommon or rarer without purchasing it.

Inspiration Feature: Everyone Has a Price. As a bonus action you may spend your inspiration to accurately determine if a creature you see will take a bribe and what price they'll accept.

Fulfilling Your Destiny

You fulfill your destiny of Wealth when you become obscenely wealthy.

Become the head of a large and successful business, amass at least 100,000 gold, obtain a legendary magic item, acquire a priceless treasure.

Fulfillment Feature: Wise Investments. You have a rich lifestyle.

In addition, you can lavish yourself and any number of other creatures with luxuries whenever you start a long rest at the cost of 100 gold per creature. Each creature lavished in this way is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. A creature's hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.