

# BACKGROUNDS

No person is a blank slate. Whether through genetics, upbringing, or environment, your character is a product of everything they were born into and everything they've done. Pick one of the backgrounds below for your character. Each will impact gameplay in different ways. At level five you gain **Mastery** of your trade; results are described below.

**Archeologist** – you have always been intrigued by dungeons and other ancient crumbling locations that hold secrets. You gain *Knowledge of Ancient Structures*. When you first see one of these types of locations, double-roll an Intelligence check. On a 10 or higher, you know the layout—but not the contents—of the location, including the number of floors and the likely purpose.

Mastery: you instantly know the layout of these structures without having to roll.

As an Archeologist, think about the following questions:

- Why do you have such an interest in these structures?
- What are you hoping to find?
- What is the most interesting structure you've ever seen?

**Cryptozoologist** – everyone knows some basic information about cryptids, but you're obsessed with them. You gain *Knowledge of Cryptids*. When you encounter a cryptid, double-roll an Intelligence check; on a 10 or higher you learn most of their details (per the GM).

Mastery: you instantly know most of the details of cryptids without rolling.

As a Cryptozoologist, think about the following questions:

- Why do you find cryptids so interesting? Did something happen?
- What types of cryptids are you most interested in?
- Has your obsession ever led to awkward situations?





*A cryptozoologist takes notes on a fascinating new species.*



**Diplomat** – you’re naturally gifted at resolving differences and bringing people together. You also have a preternatural ability to get people to trust you. You gain *Knowledge of Negotiating*. You can attempt to cast *Charm* at-will: on a Charisma roll of 10 or higher, you succeed.

Mastery: you can cast *Charm* at will without rolling.

As a Diplomat, think about the following questions:

- Did you have a mentor or teacher who taught you these skills?
- What have these skills allowed you to do in your life?
- Has there ever been an important situation you weren’t able to resolve?

**Farmer** – you’ve worked hard to coax food from the land. You wake with the dawn and work hard all day. As a result, your body has grown strong. You gain *Knowledge of the Body*. When you take damage, perform a Stamina check. On a roll of 12 or higher, you halve any damage taken.

Mastery: You take half damage on a roll of 7 or higher.

As a Farmer, think about the following questions:

- What types of crops did you grow, and why?
- What challenges have you faced as a farmer, and how have they impacted you?
- Were you a successful farmer or did you struggle to make ends meet?

**Guard** – you have always felt a special responsibility to take care of those around you; to protect and uphold the peace of the land. You gain *Knowledge of Protection*. When one of your party who is within 5’ of you is attacked, you can attempt to lessen the damage of an attack. On a Strength roll of 12 or higher, they take only half damage. On a roll of 9 or lower, they take the damage as normal. You can do this once per round.

Mastery: you block the attack on a roll of 8 or higher.

As a Guard, think about the following questions:

- Why do you feel a sense of duty for those around you?
- How did you get into the guard profession?
- Have there been times when you’ve saved someone’s life—or failed to?

**Hunter** – all your life, you’ve been drawn to the wilds of the outdoors. Your hunting skills have become almost legendary in your community. You gain *Knowledge of the Bow*. When attacking using a ranged weapon (e.g., bow) you always hit, and get a +2 damage; also, your animal companion gains 5 HP.

Mastery: you gain +5 damage when using any ranged weapon.

As a Hunter, think about the following questions:

- What is it about the outdoors that you love?
- Who taught you how to use a bow?
- What is your favorite quarry?

**Mage** – you are especially attuned to the magical energies that emanate from and permeate the planet. You gain *Knowledge of Magic*. You gain 5 MP and on an Intelligence roll of 10 or higher, can cast *Detect Magic* for free (you can try this once per hour).

Mastery: you can cast *Detect Magic* at will.

As a Mage, think about the following questions:

- How did you develop your connection to the magic around you?
- Has your attunement to magic ever caused a problem for you?
- What do you hope to learn from the use of magic?

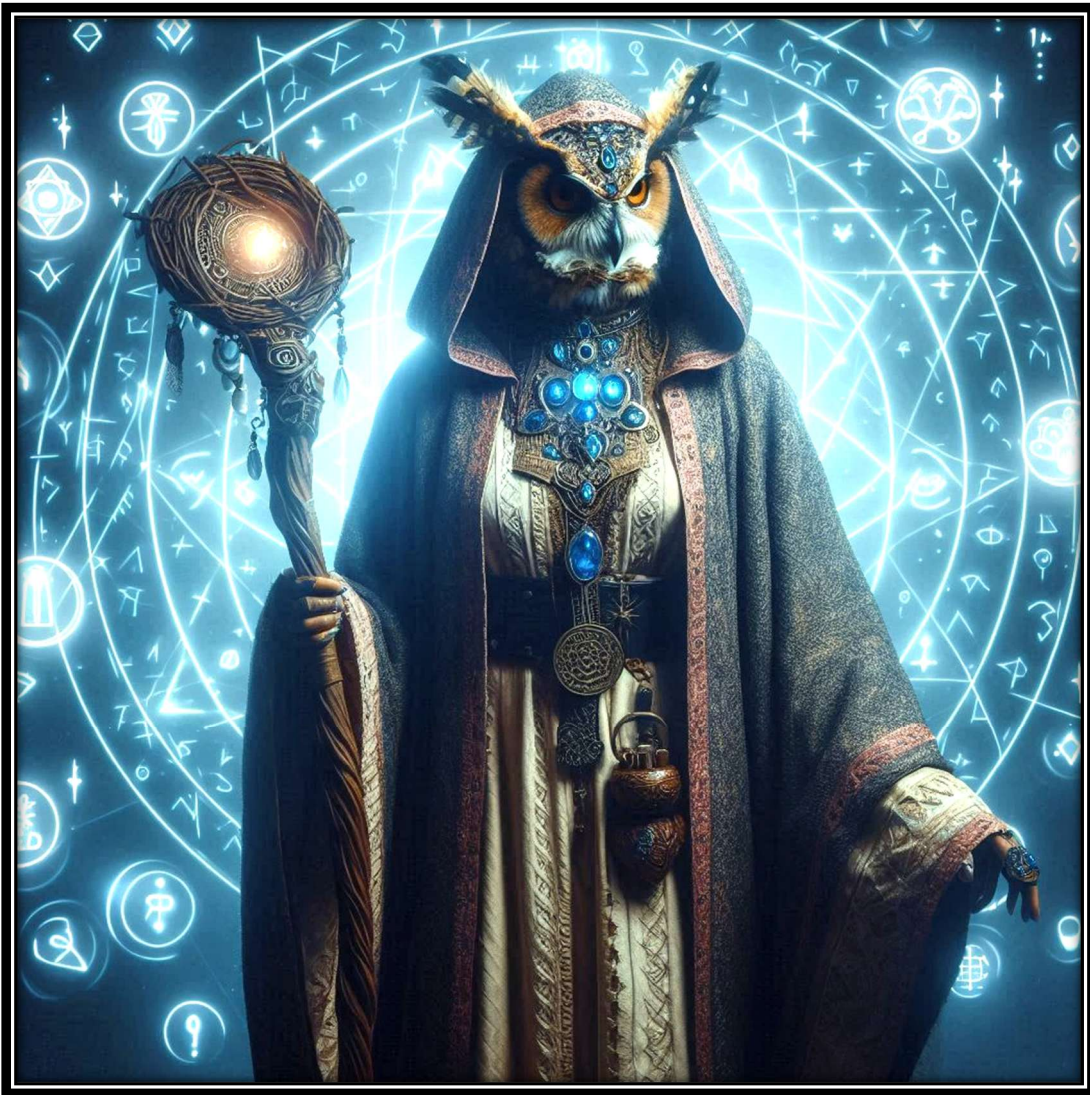
**Mind Wizard** – you have devoted many hours to studying the small behaviors that indicate someone’s intentions and motivations. You gain *Knowledge of Hybrids*. You gain advantage on all *Insight* checks.

Mastery: you gain advantage on both *Insight* and *Persuade* checks.

As a Mind Wizard, think about the following questions:

- Why are you so interested in the intentions of others?
- Does your interest in other people have any downsides?
- Has there been a time when you made a critical error about someone?





*A mind wizard looking into someone's true self.*



**Physician** – your careful study of hybrid physiology has paid off. You gain *Knowledge of Healing*. You can use a combat action to heal another player by 2 HP if you are within 5'. You may also use an action to elevate a party member from unconscious to 1 HP. Unfortunately this power does not extend to raising the dead.

Mastery: you can use a *free* action to heal another player by 2 HP or restore consciousness if you are within 5 feet.

As a Physician, think about the following questions:

- How did you study physiology?
- What is rewarding to you about healing others?
- Has there been a time when you were unable to heal someone?

**Seafarer** – ahhh the smell of the mist on the ocean. You are most at home on the waves, with the blue horizon stretching in front of you. Your hand is most comfortable with a blade in it. You gain *Knowledge of the High Seas*. You have +2 damage to any attacks with light weapons and have advantage on any checks to navigate the waters.

Mastery: you gain +5 damage to attacks with any light weapons.

As a Seafarer, think about the following questions:

- How did you learn to navigate sea vessels?
- What do you like most about being on the water?
- How do you feel when you're on land?

**Shaman** – years of study of spirituality, holiness, and the connection to the divine have given you a sense of otherworldly peace. You gain *Knowledge of Mending*. Your connection to the earth means you gain 3 additional HP after a long rest.

Mastery: everyone you are with gains 5 additional HP after a long rest.

As a Shaman, think about the following questions:

- How did you develop such a close connection to the earth?
- How has your connection to the earth impacted your relationships?
- What sacred rituals do you practice regularly?





*A seafarer prepares to board a hostile vessel.*

**Sorcerer** – the moment you heard about magic, you could think of nothing else. Since then you have devoted all your free time to its study, pouring over every scrap of mystical knowledge you could find. You gain *Knowledge of Spells*. After casting a spell, make an Intelligence roll. If you get a 10 or higher, you immediately recoup the spell points you used for that spell.

Mastery: first-level spells cost no MP.

As a Sorcerer, think about the following questions:

- How did you first learn about magic?
- How has your obsession with magic impacted your relationships?
- What is it you hope to find or do?

**Thief** – not everyone has a spotless background. You’ve done some things you’re not particularly proud of, but sometimes you do what you have to. You gain *Knowledge of Coin*. When your party finds coin, you gain 5 more Owls than anyone else.

Mastery: you also gain 10 more Owls any time coin is found.

As a Thief, think about the following questions:

- What have you done in the past that others may find distasteful?
- What is it you like about being a Thief?
- What would be the single greatest treasure you could find?

**Tinker** – you’ve always been fascinated by the machines and technology of the old days. You gain *Knowledge of Machines*. You gain advantage on all *Tech* checks (mark the box).

Mastery: you automatically succeed on *Tech* checks.

As a Tinker, think about the following questions:

- How did you first develop an interest in old machines?
- What is it you like about these contraptions?
- Have you successfully made your own machine? If so, what did it do?



**Tracker** – you’ve lived your life outdoors, reveling in the freedom and connection to nature. Through your travels you have learned to spot the small clues to the passage of creatures that others miss. You gain *Knowledge of Nature*. You gain advantage on all *Track* and *Stealth* checks if you are outdoors.

**Mastery:** you can automatically sense if there are any creatures medium-sized or larger within ¼ mile.

As a Tracker, think about the following questions:

- How did you first develop an interest in nature?
- Which cryptid do you find most interesting?
- How do you feel when you’re indoors?

**Urban Geographer** – you have always been fascinated by structures such as stores, offices, and homes that dominated pre-Event Earth. You gain *Knowledge of Buildings*. When you first see one of these types of locations, double-roll an Intelligence check. On a 10 or higher, you know the general layout—but not the contents—of the location, including the number of floors and the likely purpose.

**Mastery:** you automatically know the layout.

As an Urban Geographer, think about the following questions:

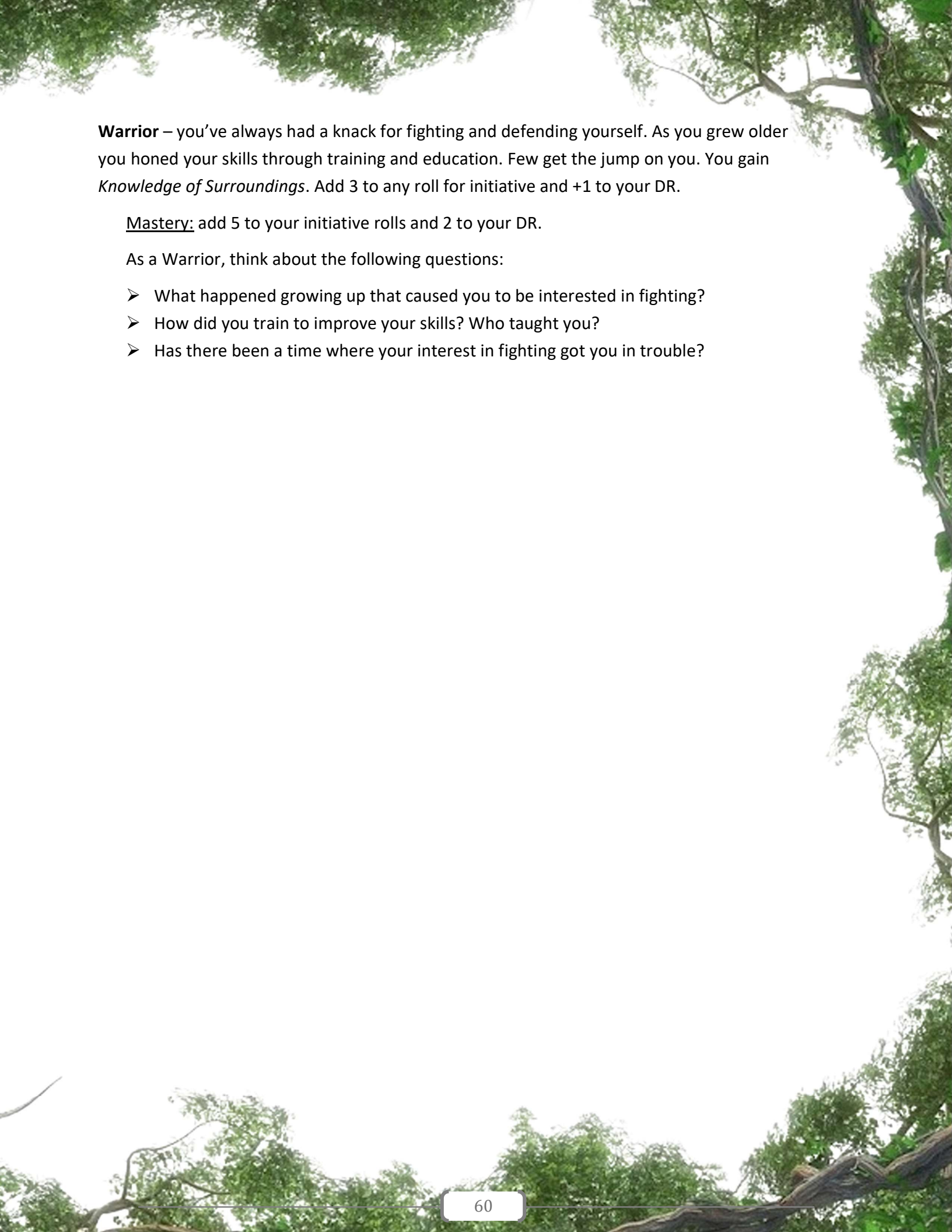
- How did you first develop an interest in these types of structures?
- Where there any of these types of buildings near where you grew up?
- What do you find most interesting about these buildings?

**Veterinarian** – you have a special connection to the wild (non-cryptid) creatures that inhabit the planet. You gain *Knowledge of Animals*. You can cast the *Call Familiar* spell at-will and start the game with a pack animal (see *Equipment*). In addition, your Companion gains 5 additional HP.

**Mastery:** you can have two Companions.

As a Veterinarian, think about the following questions:

- How did you first develop your connection to wild creatures?
- What is it you find most interesting about them?
- How do you deal with the shorter life span of your companions?



**Warrior** – you’ve always had a knack for fighting and defending yourself. As you grew older you honed your skills through training and education. Few get the jump on you. You gain *Knowledge of Surroundings*. Add 3 to any roll for initiative and +1 to your DR.

Mastery: add 5 to your initiative rolls and 2 to your DR.

As a Warrior, think about the following questions:

- What happened growing up that caused you to be interested in fighting?
- How did you train to improve your skills? Who taught you?
- Has there been a time where your interest in fighting got you in trouble?