

Your background is...

ACOLYTE

You have spent your life in the service of a temple to a specific god or pantheon of gods.

Skill Proficiencies: Insight, Religion

Languages: +2 of your choice

Equipment includes: A holy symbol and 15 gp

Feature: You can count on free healing and care at temples of your faith. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there.

Your background is...

CHARLATAN

You have made your way as a con-artist, scamming people out of their riches.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, forgery kit

Equipment includes: A disguise kit and 15 gp

Feature: You have a second identity which includes documentation, established acquaintances, and disguises. May be able to forge documents, including official papers or personal letters, as long as you've seen examples.

Your background is...

CRIMINAL

You are an experienced lawbreaker, like a thief, bandit or smuggler.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: A gaming set, thieves' tools

Equipment includes: A crowbar and 15 gp

Feature: You have a contact who acts as a liaison to a network of other criminals. You know how to get messages to and from them, even at great distances.

Your background is...

ENTERTAINER

You thrive in front of an audience. You know how to entrance, entertain, and even inspire them.

Skill Proficiencies: Acrobatics, Performance

Tool Proficiencies: Disguise kit, an instrument

Equipment includes: An instrument and 15 gp

Feature: You can usually find a place to perform, and may receive free lodging and food as long as you do perform. May be recognized from one town to another, by fans of your work or perhaps scorned lovers.

Your background is...

FOLK HERO

You come from humble beginnings, but are destined to be a champion of the common people.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: One type of artisan's tools, vehicles (land)

Equipment includes: Artisan's tools and 10 gp

Feature: You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them.

Your background is...

GUILD ARTISAN

You are a member of an artisan's guild, skilled in a particular profession and closely associated with other artisans.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of artisan's tools

Languages: +1 of your choice

Equipment includes: Artisan's tools and 15 gp

Feature: You have the support of your guild, via lodging and meeting places. You pay 5gp per month of dues to stay in good graces.

Your background is...

HERMIT

You lived in seclusion – either in a sheltered community such as a monastery, or entirely alone – for a formative part of your life.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Herbalism kit

Languages: +1 of your choice

Equipment includes: A herbalism kit and 5 gp

Feature: Your seclusion has given you access to a unique and powerful discovery. Work with your DM to determine the details.

Your background is...

NOBLE

You understand wealth, power, and privilege. You carry a noble title, and your family owns land, collects taxes, and wields political influence.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of gaming set

Languages: +1 of your choice

Equipment includes: A signet ring and 25 gp

Feature: People are inclined to think the best of you. May be able to secure an audience with a local noble if needed.

Your background is...

OUTLANDER

You grew up in the **wilds**, far from civilization and the comforts of town and technology.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One musical instrument

Languages: +1 of your choice

Equipment includes: A staff, a trophy, and 10 gp

Feature: Excellent memory for maps and geography. You are able to find food and freshwater for you and up to 5 other people each day, assuming the nearby land is able to support it.

Your background is...

SAGE

You spent years **learning** the lore of the multiverse. Your efforts have made you a master in your fields of study.

Skill Proficiencies: Arcana, History

Languages: +2 of your choice

Equipment includes: Black ink, a quill, and 10 gp

Feature: When you try to learn/remember information, if you don't know it, you generally know where or from whom to get it.

Your background is...

SAILOR

You sailed on a **seagoing vessel** for years. Your first love is the distant line of the horizon, but the time has come to try your hand at something new.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment includes: A club, 50 ft of silk rope, and 10 gp

Feature: You may be able to secure free passage on sailing ships.

Your background is...

SOLDIER

War has been your life for as long as you care to remember. You have trained since youth.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: A gaming set, vehicles (land)

Equipment includes: An insignia of rank and 10 gp

Feature: You have a rank from your career, soldiers loyal to that military organization still recognize it. Lower ranks will defer to you. Can usually gain access to friendly encampments and fortresses where your rank is recognized.

Your background is...

URCHIN

You grew up on the streets alone, **orphaned**, and poor. You learned to provide for yourself.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Disguise kit, thieves' tools

Equipment includes: A small knife and 10 gp

Feature: You know the secret patterns and flows to cities, and can find passages others might miss. When not in combat, you can travel between any two locations in a city twice as fast as your speed would normally allow.