

NEW BACKGROUNDS

Chronicler

The world has many stories that go untold, and all because someone didn't hire a chronicler. Any self-respecting adventuring party, mercenary company or noble house knows that the best way to keep track of great deeds, the highs, and the lows, is to hire a chronicler.

A knight can boast of his great victories in the field of battle all he wants, but if there exist no written records, the deed will be forgotten in a generation or two. Countless mercenary units and adventuring parties have fallen to obscurity because their travels were never written down. That's what a Chronicler is for. That's what you're for.

Skill Proficiencies: History, Insight

Tool Proficiency: Calligrapher's Tools

Languages: One language of your choice

Equipment: Common clothes, ink and quill, an empty book, 15 GP.

Feature: Recollection

You can recall recent events or things you have read or written down with relative ease.

Recommended Characteristics

Chroniclers are somewhat introverted, and occasionally act like know-it-alls, but not to a point where they'd become annoying.

D8 Personality Traits

- 1 I know things I don't need to
- 2 I pick up details quite easily
- 3 I can be shy at first, but open up overtime
- 4 I prefer books to people
- 5 I'm always writing down things I see or experience
- 6 I smell like books
- 7 I take things people say with a grain of salt
- 8 I'm constantly trying to pick out details

D6 Ideals

- 1 Knowledge: I must know everything (Neutral)
- 2 Duty: I am obligated to record all events (Lawful)
- 3 Travel: I want to see the world (Any)
- 4 Exaggeration: No one will ever know (Chaotic)
- 5 Truth: It's not much, but people deserve to know it (Lawful)



6 Quiet: I enjoy solitude (Any)

D6 Bonds

- 1 I'm bound by an oath to record all events
- 2 My lust for knowledge and adventure keeps me going
- 3 Those I write about are like a family to me
- 4 I trust in those I travel with
- 5 I hold the stories I've chronicled the closest
- 6 I had a kind and knowledgeable mentor

D6 Flaw

- 1 I am very gullible
- 2 I don't believe most of what I'm told
- 3 I sometimes make things up
- 4 I don't let people read what I've written
- 5 I can be overly sarcastic
- 6 I value my work more than it's worth

Mercenary

Not every ruler and noble can afford a professional standing army, or an elite guard to keep them safe. That's what mercenaries are for. Pay them, and they keep anyone you don't like as far away from you as humanly possible. Many youths and even older folk join mercenary companies because they want to see the world and experience dangers.

Mercenaries are everywhere, from the Ostlandic raiders employed by Thyatis, to the pike and shot units fielded by the barony of Torreón. There's plenty of money to be made in the mercenary industry, and it's just waiting for that lucky one who can come and claim it.

Skill Proficiencies: Athletics, choice of Persuasion or Intimidation.

Tool Proficiencies: One gaming set of your choice, Vehicles (Land)

Equipment: Company symbol, company uniform, a gaming set of your choice, a choice of Longsword or Spear, 15 GP

Feature: Negotiator

You can always negotiate yourself good payment and cannot be swindled by an employer.

Suggested Characteristics

Use the tables from the **Soldier** background found in the Player's Handbook as the basis for your traits and motivations, modifying entries where appropriate to suit your identity.

