

# MYSTARAN CHARACTER KITS

Character kits are like additional backgrounds for characters, with some prerequisites required to access them. These character kits are specifically for use in the Mystara campaign setting.

## Why Character Kits?

Character kits are an option for player characters, that help in making the character feel more like a part of the world. The kits can be ignored in favor of backgrounds, but if you wish to implement them, this supplement has several good examples for various nations in the Known World of Mystara.

A PC may only have one character kit.

If a kit does not require a PC to be of a certain race or nationality, that kit is available universally.

Character kits follow this template:

**Prerequisites:** Requirements that the character must meet to access the kit.

**Proficiencies:** What proficiencies the character gains from the kit.

**Special:** The character kit's special feature that grants the character a boon of some kind.



## Character Kits of Alfheim

The kingdom of Alfheim has various elven clans, and each clan has various roles that elves can take on. Each clan has some special character kit to spice up your elf.

### **Clan Chossum Trader**

Clan Chossum is the most mercantile and open of the clans of Alfheim. The traders of Clan Chossum are masters of haggling, travel and other such useful things.

**Prerequisites:** Must be an elf, must be from Clan Chossum, 12+ Charisma, 12+ Intelligence.

**Proficiencies:** Vehicles (Land), Persuasion, Insight.

**Special:** Whenever you roll a Charisma check while trading, if you roll below 10, your roll will automatically count as a 10.

### **Clan Erendyl Royal Guard**

The royal clan of Erendyl trains the finest of guards for the king of Alfheim. These guards can leave the king's side, but it's usually on official business of the crown.

**Prerequisites:** Must be an elf must be from Clan Erendyl, level 5 or higher, 13+ Strength, 13+ Intelligence.

**Proficiencies:** Athletics, Perception, Intimidation.

**Special:** When dual wielding weapons, you can add your ability score modifier to the damage roll of your second attack. In addition, you don't have disadvantage when shooting from long range.

### **Clan Feadil Isolationist**

Clan Feadil has, for a long time, opposed outsiders and proper infrastructure in Alfheim, and their Isolationists fight in the woods to maintain the isolation of their nation while their political bodies try to win the king's favor.

**Prerequisites:** Must be an elf, must be from Clan Feadil, 12+ Strength and Dexterity, 12+ Charisma.

**Proficiencies:** Intimidation, Deception.

**Special:** Whenever you make a Charisma check against a creature that is not an elf, you can treat any roll below 10 as a 10 instead. In addition, whenever you make a surprise attack against a creature that isn't an elf, you can add an additional +1 to the damage roll.

### **Clan Grunalf Caretaker**

The elves of Clan Grunalf have tended to the trees of the Canolbarth Forest for generations. They have a deep sense of responsibility for the safety

and health of the great trees of Alfheim.

**Prerequisites:** Must be an elf, must be from Clan Grunalf, 12+ Dexterity, 12+ Wisdom.

**Proficiencies:** Nature, Survival, Druidic.

**Special:** When rolling Wisdom (Survival) checks within the borders of Alfheim, if your roll is a natural 1, you can reroll the die once. In addition, when you roll a Nature check, you can use your Wisdom instead of Intelligence.

### **Clan Long Runner Tracker**

Clan Long Runner is known for its insular nature, and their unwillingness to interact with outsiders. However, they take responsibility in watching over Alfheim's Bad Magic Spots and tracking down any dangers that they might bring to the Prime Material Plane.

**Prerequisites:** Must be an elf, must be from Clan Long Runner, 12+ Dexterity, 12+ Wisdom, Proficiency Bonus +3.

**Proficiencies:** Survival, Perception.

**Special:** Whenever you score a critical hit against a creature that is either a Dragon, Aberration or a Monstrosity, you can add your proficiency bonus when rolling for damage.

## Clan Mealidil Scholar

The scholars of Clan Mealidil are renowned for their vast knowledge, and their secretive nature. The scholars of Clan Mealidil have many strange and ancient secrets, and they will guard those secrets with their lives.

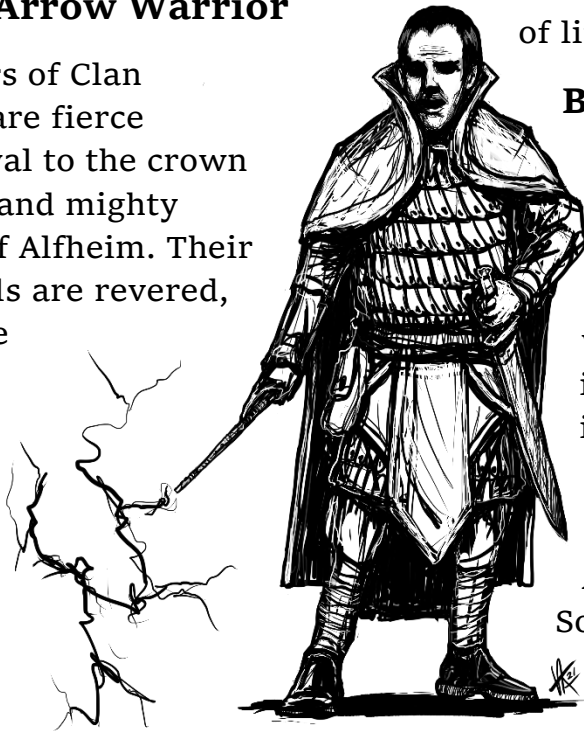
**Prerequisites:** Must be an elf, must be from Clan Mealidil, 12+ Intelligence, 12+ Wisdom.

**Proficiencies:** Arcana, History, Investigation, 1 language of your choice.

**Special:** When you roll an Intelligence (History) check to recall events, details, or ancient secrets, you can roll your check with advantage.

## Clan Red Arrow Warrior

The warriors of Clan Red Arrow are fierce fighters, loyal to the crown of Alfheim, and mighty defenders of Alfheim. Their martial skills are revered, and they are always looking to learn new tactics and skills from outsiders.



**Prerequisites:** Must be an elf, must be from Clan Red Arrow, must be a Fighter, Ranger or Paladin, 12+ Strength, 12+ Wisdom, Proficiency Bonus +3.

**Proficiencies:** Longbow, Longsword, Spear, Pike, Short Sword, Dagger, Scimitar, Survival, Intimidation.

**Special:** Whenever you roll to attack against a creature that is not an elf, you can use your bonus action to make an additional attack, provided that your previous attack hit the enemy.

## Character Kits of Alphatia

The empire of Alphatia is a home to various magically gifted people, and some less so, and the character kits of the empire reflect this, as there are kits for characters from all walks of life, both magical and unmagical.

### Boltman

Experienced sailors in the Alphatian navy are promoted to boltmen. Boltmen are Alphatian low ranking officers that fight with wands of Lightning Bolt, or if needed, crossbows, and are issued standard gear as per the customs of the Alphatian navy.

**Prerequisites:** Must be an Alphatian, must be a Wizard or a Sorcerer, 14+ Intelligence, 14+ Wisdom.

**Proficiencies:** Vehicles (Air), Vehicles (Water), Navigator's Tools, Survival, Light Crossbow.

**Special:** When you're using a wand of Lightning Bolt, any 1's you roll for damage will automatically count as 2's. In addition, when you make a Wisdom (Survival) check to operate a Vehicle (Air), if you score a roll below 10, your roll will instead count as a 10.

## Hardball Player

Hardball is the most common sport and pastime in the Alphatian Empire. Alphatia has various hardball teams and fields, all of whom can achieve fame and success, regardless of whether they possess magic or not. Nonmagical races such as dwarves can achieve some level of recognition by joining a hardball team.

**Prerequisites:** Athletics +5, Dexterity 12+

**Proficiencies:** Performance (hardball), Acrobatics, choice of Deception or Intimidation, Improvised Ranged Weapons.

**Special:** Whenever you use a thrown weapon of any kind, you will not suffer a disadvantage when throwing at long range.

## Magitech Engineer

The empire of Alphatia has large amounts of magitech, in no small part due to the empire's arcane

nature. Engineers are needed to look after these magitech devices, and their maintenance is extremely important to the empire's continued prosperity.

**Prerequisites:** 15+ Intelligence, must be an Artificer or a Wizard of 3rd level or higher.

**Proficiencies:** Choose 2: Smith's Tool, Tinker's Tools, Glassblower's Tools, Jeweler's Tools, Carpenter's Tools.

**Special:** Whenever you make a tool check to work on a magitech device, if you score a critical failure, you can reroll the die once. In addition, you can have a small, animated object as a familiar.

## Spider Silk Weaver

Alphatian nobles and royalty are known for their light garb made of the fine spider silk. Specialized wizards weave this material into the fine clothing that covers the nobles and royals head to toe. The craft is very well respected and important to the higherups of the empire.

**Prerequisites:** Must be an Alphatian, must be a wizard of 3rd level or higher, 12+ Dexterity, 14+ Intelligence.

**Proficiencies:** Weaver's Tools, History, Nature, Sleight of Hand.

**Special:** You gain advantage on Charisma (Persuasion) checks made on nobility that you have made spider

silk clothing for. In addition, you can make a Weaver's Tool check to appraise the value of clothing.

### **Magic Beast Poacher**

Alphatian nobility and royalty love exotic and magical beasts that they have never seen before. For the purpose of capturing these beasts, the magic beast poachers are trained to take any strange and exotic monsters alive to be displayed to the courts of the wizards.

**Prerequisites:** Must be an Alphatian, Animal Handling +6, 13+ Dexterity, 13+ Wisdom.

**Proficiencies:** Survival, Arcana, Nature, Net.

**Special:** When you make an attack against a creature of the Dragon, Monstrosity or Beast creature type using your net, if you score a critical failure, you can reroll the attack and cannot do so again until you finish a short or a long rest.

### **Arcane Scriptor**

If you have ever wondered who writes the scrolls and scriptures of Alphatia, look no longer. The Arcane Scriptors are a specialized group who write the scrolls, tomes and other magical texts of the empire.

**Prerequisites:** Must be a wizard of 5th level or higher, 15+ Intelligence, 15+ Wisdom, Arcana +5, must speak at least one exotic language.

**Proficiencies:** Calligrapher's Tools, History, 1 language of your choice.

**Special:** You can inscribe spells at half the cost. In addition, you can make an Intelligence (History) check to recall spell descriptions in order to inscribe a spell at half the time.

### **Skyship Builder**

Alphatia is well known for its massive fleet of flying skyships, ranging from galleys to Man-o-Wars, to Zeppelins. The people that build these skyships are the finest of the empire's wizard artisans, and perfect their craft whenever they get the chance.

**Prerequisites:** Must be an Alphatian, must be a Wizard or an Artificer of 5th level or higher, 14+ Dexterity, 14+ Intelligence.

**Proficiencies:** Choice between Tinker's Tools, Navigator's Tools or Carpenter's Tools, Arcana, Athletics, Vehicles (Air).

**Special:** Whenever you make a tool check related to constructing a Vehicle (Air), any score below 10 will instead count as a 10. In addition, you have advantage on Intelligence (Investigation) checks related to locating damaged spots on the hull of any ship.

## **Character Kits of the Atruaghin Clans**

Isolated in their ancestral lands, the clans of the Atruaghin live a life filled with tradition and conflict. Each clan has its own culture, developed long ago when the Immortal Atruaghin still walked among His people. Now the lands of the Atruaghin are changing, for better or for worse, with traders from the Republic of Darokin introducing new ideas and cultures to the isolated clans.

### **Bear Clan Trader**

The Bear Clan are the most mercantile of the clans and do the most trade with outsiders. They have accumulated much wealth from the foreign trade and are looking to modernize themselves, much to other clans' dismay. The traders of the Bear Clan are honest, and cunning merchants who know their way around haggling and goods of trade.

**Prerequisites:** Must be an Atruaghin, Intelligence 12+, Wisdom 12+, Charisma 12+.

**Proficiencies:** Choose 2: Insight, Persuasion, Deception, Investigation, Intimidation.

**Special:** You have advantage on Charisma (Persuasion, Deception, Intimidation) checks made while trading. In addition, you can make a Wisdom (Insight) or Intelligence

(Investigation) check to appraise the value of an object.

### **Elk Clan Shaman's Apprentice**

The Shamani of the Elk Clan are a traditional people, who believe that the word of Atruaghin is the law of all. Their apprentices are taught these same ideas, and they may one day join the ranks of the Shamani themselves.

**Prerequisites:** Must be an Atruaghin, 15+ Wisdom, 12+ Intelligence.

**Proficiencies:** Religion, Herbalist's Kit.

**Special:** Whenever you make a tool check using the Herbalist Kit, you can reroll any critical failure that you may score.

### **Horse Clan Humanoid Hunter**

The riders of the Horse Clan are renowned for their skills in the art of hunting and riding, and the clan is known to combat the Red Orcs that have nested themselves outside of the Atruaghin Plateau. The Humanoid Hunters are masters of battling these monsters, and their hunts are always successful.

**Prerequisites:** Must be an Atruaghin, 14+ Dexterity, 14+ Wisdom, Riding Horse.

**Proficiencies:** Animal Handling, Athletics, Survival.

**Special:** Whenever you score a critical hit against a creature of the humanoid type, you can add your proficiency bonus when rolling for damage. In addition, you have advantage on saving throws against being knocked off your mount.

### **Tiger Clan Prowler**

The Tiger Clan is the most violent and despised of all of the Atruaghin Clans, and they return the feeling in kind. Prowlers are warriors sent out to hunt down sacrifices to the priesthood, and their skills are a stuff of stories.

**Prerequisites:** Must be an Atruaghin, must be of any Chaotic or non-good alignment, 14+ Strength, 14+ Dexterity.

**Proficiencies:** Stealth, Athletics, Alchemist's Supplies.

**Special:** You can use your Alchemist's Supplies to create a potent neurotoxin that forces anyone who comes into contact with it to make a DC 16 Constitution saving throw or be paralyzed for 12 hours. In addition, you have advantage on Stealth checks made in jungles.

### **Turtle Clan Boat Carver**

The fishers of the Turtle Clan are known for their fishing boats. The creation of these boats is a long and precise process, and only the best of the Turtle Clan can perform the task of creating them.

**Prerequisites:** Must be an Atruaghin, 14+ Dexterity, 12+ Intelligence.

**Proficiencies:** Carpenter's Tools, Vehicles (Water), Investigation.

**Special:** Whenever you make a tool check when building a boat using the Carpenter's Tools, you can reroll any critical failure you roll once. In addition, when fighting while on a Vehicle (Water), you can treat it as half cover.

## **Character Kits of the Broken Lands**

The Broken Lands, ruled by the tyrannical orc king Thar, seek to end the lawful world, and bring forth an age of death and chaos under a new regime. The humanoids of the Broken Lands are tough and savage, like the lands they call their home.

### **Giant Retainer**

Thar's Legion fields large numbers of trolls and ogres from the humanoid nations of Ogremoor and Trollhattan respectively. However, some of these giantkin do not know the difference between allies and food, and so specialized retainers are trained to make sure the trolls and ogres stay in line

**Prerequisites:** Must be an orc, a bugbear or a hobgoblin, 14+ Strength, 12+ Charisma.

**Proficiencies:** Persuasion, Deception, Intimidation.

**Special:** You have advantage on Charisma (Persuasion, Deception, Intimidation) checks made against ogres and trolls. In addition, when you successfully land an attack against an ogre or a troll, you can treat all 1's you roll for damage as 2's.

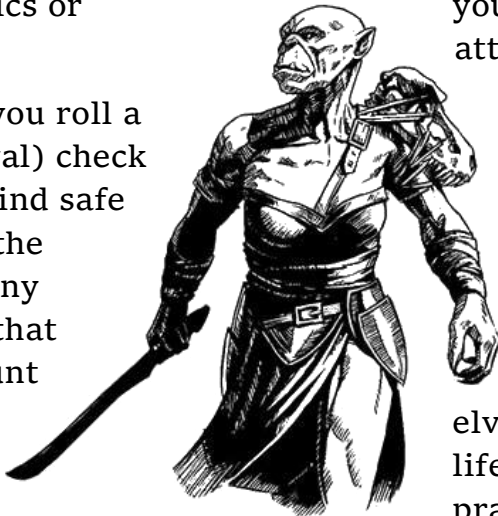
## Surface Dweller

The surface of the Broken Lands is an inhospitable hellscape full of hazards that seek to end the lives of those stupid enough to travel there. Though some brave the unforgiving savagery of the Broken Lands.

**Prerequisites:** Must be an orc, a goblin, a bugbear, a hobgoblin, a kobold or a gnoll, 13+ Strength, 13+ Constitution, 13+ Wisdom.

**Proficiencies:** Survival, Perception, choice of Athletics or Acrobatics.

**Special:** When you roll a Wisdom (Survival) check to scavenge or find safe routes through the Broken Lands, any score below 10 that you roll will count as a 10. In addition, you have advantage on Constitution saving throws made against poisons.



## Drill Sergeant

The Legions of Orcus Rex are a highly disciplined military force, trained by the biggest, meanest orcs around. These drill sergeants have the difficult task of beating, threatening, and shouting the orc ranks into a formidable fighting force. And they do. With varying degrees of success...

**Prerequisites:** Must be an orc, 15+ Strength, Charisma 12+, must be a Fighter or a Barbarian of 6th level or higher.

**Proficiencies:** Intimidation, Athletics, Greataxe.

**Special:** You have advantage on Charisma (Intimidation) checks made against orcs. In addition, you can give any friendly orcs an additional 4 temporary HP by hitting them with your weapon as a bonus action (the attack does not deal damage).

## Character Kits of the City of Stars

The underground city of the shadow elves has many roles that other societies do not need, or even consider. The shadow elves live an isolated, highly religious life, and their days are filled with prayer and community under the gaze of the Immortal Rafiel.

## Skinwing Wrangler

The shadow elves fly on strange beings known as skinwings, which



glide across the vast caverns of the World Below. The skinwings require experienced tamers to be fully utilized, and it takes a long time to train one, but the hard work will pay off.

**Prerequisites:** Must be a shadow elf, must be a ranger of 5th level or higher, 15+ Wisdom, Animal Handling +6.

**Proficiencies:** Whip, Acrobatics, Athletics.

**Special:** As a bonus action, when you're taming a skinwing, you can give yourself advantage on your Animal Handling check once after you finish a long rest. In addition, when you are riding a skinwing, you have advantage on saving throws against being knocked off your mount.

## Temple Assistant

Be it the training of a new generation of shamans, the refinement of soul crystals, or the day-to-day chores, temple assistants are always kept busy with their duties. Those devout enough might be told the secrets of the faith of Rafiel, but it rarely happens.

**Prerequisites:** Must be a shadow elf, 15+ Wisdom, 12+ Intelligence.

**Proficiencies:** Jeweler's Tools, Brewer's Kit, Nature, Religion.

**Special:** You can learn one 1st level spell from the Cleric spell list, which you can cast every day up to your

Proficiency Bonus. You cannot change the spell after you've chosen it. In addition, when you make an Intelligence (Religion) check, you can apply your Wisdom modifier to the roll instead.

## Cave Explorer

The World Below has many caves and cavernous spaces that need charting and clearing out. Only the most brave and foolhardy take on this dangerous task, and the rewards can be as high as the risk.

**Prerequisites:** Must be a shadow elf, 12+ Strength, 12+ Dexterity, 12+ Wisdom.

**Proficiencies:** Cartographer's Tools, Animal Handling, Perception, Stealth, Survival, Longbow (Optional).

**Special:** When you make a Wisdom (Survival) check while foraging for rations in caverns, you can treat any roll below 10 as if it were a 10 instead. In addition, you gain advantage on Dexterity saving throws made to avoid falling from high places.

## Character Kits of Darokin

The Republic of Darokin, home of money, treasure vault of the world, a land of equal opportunities. The republic bears many names, and Darokinians pride themselves in their rich and diverse culture, and the pride is well earned. Darokin is the world's number one trade center, and

it is a home of many trades that any could learn.

## **Fencer**

Fencing is one of Darokin's most popular pastimes and is even considered the nation's national sport. Fencing is a skill that many learn at a young age and fencing champions will know immense fame and fortune.

**Prerequisites:** 14+ Dexterity 12+ Charisma, Acrobatics +4.

**Proficiencies:** Performance, Rapier, Light Armor.

**Special:** As a bonus action you can make a DC 14 Charisma (Performance) check to taunt your opponent to pose a disadvantage on them. You can do this once in every combat.

## **Supreme Symposium Lawyer**

The gnomes of the Supreme Symposium of Gnomish Syndicates control the rights over various designs of magitech and other arcane creations. For this purpose, they have trained an army of lawyers to sue and defend the Symposium's rights over designs and contraptions. The headquarters of these lawyers lie in Darokin City, where all court cases are handled.

**Prerequisites:** Must be a gnome, 14+ Intelligence, 14+ Charisma.

**Proficiencies:** History, Deception, Persuasion, Insight, 1 extra language of choice.

**Special:** Whenever you make an Intelligence (History) check to recall something related to the designs of the Supreme Symposium of Gnomish Syndicates, if you score a critical failure, you can reroll the check. In addition, whenever you make a Charisma check related to a court case, you can give yourself an advantage on the roll once and can only do so again after you finish a short or a long rest.

## **Caravan Guard**

Darokin's caravans require constant protection, and the republic's various guilds and organizations are always seeking protection for the road. Caravan guards form the bulk of this protection, and their skills bring in a good salary.

**Prerequisites:** 12+ Strength, 12+ Dexterity.

**Proficiencies:** Vehicle (Land), Athletics, Perception.

**Special:** When you make an attack with a pike or a halberd, you can add your proficiency bonus to the damage roll. In addition, any critical failure you score with a heavy crossbow can be rerolled once every day.

## House Ithel Agent

The old house Ithel, now thought all but dead, works from the shadows to destabilize the government of Darokin and rise to the throne of the nation. To achieve their goals the house utilizes various services of assassins, spies and other various agents. These agents tend to serve their purpose for a time before being replaced, and the previous operative is disposed of, but the most accomplished ones might find themselves as part of the ancient house Ithel as a reward for good work.

**Prerequisites:** Must be of any non-good alignment, 16+ Dexterity, 16+ Intelligence.

**Proficiencies:** Alchemist's Supplies, Thieves' Cant, Stealth, choice of Deception or Intimidation.

**Special:** You can recognize other house Ithel agents just by looking at them. Whenever you attack from stealth, you can roll an additional 1d4 when rolling for damage.

## Barber

Barbers are multitasking masters. Be it trimming the beard of a rich merchant prince, letting out the bad blood or giving a soldier's teeth fillings, the barber can do all of that for the right price. Barbers are guild protected professionals and the best of them reside in Darokin.

**Prerequisites:** 12+ Dexterity, 12+ Charisma.

**Proficiencies:** Healer's Kit, Persuasion, Medicine.

**Special:** You have advantage on Charisma checks made against creatures you have successfully treated with your medical implements, and disadvantage against creatures you have unsuccessfully treated.

## Malpheggi Ranger

The Malpheggi Swamp is a horrible, dangerous place.

Only the most brave, foolhardy, and experienced warriors would dare enter that hellscape. But the pay for doing so is just too damn good.

**Prerequisites:** 14+ Dexterity, 13+ Wisdom, Proficiency Bonus +3.

**Proficiencies:** Choose 2; Athletics, Stealth, Perception, Survival.



**Special:** When you score a critical hit against a creature of the Aberration or Monstrosity type, you can add your proficiency bonus to the damage. In addition, for every monster you kill in the Malpheggi Swamp area you gain 10 gp, which you must cash in at Darokin City.

## **Courier**

Darokin employs many messenger and courier services, and these services employ many messengers and couriers. Couriers are required to provide their own horse, and know how to use it, and that's about it.

**Prerequisites:** Must own a horse of any kind, 12+ Dexterity, Animal Handling +3.

**Proficiencies:** Survival, Nature, Perception, 1 extra language of choice.

**Special:** You have advantage on saving throws against being knocked off your mount.. In addition, you have advantage on Wisdom (Animal Handling) checks made to calm your horse down.

## **Character Kits of Ethengar**

The Ethengar Khanates are a harsh place to live, but it's the life the horse nomads of the steppe know. Shamans communicate with spirits daily, the strange Hakomen practice their foul knowledge, and great nomad hordes ride across the steppe.

## **Throat Singer**

The khanates have a strong oral tradition, which the throat singers embody with their strong vocals echoing across the steppes. These singers are trained in the instruments of the Ethengar people and carry out the traditions of their land in song.

**Prerequisites:** Must be Ethengarian, 13+ Charisma.

**Proficiencies:** Performance, 1 instrument of your choice.

**Special:** You can grant one ally that can hear you advantage if you succeed a Charisma (Performance) check. You can only do this once and can do so again after you finish a short or a long rest.

## **Herder**

The herds of Ethengar are tended to by those who are not fit to be warriors. The herders must dedicate most of their time for the safety of their herd, and protect it, even if with their lives.

**Prerequisites:** Must be Ethengarian, 12+ Wisdom.

**Proficiencies:** Perception, Animal Handling.

**Special:** Whenever you make an attack against a creature of the Beast type, you can add your proficiency bonus to the damage.

## Raider

Every Ethengar rider partakes in raids. The violence of raids is exhilarating. And it's not just the Ethengar who raid their fellow nations either, every nation has some raider types. However, Ethengar's culture is built around raiding from horseback, and they excel at it.

**Prerequisites:** 13+ Strength, 13+ Dexterity.

**Proficiencies:** Animal Handling, Athletics, choice between Vehicle (Land) or Vehicle (Water).

**Special:** When you score a critical hit against a hostile creature, you can spend your reaction to make another attack before the end of your turn. In addition, you can take the disengage action as a bonus action.

## Character Kits of the Five Shires

The peaceful and idyllic lands of the Hin are a sight to behold. Rolling hills, clear blue streams, woodland to explore for miles, what could be better? The Shires are not without their set of dangers of course, but life in the lands of the halflings who have fought for their freedom is for the most part the perfect life to most people.

## Kronдар Deputy

The Kronдар are the police force of the Shires. They keep the towns and farmlands safe, and they keep a jolly attitude while doing so. However, from time to time the Kronдар need help and brave Hin volunteer as deputies.

**Prerequisites:** Must be a Hin, 12+ Dexterity, 12+ Wisdom.

### **Proficiencies:**

Perception, Intimidation, Thieves' Tools.

**Special:** Whenever you make a Charisma check related to talking down criminals, you can treat any roll below 10 as a 10 instead.

## Character Kits of Glantri

The Principalities of Glantri. A land of epic magics, cultural variety, rampant xenophobia, murder of Hin and dwarves, and the supreme rule of atheism instilled by the elitist wizards. Glantri may not seem like the perfect place to live, but if you look past the ugly exterior, it doesn't get much better than this.

## **Priesthunter**

Atheism is Glantri's state religion, and nothing reflects that more than the existence of a magic user trained to hunt down anyone religious and kill them.



**Prerequisites:** Must be from Glantri, must be a Wizard or Sorcerer, 15+ Intelligence, Proficiency Bonus +3.

**Proficiencies:** Religion, Intimidation, Investigation, Deception, Disguise Kit.

**Special:** If you are attacked with a divine spell from the Cleric spell list, you can spend your reaction to either force your opponent to reroll their attack, or to succeed on a save. You can use this ability once and regain it after you finish a long rest.

## Gondolier

The canals of Glantri City are filled with busy gondolas that are used as the main method of transportation. The gondoliers are very serious about their line of work and making fun of them is a good way to get hit with a paddle. The gondoliers are also required to be able to communicate with the water elementals they use to move their gondola around the city.

**Prerequisites:** Must be from Glantri, must be a Wizard, 12+ Dexterity, 13+ Intelligence.

**Proficiencies:** Vehicles (Water), History, Primordial.

**Special:** You have advantage on Intelligence (History) checks made to recall routes in Glantri City.

## Hidden Faithful

Atheism may be the state religion, but the faith of Rad is still kept alive

by secret cults, like the Cult of the Radiance and other such secret groups. The faithful of Rad must never express their faith, lest they be fed to oozes as punishment.

**Prerequisites:** Must be from Glantri, must be a Wizard, Sorcerer (Disciple of the Radiance) or Cleric (Energy Domain), 14+ Intelligence, 14+ Wisdom.

**Proficiencies:** Religion, Deception, Mace (Wizard and Sorcerer only), Shields (Wizard and Sorcerer only), 1 language of choice.

**Special:** Whenever you make a Charisma (Deception) check, you can apply your Wisdom modifier to the roll instead.

## Librarian

The Great School of Magic is known for its vast libraries of knowledge. In addition, Glantri City holds many troves of knowledge, to which librarians tend to through magic and their own wit and knowledge.

**Prerequisites:** 13+ Intelligence, must know 3 languages or more.

**Proficiencies:** History, Investigation, choose 2; Arcana, Religion, Nature.

**Special:** You have advantage on Intelligence checks made to locate books, and skill checks related to researching.

## Teacher

The Great School of Magic employs many teachers and professors who possess vast knowledge in many fields. Teaching is an excellent job and provides adventurers with knowledge, tips, and tricks for the road.

**Prerequisites:** 13+ Intelligence, 13+ Wisdom.

**Proficiencies:** Choose 3; Arcana, Nature, History, Religion, Insight, Perception, 1 language of choice.

**Special:** You and your allies can learn new proficiencies at a faster rate. The time to learn proficiencies is halved.

## Pragmati

Whereas other hired killers gather kills, the Pragmati gather intel and power, preferring to carry out contracts with minimal violence. These assassins value subtlety and grace when performing their missions, and if anything should go wrong, they will be gone before their presence is ever realized. They are, by all accounts, the best Glantri has to offer.

**Prerequisites:** Must be from Glantri, 15+ Dexterity, 15+ Intelligence, 15+ Charisma, Proficiency Bonus +3.

**Proficiencies:** Disguise Kit, Deception, Persuasion.

**Special:** You have advantage on Charisma checks made against people related to a target of yours. In addition, you can add your proficiency bonus to your damage rolls when you score a critical hit against an enemy.

## Character Kits of Ierendi

The island nation of Ierendi is well renowned for its business in tourism, and its diverse islands. The people are laid back and love the sea and are always welcoming to anyone who visits the kingdom.

### Cutthroat

The waters of Ierendi have some pirate crews that lurk in the waters and seek poor ships to rob. Though the kingdom does keep these crews in check, cutthroats are not unheard of in the kingdom.

**Prerequisites:** 12+ Strength, 13+ Dexterity, 11+ Charisma.

**Proficiencies:** Intimidation, Athletics, Acrobatics, Vehicles (Water).

**Special:** Whenever you make a Charisma (Intimidation) check, if you roll a score below 10, treat that score as a 10 instead.

### Penal Guard

The island of Aloysius holds the nation's criminals. Here most inhabitants are either criminals, former criminals, or Makai guards of

the island. Penal guards must be tough, and always a step ahead of the prisoners.

**Prerequisites:** Must be a Makai, 13+ Strength, 13+ Constitution.

**Proficiencies:** Athletics, Vehicles (Water), Improvised Melee Weapons.

**Special:** You have advantage on Strength (Athletics) checks made to pin down and shove prisoners. In addition, if you roll a critical failure on your attack roll, you can reroll the attack.

## Shipwright

The mighty navy of Ierendi is built by gifted men, women, and in the case of the fire ships of Honor Island, gnomes. The shipwrights of the kingdom are proud and talented people who love nothing more than to see their handiwork perform its duty.

**Prerequisites:** 12+ Dexterity, 12+ Intelligence.

**Proficiencies:** Vehicles (Water), choose 1; Carpenter's Tools or Navigator's Tools.



**Special:** You have advantage when using Vehicles (Water). In addition, whenever you make a tool check related to constructing a Vehicle (Water), if you score a number below 10, treat that roll as a 10 instead.

## Character Kits of Karameikos

The Grand Duchy of Karameikos, a land of untamed wilds, cultural richness, and political power play between nobility both benevolent and malevolent. The people are a mix of Thyatian and Traladaran cultures, both equally rich and diverse in their traditions and beliefs. Karameikos' reputation for adventure is well deserved.

### Zealot of Traladara

The Church of Traladara is held in high regard by the people of the grand duchy. Their belief in the three patron Immortals, Halav, Petra and Zirchev is well known, but it never dominates their day to day lives. Some, however, take their faith to a new level as wandering warrior priests who slaughter humanoids and strive to always aid their fellow



countrymen. These zealots are few, but they make themselves known.

**Prerequisites:** Must be a Traladaran, must follow Petra, Halav and Zirchev, 13+ Strength, 13+ Wisdom, Proficiency Bonus +3.

**Proficiencies:** Martial Weapons, Religion, Intimidation, Healer's Kit.

**Special:** Whenever you land a successful attack against Gnolls, you can add your proficiency bonus to the damage roll. In addition, you have advantage on Intelligence (Religion) checks you make related to your own religion.

## **Traladaran Noble Clan**

### **Associate**

Just because grand duke Stefan, a man of Thyatian origin, rules the nation, that doesn't mean the old noble houses of Marilenev, Torenescu and Radu don't hold some kind of power. The three Traladaran houses all care only for the wellbeing of their people, and some of them even seek to destabilize the grand duchy and take over. The houses have many associates who carry out jobs and give out information so the noble families can drive their goals further.

**Prerequisites:** Must be a Traladaran, 12+ Strength or Dexterity, 12+ Intelligence or Charisma.

**Proficiencies:** Deception, Intimidation, Stealth, Athletics,

choose Martial Weapons or Artisan's Tool of choice.

**Special:** You have advantage on Charisma (Deception, Intimidation) checks made against humans that aren't Traladaran and nonhuman races. In addition, whenever you score a critical failure on a skill check related to sabotage or other secretive business, you can reroll the check.

## **Knight of Karameikos**

Knights are the lowest rung of nobility in the Grand Duchy, but they are among the most numerous. Each knight is expected to answer when the nation calls, and they are rewarded greatly for their service to the grand duke and the people.

**Prerequisites:** 13+ Strength, 13+ Charisma, Proficiency Bonus +3.

**Proficiencies:** Animal Handling, Athletics, Intimidation, Persuasion.

**Special:** You are gifted a mansion, which you can have built anywhere you please. In addition, when you successfully land an attack on horseback, you can spend your reaction to make another attack immediately afterwards before the end of your turn.

## **Character Kits of the Minrothad Guilds**

A land of piracy, bureaucracy, reckless partying, professionalism

and money, the Minrothad Guilds are a home to many a character, diverse in their culture and profession alike. Minrothad and its many, many guilds are known for following protocol to a tee, and will do so without fail, unless doing otherwise is good for business.

## Clerk

If you do not find yourself in the ranks of an artisan, you might find yourself as a clerk. Your job is simple. Appraise, keep track of the numbers and sales, and do so with a smile on your face. It's a simple job, and the pay is good.

**Prerequisites:** 12+ Intelligence, 12+ Charisma.

**Proficiencies:** 1 language of choice, choose 2; Deception, Insight, Persuasion, Perception.

**Special:** You have advantage on Wisdom (Insight) checks made to appraise the value of items. In addition, you have advantage on skill checks related to keeping track of the number of items, and you can save up to 2 rations each week thanks to your logistical knowledge.

## Corsair

The Guilds employ corsairs for many reasons, from harassing ships from other nations to even naval invasions

by proxy. The corsairs enjoy a carefree life thanks to their letters of marque and the excellent pay provided by the Guilds.

**Prerequisites:** Must be from Minrothad, 13+ Strength, 13+ Dexterity, 12+ Wisdom.

**Proficiencies:** Vehicles (Water), Deception, Intimidation.

**Special:** You have advantage on Charisma checks related to robbing people and slithering your way out of danger. In addition, you can travel fast on sea without penalties to your passive Wisdom (Perception).

## Guild Notary

The Minrothad Guilds are known for housing guilds of nothing but notaries to keep track of all contracts, last wills and testaments, deeds and new legal bills. Other nations have notaries of course, but they are especially prevalent in Minrothad and their biggest trade rival, Darokin.

**Prerequisites:** 13+ Intelligence, 13+ Wisdom.

**Proficiencies:** 1 language of choice, History, Insight.

**Special:** You have advantage on Wisdom (Insight) checks to know the legitimacy of a legal document. In addition, whenever you make an Intelligence (History) check to recall information about legal documents, if



you score a critical failure, you can reroll the check.

## **Character Kits of the Northern Reaches**

The rugged landscape of the Northern Reaches breeds hardy folk, from the modernizing kingdom of Vestland, to the kingdom of Ostland with their turmoil between old and new, all the way to the chaotic and ever-dysfunctional Soderfjord Jarldoms. The land is tough and wild, and so are its people, the Antalians. In these lands, faith and strength are everything, and everyone knows this, from the housecarls to the raiders and even the most savage of berserkers.

### **Housecarl**

Each jarl of the Northern Reaches has some form of bodyguards to watch their backs, and in most cases, that's the huscarls, or housecarls. These non-servile manservants are always there to guard their jarl's holdings and will serve until they make the decision not to anymore.

**Prerequisites:** Must be from Northern Reaches, 13+ Strength, 12+ Dexterity, Proficiency Bonus +3.

**Proficiencies:** Athletics, Intimidation, Perception.

**Special:** You have advantage on Charisma checks made against people of your homeland. In addition, you

can add your proficiency bonus to damage once per turn.

### **Vestland Merchant**

Vestland is a northern kingdom that's currently going through many changes, as the nation finds itself being modernized. This includes challenging Darokin with new trade routes guarded by Vestlandic warriors and traversed by Vestlandic merchants.

**Prerequisites:** Must be from Vestland, 12+ Intelligence, 12+ Charisma.

**Proficiencies:** 1 language of choice, 1 Artisan's Tools of choice, choose 2; Deception, Insight, Intimidation, Persuasion.

**Special:** You have advantage on Charisma checks related to haggling and trade. In addition, you can identify any magical item once every week.

### **Ostlandic Guard**

The kingdom of Ostland has been serving the empire of Thyatis as a mercenary state for many years now. From launching raids against Alphatia and other enemy nations to even serving as bodyguards of state officials, the mercenaries of Ostland, known as the Ostlandic Guard, are a fierce and loyal fighting force, as long as they get paid on time.

**Prerequisites:** Must be from Ostland, must be Antalian, 13+ Strength, 13+ Dexterity, 12+ Charisma.

**Proficiencies:**

Intimidation, Athletics, Persuasion, Vehicles (Water).

**Special:** You have advantage on Charisma checks made to double your pay against people who have previously employed you. In addition, whenever you score a critical hit against a hostile creature, you can add your proficiency bonus to the damage.



their war efforts. The siege engines of the dwarves are frighteningly effective, and rip through walls and enemy ranks alike. Nothing compares to a Torkrest ballista tearing apart the wizard while rapid fire catapults rip apart any arcane constructs or other such nuisances.

**Prerequisites:** Must be a Dwarf, 13+ Strength/Dexterity, 13+ Intelligence.

**Proficiencies:** Smith's Tools, Heavy Armor (+1 Bonus if already proficient), Crossbows.

**Special:** Any siege engines (Trebuchets, Catapults, Ballistae) that you operate or have constructed have advantage on their attack rolls.

### **Magic Smith**

The Rockborn dwarves may be unable to cast arcane magics, but they can still create magic items flawlessly with their own special magic craft. Only the best dwarven smiths can learn this, and the talent is highly revered both in and out of Rockhome. Never is an outsider taught this power.

**Prerequisites:** Must be a dwarf from Rockhome, 14+ Strength, 14+ Intelligence, Proficiency Bonus +4, Smith's Tools +8.

## **Character Kits of Rockhome**

The dwarves of Rockhome are a practical folk, and love nothing more than to work away in their mines and workshops. In fact, they're dependent on work, as without a craft to perform the dwarves would fall into insanity. Their lives are built around work, and they love nothing more than work. And it's known well enough for everyone in and outside of Rockhome.

### **Clan Torkrest Siege Engineer**

Clan Torkrest is best known for their military efforts and aiding any nation that wants to fight against Glantri in

**Proficiencies:** Arcana, Sleight of Hand, Tinker's Tools, Jeweler's Tools.

**Special:** You can create a magical weapon, shield, or piece of medium or heavy armor. You must pass a Smith's Tools check using Intelligence as your Ability Score modifier. You can create magic items of +1 (creation cost 250 gp), +2 (creation cost 2100 gp) and +3 (creation cost 30,000 gp) enchantment, but for each enchantment level on the item, you gain a level of exhaustion, which you must rest off before using this ability again.

### **Clan Syrklis Tunneller**

The vast underground tunnels of the dwarves are a stuff of legend. The short folk of clan Syrklis dig tirelessly and bring up minerals, metals and other valuable goods of the mountain. They will dig for as long as their back and lungs allow them to (so a long time), and they will even keep digging after digging too deep. Truly dwarves dedicated to the craft.

**Prerequisites:** 13+ Strength, 14+ Constitution, Athletics +5.

**Proficiencies:** Mining Tools (Mystara Player's Handbook, p.211), Constitution Saving Throws (Advantage if already proficient), Sleight of Hand.

**Special:** You can navigate in tunnels without needing to roll anything. In

addition, when you fail a saving throw against exhaustion, you can choose to succeed instead. However, after the first saving throw you must finish a long rest before you can do this again.

### **Character Kits of Serraine**

The flying city of Serraine is a marvel of gnomish invention. The city is home to gnomes and flying creatures alike, from faenraes to mighty sphinxes, and even the grumpy old flightless Nagpa. The city travels across the Known World and trades with nations they pass through, as well as offer entertainment in the form of carnivals, games, and of course airshows performed by the city's biplanes.

#### **Biplane Pilot**

The biplanes of Serraine are a testament to gnomish airheadedness and ingenuity. Only the finest gnomes can learn to pilot these machines of wonder, and if need be, death. Each biplane pilot has a personalized plane that they have customized to their liking, and it reflects their personality, making every pilot unique.

**Prerequisites:** Must be a gnome, 14+ Dexterity, 14+ Intelligence, Proficiency Bonus +3.

**Proficiencies:** Vehicles (Air), Acrobatics, Arcana, Perception.

**Special:** You have advantage on Vehicle (Air) checks made to perform stunts and tricks. In addition, you can make an additional attack roll with your biplane if you have a friendly creature as a tail gunner.

## **Character Kits of Thyatis**

The militant empire of Thyatis. One of the largest, most multiracial and -cultural, well-developed nations of the Known World. Their long-lasting cold war against the magically oriented empire of Alphatia has earned the empire much distrust among its neighbors, but the empire continues to grow and thrive to this day despite all of that, a testament to the willpower of all Thyatians.

### **Frumentarii**

The Frumentarii are the empire's secret service. Also known as Vulpes, these secretive individuals gather information for the emperor and the senate and operate in all of the imperial provinces and neighboring nations.

**Prerequisites:** Must be a Thyatian, 13+ Dexterity, 14+ Intelligence, 13+ Charisma, Proficiency Bonus +3.

**Proficiencies:** 2 languages of choice, Deception, Intimidation, Persuasion.

**Special:** You have advantage on Charisma checks made against the enemies of the empire. Everyone from a different nation counts as an enemy of the empire.

### **Airfleet Handler**

The Airfleet of Thyatis is made up of countless brave warriors, riding on Pegasi, Griffons, Wyverns, and even some Dragonnes, although rarely. Handling these beasts is a task and a half, and only the bravest and the foolhardiest sign up for it. The rest are brought in kicking and screaming.

**Prerequisites:** 13+ Strength, 13+ Wisdom, Animal Handling +3.

**Proficiencies:** Saddle Maker's Tools (Mystara Player's Handbook p. 211), Animal Handling (Expertise).

**Special:** You have advantage on Wisdom (Animal Handling) checks made against creatures of size Large or larger with a flying speed. In addition, when fighting from the back of a flying creature, your mount can take the Disengage action as a Bonus Action on your turn.

### **Legion Auxiliary**

The legions of Thyatis serve on many fronts, from the Isle of Dawn to the Hinterlands, far, far to the unknown. But these brave fighters require support, and this is where the auxiliaries come in. Auxiliaries are troops raised from the imperial provinces to reinforce the imperial legions, not as fulltime soldiers, but as levies of sorts.

**Prerequisites:** 12+ Strength, 12+ Dexterity.

**Proficiencies:** Athletics, Intimidation, Perception.

**Special:** When you successfully score a critical hit against a target, you can add your proficiency modifier to the damage. In addition, you have advantage on saving throws made against being frightened.

## **Jouster**

The duchy of Kerendas is known for its love of horses, and their stock is only second to the Ylari desert horses. So, it should come as no surprise that jousting is the duchy's favorite sport. Jousts can earn great glory and fame in Kerendas, and in many other nations too.

**Prerequisites:** 14+ Strength, 14+ Dexterity.

**Proficiencies:** Animal Handling, Performance.

**Special:** You have advantage on saving throws against being knocked off your mount. In addition, when you successfully land and attack on horseback, you can make another attack as a reaction.

## **Storm Soldier**

The County of Hattias is hated by everyone. Everyone in the empire. Everyone outside the empire. Every. Single. Person. Except the Hattians, who believe they have never done wrong in their lives, only what's good for them. Storm Soldiers are loathed

by everyone, because they hate nonhumans, they hate non-Thyatians and non-Hattians, they even hate women. They are everything that is wrong with the County of Hattias, and they are not afraid to show it.

**Prerequisites:** Must be Hattian, Evil alignments only, must be male, 13+ Strength, 13+ Dexterity, 10-Charisma.

**Proficiencies:** Intimidation, Athletics, All Armor, Martial Weapons.

**Special:** Whenever you make a Charisma check, you can use your Strength modifier instead. In addition, you can add your proficiency bonus to any damage roll if you score a critical hit. You can also force enemies in a 10 foot radius to make a Wisdom saving throw against being frightened for 1 round (DC= 8 + Strength + Proficiency) once after you finish a long rest.

## **Character Kits of Ylaruam**

The Emirates of Ylaruam are a tough place to live. But the people are tougher. The Ylari are divided in their ideas, but they are all children of Al-Kalim in the end, following the wisdoms of the prophet with every breath. The Ylari are seen as tough, stern, highly religious people by most outsiders, but their sense of tradition is still respected by their neighbors and nations even beyond that.

## Horse Breeder

Ylaruam is renowned for its masterfully bred horses, which do not tire as easily as other nations' horses. Ylari horses surpass even the best of the Khanates of Ethengar and Kerendas of Thyatis, however they must be inspected regularly by breeders for birth defects as they can often be inbred. Ylari horses are the best there are, and in the hands of Ylari they are even better.

**Prerequisites:** Must be from Ylaruam, 13+ Dexterity, 13+ Wisdom.

**Proficiencies:** Animal Handling, Athletics, Saddler's Tools.

**Special:** Any horse you ride that is acquired in Ylaruam gains 10 feet of additional movement. In addition, you have advantage on skill checks made to find defects with horses.

## Desert Slayer

Ylari love to fight. Not just any old brawls and bar fights either, organized fighting against some common foe. Be it the Nithian bandits, or the Desert Scourge, Ylari warriors are among the most feared desert slayers in the Known World.

**Prerequisites:** Must be from Ylaruam, 13+ Strength, 13+ Dexterity.

**Proficiencies:** Medium Armor, Athletics, Animal Handling, Survival.

**Special:** You have advantage on Survival checks made in the desert.

In addition, you can add your proficiency bonus to damage rolls against lizardfolk. In addition, you have advantage on saving throws against being knocked off your mount.



## Astrologist

Astrology is a respected talent in the emirates, where schools are built for those that read the stars and the cosmos for answers and portents. The astrologers of Ylaruam are an intelligent bunch and hold much admiration by the common folk.

**Prerequisites:** Lawful alignment, 12+ Intelligence.

**Proficiencies:** Arcana, Religion, Nature.

**Special:** You have advantage on Intelligence checks related to stars and cosmology.



## **Character Kits of the Heldann Freeholds**

Not much is known of the Heldann Freeholds and what is known is rather shotty. The people are fiercely independent, and the laws of the Immortal Vanya are upheld by the Heldannic Order, albeit sloppily at best. Faith in Vanya is everything in the Freeholds, and that's all that matters. Everything else is secondary to Vanya.

### **Warrior Priest of Vanya**

The Heldannic Order holds power in the Freeholds, and they know it, despite the Freeholders' perceived resistance. Their paladins are a fierce fighting force, led by zealous warrior priests selected by the higherups of the Order. These warrior priests live and die by the word of Vanya, and their work of sword is feared by their enemies, and in some cases even their allies.

**Prerequisites:** Lawful alignment, must be a follower of Vanya, must be a cleric or a paladin, 13+ Strength, 13+ Charisma.

**Proficiencies:** Martial Weapons, Religion, Intimidation (Expertise).

**Special:** You can add your proficiency bonus to your damage rolls. In addition, when you roll a score below 10 on Charisma checks, you can treat that roll as a 10 instead.

## **Character Kits of the Savage Coast**

The lands of the Savage Coast are thrice cursed, danger ridden and strange lands. From the gun nuts of the Cimarron County to the fencers of Texeiras and the mages of Herath, each of the lands has their own similar, yet unique culture. The people may be cursed by the Immortal, but they continue to enrich themselves and their cultures.

### **Gunsmith**

The Savage Coast has something most Known World areas can only dream of. Firearms. Aside from some prototype guns developed by the Supreme Symposium of Gnomish Syndicates, firearms are still very much Savage Coast exclusive. Gunsmiths are a newish, but a sought-after profession.

**Prerequisites:** 12+ Dexterity, 12+ Intelligence.

**Proficiencies:** Firearms, Tinker's Tools.

**Special:** You can add your proficiency bonus to your damage rolls when using a firearm. In addition, you can reroll any critical failure you may roll with your firearm.

### **Inheritor**

Inheritors are the worst of the worst. They seek to control the Cinnabryl

trade and through that the Savage Baronies altogether. However, they also face a roadblock in that firearms burn through their Cinnabryl extremely fast. They are mad, highly mutated beings that embrace the Red Curse like a mother.

**Prerequisites:** Must be from Savage Baronies, Evil alignments only, 16+ Constitution, 16+ Wisdom.

**Proficiencies:** Deception, Intimidation and Stealth (Expertise), 1 language of choice.

**Special:** You can acquire a new legacy every 3rd level. As a drawback, if a firearm is used in your vicinity (10 ft.), retract 1/8th of the Cinnabryl in your inventory.

## **Additional Universal Kits**

### **Peasant Hero**

The common folk needs a hero they can look up to, someone who fights for them and acts as a face of heroism. The peasant hero is that hero, as the name may imply.

**Prerequisites:** 12+ Strength or Constitution, 12+ Wisdom or Charisma.

**Proficiencies:** Any artisan's tools of choice, choose Persuasion or Intimidation.

**Special:** The common folk look up to you. You can always secure lodgings with commoners. In addition, you have advantage on attack rolls and skill checks made in the presence of the common folk. It is up to DM discretion when this applies.



### **Holy Warrior**

The Immortals work in strange ways, and sometimes they spark a fervor in their servants. These servants may take up the sword and strive to perform holiest of tasks, even if they do not possess any actual holy abilities.

**Prerequisites:** Cannot be from Glantri, 12+ Wisdom and Charisma.

**Proficiencies:** Religion, choose medium armor, martial weapon, or artisan's tools.

**Special:** You have advantage on Intelligence (Religion) checks made on your Immortal. You can use your religious fervor to grant any one ally of your choice that you can see an additional 1d6 to any one attack roll or skill check they make. You can do this once and must finish a long rest to do so again.

## Master Craftsman

Though not as skilled as the artisans of Rockhome, all races have their own master craftsmen who specialize in their craft with all their might. People like this often get commissions from nobility and royalty and are respected by their peers.

**Prerequisites:** 12+ Strength, Dexterity, Intelligence or Wisdom, Proficiency Bonus +3.

**Proficiencies:** Sleight of Hand, any artisan's tools you're proficient in (Expertise).

**Special:** When you roll a score on a tools check that is below 10, you can instead treat the roll as a 10. In addition, you have advantage on skill checks made to appraise value and plan your crafts.

## Surgeon

Adventurers might be the most common sight in medical clinics. Surgeons are never short on work, be it the battlefields of Alphatia and Thyatis, and the sick bays around the world.

**Prerequisites:** 12+ Intelligence, 12+ Wisdom.

**Proficiencies:** Medicine, Herbalism Kit.

**Special:** When the party is taking a short rest, they can reroll any ones on hit dice a number of times equal to

your Proficiency Bonus. You can use this ability once and cannot do so again until you finish a long rest. In addition, you have advantage on Wisdom (Medicine) checks made to evaluate injuries.

### Special Note!

The character kits are something that characters may possess already or must work towards achieving. It is a roleplaying experience when this happens, and the DM should take extra care that it feels like a journey in itself. For example, if the Vestlandic warrior desperately wishes to join the desert slayers of Ylaruam, they can work towards proving themselves as worthy as any other. Or if the orc in the party wishes to become a Pragmati, they can prove they are just as subtle and discreet as any other guild member, provided the Pragmati don't kill the poor fellow because they somehow found out there are such things as Pragmati to begin with.

But never, EVER just hand out kits or allow them if they don't make sense. It cheapens the experience and is bad writing.