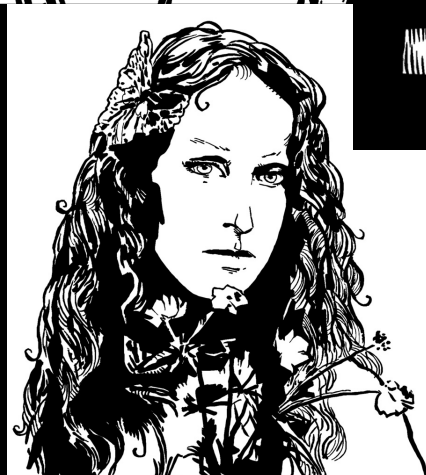
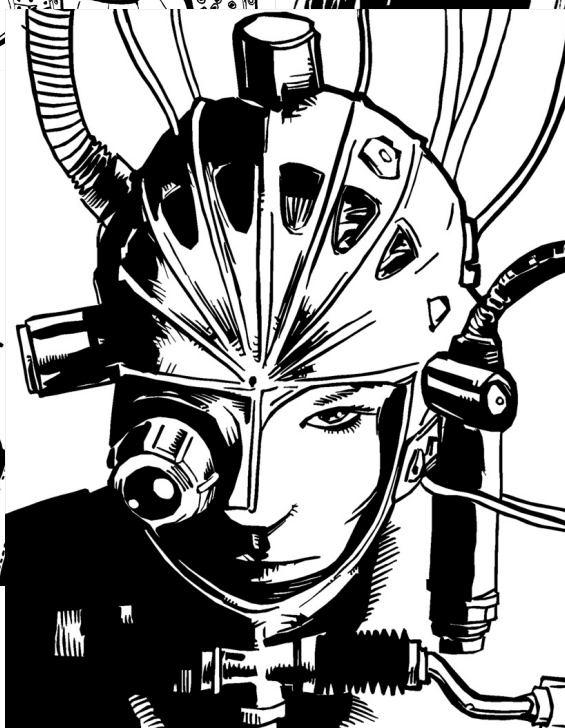
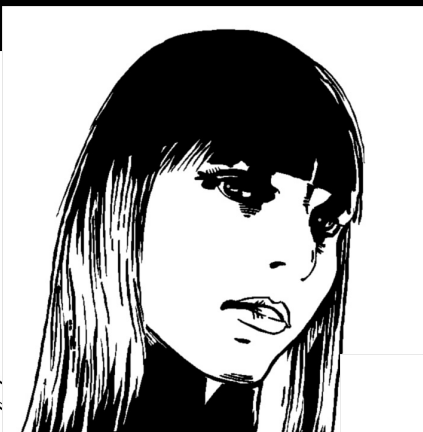
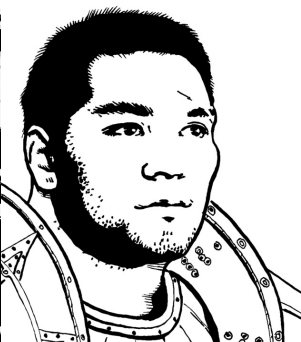




10 DRAGONBORN BACKGROUNDS



100 Dragonborn Trinkets

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DRAGONBORN BACKGROUNDS

Backgrounds grant you the ability to customize your character even further by suggesting ideas for your character's history. Likewise, the DM can use backgrounds to make NPCs more memorable with personality traits & their own odd, little habits.

Although the 10 backgrounds we present here are specially tailored for Dragonborn, backgrounds are virtually rules agnostic. Feel free to use them with any game, any race, any character!

APPRENTICE

Whether through family ties, clan tradition, or by dint of your own prodigious effort, you have the good fortune to be apprenticed to a master of great skill & renown. Your master taught you everything you know, providing valuable guidance no matter how difficult your tribulations. Can you live up to your master's reputation? Are you worthy of your master's attention & care?

Among the Dragonborn, those individuals lucky enough to be apprenticed to an especially famous mentor are often referred to as "Tiro." Literally meaning "young soldier," this title is used regardless of your actual area of study. In addition to being a title, "Tiro" can be used as an honorific. An apprentice named Donaar Delmirev could be called "Tiro Delmirev" or simply "Tiro."

Choose an area of study. Work with your DM to detail the nature of your mentor. Due to Dragonborn pride &/or self-sufficiency, most mentors are elder Dragonborn of your own clan, perhaps your chief, a senior general, or a logistical tactician. If you are apprenticed to a mentor from outside the clan, how did your mentor gain your clan's admiration?

What is your relationship with your mentor like? Are you still an apprentice? Did you finish your training? Is adventuring your opportunity to prove yourself before clan & mentor? What kind of troubles have you faced with your mentor? Did you ever fail in your studies? What happened & what advice did your mentor give you that helped you out of the problem?

Skill Proficiencies: Athletics, History

Tool Proficiencies: Two Artisan tools of your choice

Equipment: Notebooks full of notes from your studies; a mark (such as a tattoo, brand, or badge bearing your mentor's sigil); a set of traveler's clothes; & a belt pouch containing 10 gp.

AREA OF STUDY

To determine your mentor's area of expertise, roll or choose from the table below. These subjects are areas of particular interest to the Dragonborn, but particular mentors may study areas of knowledge far beyond the usual ken.

d8	Area of Study	d8	Area of Study
1	Arms & Armor Blacksmithing	5	Iron Body Techniques
2	Clan Lineage	6	Military Strategy
3	Draconic Studies	7	National Heraldry
4	History of the Empire	8	Poetry

FEATURE: MENTORING OVERSIGHT

In some ways, your mentor has been a better parent than your own mother & father. As a pupil in good standing with your mentor, you can count on your mentor for food & lodging. In addition, you can call upon your mentor for help with questions related to their field of expertise.

Mentors often maintain a network of associates, other experts or professionals in their field of experience. If there's ever a question your mentor cannot help you with personally, they can put you in touch with someone who can, or at least provide a letter of introduction.

Keep in mind that, as a proud Dragonborn, it is terribly embarrassing to be seen to be anything other than self-sufficient. Anyone caught calling upon their mentor overly much risks gaining a reputation as a weakling & a milksop.

SUGGESTED CHARACTERISTICS

Discipline, diligence, respect: to a greater or lesser extent every mentor trains these qualities into their pupil. The reputation an apprentice garners in their adventures is a reflection of their mentor, both in regards to their professional skill & their value as a person. With every word, with every action, an apprentice represents the lessons of their master to the world.

d8 Personality Trait

- 1 I often reread my notes even though I know them by heart & can recite them on demand
- 2 I leap at the chance to demonstrate my skills
- 3 Compliments cause me to swell with pride
- 4 I feel nervous / unsettled unless I can practice my area of expertise for at least 1 hour each day
- 5 I often test myself against my companions: who can kill the most goblins; find the most hidden doors; eat the most spicy wings...
- 6 Disrespect to one's elders, especially teachers, is unforgivably rude
- 7 My mentor's teachings are Dangerous Truths that must be kept out of the wrong hands
- 8 I assume that other people are as educated / well-informed as me. It's not my fault if they can't keep up with the conversation.

d6 Ideal

- 1 **Ambition.** I'll do whatever it takes to become the best! (Chaotic)
- 2 **Diligence.** If it is worth doing, it is worth doing well. Sloppy technique makes a hypocrite of "success." (Lawful)
- 3 **Perfection.** Life is a continuous challenge to improve on your self. (Neutral)
- 4 **Perseverance.** There is no such thing as failure, merely lessons learned. (Neutral)
- 5 **Respect.** Honor your mentor. Compose yourself so as to make your teacher proud. (Lawful)
- 6 **Success.** Second place is the first loser. (Evil)

d6 Bond

- 1 One day, I will surpass my mentor to become the best in the world
- 2 My mentor commands my loyalty, even before gods, family, or clan
- 3 Horrid assassins pursue my mentor seeking to wipe out his wisdom
- 4 Students of a rival teacher refuse to accept our obvious superiority
- 5 I seek that final ingredient that will complete my own / my mentor's magnum opus
- 6 I smolder with resentment towards my mentor for his maltreatment of me, yet respect my mentor's clearly exceptional skills

d6 Flaw

- 1 Everything I do is awesome, above criticism. Anyone who thinks otherwise is an uneducated dolt.
- 2 I tend to give up quickly on things I'm not good at.
- 3 My mentor, & by extension his teachings, can do no wrong.
- 4 I depend on my mentor, or other people in authority, to tell me what to do & how to think.
- 5 I secretly cheated my way through my apprenticeship & live in fear of my mentor finding out.
- 6 I punish myself inordinately when I fail even when it wasn't my fault

ATHEIST

Gods? Don't speak of the so-called "gods." I know the *Truth*. There's no such thing as "gods." At best, religion is nothing more than wishful thinking. It's just our attempt to write "I AM SIGNIFICANT" large across the sky. At worst, religion is a scam perpetuated to abuse poor, unfortunate souls who simply don't know any better. Yes, there are powerful beings living in the Outer Planes, but give me time & I will rival any god, goddess, devil, or demon!

Out of all the races, Dragonborn are perhaps the most likely to reject the gods. Their proud "clan-first" mentality combined with their extreme penchant for self-improvement results in an almost absurd amount of self-confidence. It's difficult for Dragonborn to accept any kind of authority outside of their own hierarchy. Besides, some gods admit they were born as mortals. Who's to say that every god didn't start out that way? What's to stop *me* from attaining "godhood"? How can "gods" be divine if any schmuck can become one?

To the vast majority of people, the gods & their obvious superiority is a simple matter of fact. What led you to reject what so many other people take as a fait accompli? Do you reject all supernatural things or do you reserve your disdain only for the divine? How do you explain divine magic? The Outer Planes? Angels & demons?

What of apotheosis? Did the fact that mortals can become "gods" destroy your faith? Do you seek to exploit this route to power yourself? What are your "divine domains?" How will you garner such power as to rival the very gods themselves?

Skill Proficiencies: Arcana, Religion

Languages: Two of your choice from Abyssal, Celestial, Draconic, or Infernal

Equipment: A bundle of letters from a local bishop / deacon / vicar with whom you have had a long, cordial debate; a letter set containing a small bottle of black ink, stationery, a quill, & a small knife; a set of common clothes; & a belt pouch of 10 gp

FEATURE: EPIPHANY

You have discovered a world-shattering Truth, Something-Man-Was-Not-Meant-to-Know that reveals the so-called "divinity" of the so-called "gods" for the lie that it really is.

The Truth itself might be in regard to the multiverse, the deities, or a fundamental aspect of the fabric of reality. It could be the path to godhood or an ancient god-making artifact spoken of only in the dimmest of legends.

Perhaps the Epiphany was a more politically damaging one. You might've uncovered the personal diary of the "messiah" in which the "divine" one complains of his hairy carbuncles & muses on the best way to exploit the "dirty masses."

Maybe the Truth is maddening, a sanity scarring hideousness that left you shaken to your core. It could be all you can do to hold yourself together & prevent yourself from going insane from the revelation. What aberrations await in the Night of Man?

Work with your DM to determine the details of your Epiphany & its impact on the campaign. What do you do with this knowledge? Do you keep it hidden to keep it out of the wrong hands? Do you exploit it for your personal gain?

Or is your Epiphany a weapon of last resort?

SUGGESTED CHARACTERISTICS

At their core, atheists are skeptics. They never accept things "on faith" or "just because." Simple trust can be a difficult concept at times. This goes doubly so for religion, which often obfuscates its supposed "truths" behind deliberately confusing parables or even outright contradictions. Many times atheists will retreat to a logical if-then system of thought in order to break down & analyze the most baffling examples of the people around them.

d8 Personality Trait

- 1 I insist on equal time for my secular rituals to counterbalance any displays of religiosity I am forced to participate in
- 2 I find it difficult not to interject when people discuss religion around me, even if I'm not part of the conversation
- 3 I give credit where credit is due: We should be proud of our own achievements. The gods have nothing to do with it.
- 4 I go out of my way to display how moral a person I am even without religion as a "guiding light"
- 5 There is no afterlife. There is nothing after death, merely oblivion. No, that doesn't scare me. It's something of a relief, actually.
- 6 I love people all the more *because* we are such uniquely sentient animals
- 7 I'm designing & promoting a secular "holiday" to compete with the Mid-Winter Holly Celebration
- 8 I have come to peace with the fact that reality is nothing more than random chaos, nothing more than a roll of the dice

d6 Ideal

- 1 **Confidence.** Never let anyone, god or man, defy your worthiness (Neutral)
- 2 **Disillusionment.** You *will* see the truth, whether you like it or not. (Evil)
- 3 **Growth.** We'll never make any progress if we can't figure things out for ourselves. (Good)
- 4 **Logic.** Faith without proof is useless. Worse, it's demonstrably dangerous. (Lawful)
- 5 **Morality.** If you can't determine right from wrong, you lack empathy, not religion. (Good)
- 6 **Skepticism.** Faith means not wanting to know what is true (Lawful)

d6 Bond

- 1 If there is anything I do have faith in, it's that my brother / mother / chief will see the error of his priestly ways & return to the clan
- 2 A cult hunts me because I speak the truth about their "god"
- 3 I seek to liberate my homeland from a religious tyrant
- 4 Even the gods fear the great secret I have discovered
- 5 A particular priest constantly obsesses over me & seeks to sully my good reputation
- 6 If you would have faith, have faith in me. I stand here, ready to defend you, unlike the distant, silent gods

d6 Flaw

- 1 It's hard for me to hide my disdain around overt displays of religion
- 2 Pride prevents me from accepting succor from the divine
- 3 The gross displays of wealth you invariably find in churches & shrines are morally repugnant
- 4 I'd rather burn in hell than admit a priest got the better of me
- 5 I reserve my trust for *people*, not priests or their churches
- 6 People who throw away their lives in church deserve what they get

CHAMPION ATHLETE

There's no way to say this without sounding like you're bragging, so why mince words? You're the best. You're the Dominus. The King in the Ring. Whether you actively seek fame or your skills naturally garner renown, you are a rising star. Each win is another notch in your belt. You trained hard, worked harder, & now you are at the top of your game, ready to take on the world.

In some Dragonborn, the instinctive desire for self-improvement sometimes manifests as academic success. In others, the urge can result in great works of art. But in a race of naturally burly dragon-men, most turn to sports. Dragonborn hold all sorts of tournaments to test each other in their wrestling, field, & breath weapon skills. The competition is fierce, world class. There are very few that can match the strength of a Dragonborn. You, though, rose to the top, dominating the field.

How easy was it for you to achieve your greatness? Did you have to pour blood, sweat, & tears into your calling every single day? Or, were you just naturally gifted, a literal giant among men? Does your great strength make you clumsy with small delicate things like crystal goblets, weak chairs, or babies?

Work with your DM to choose which sport you dominate, e.g. wrestling, breath weapon volleys, etc. Why did you enter sports in the first place? Was it a fun hobby that grew into a career? Are you in it for the glory? Are you your own best cheerleader? Or, did your family pressure you into playing sports? Are you trying to win your father's love by enabling his vicarious dreams?

Skill Proficiencies: Acrobatics, Athletics

Tool Proficiencies: Leatherworker's tools & one of your choice from the following: bagpipes, drum, or horn

Equipment: 2d3 first place medals of important national tournaments; a set of gear for your sport; a set of sand-filled exercise weights for your wrists & ankles; 2 sets of uniforms, one for home & one for away; & a belt pouch containing 15 gp.

FEATURE: LEGENDARY REPUTATION

Your games are the stuff of legend. Stories about your accomplishments constantly circulate, growing each time in the retelling. Every corner of the kingdom has heard your name. Whether they love you or hate you, everyone knows who you are.

Whether or not you exult in the fame (or infamy) such attention brings is up to you, but it does have its upsides. The gossip is so outrageous, so grandiose, that people are awestruck in your presence, making it easier for you to get what you want from people who recognize you.

There are downsides, however. Young upstarts, too stupid to know any better, sometimes challenge you to duels. Elders might try to manipulate you in political schemes. Even regular people can go crazy & attempt to rip off your shirt or even a piece of your hair / scales as a souvenir.

Ah, well. Such is the price of fame.

SUGGESTED CHARACTERISTICS

Athletes, especially champions, are there for the love of the game. You simply don't get very far unless you're passionate about your sport. Champions are also very competitive. It's not enough that they play the game well; they have to *win*. Otherwise, what's the point? You're either in it to win it, or you get trampled by your betters.

d8 Personality Trait

- 1 Healthy body, healthy mind. I work out as much as I can in my down time.
- 2 I'm a very physical person. Expect lots of bear hugs, backslaps, & shoulder-punches.
- 3 If a fight is too easy, I might strap my sand-weights on to make things more interesting.
- 4 I laugh & bellow when I score an especially good hit or critical point
- 5 I'm guilty of letting my fists do the talking a little more often than necessary.
- 6 I'm very conscious of what I put into my body. Only organic, gluten free for me!
- 7 I work hard & I play hard. When we get back to town, just point me towards the closest tavern.
- 8 I'm not as mean as I look. It kills me a little each time someone runs away because I look like some idiot, muscle-bound brute.

d6 Ideal

- 1 **Competitiveness.** Enough talk. Get some skin in the game! (Neutral)
- 2 **Excellence.** Every new challenge is an opportunity to improve myself. (Neutral)
- 3 **Integrity.** Winners never cheat. (Temp)
- 4 **Sportsmanship.** The only thing worse than a sore loser is a bad winner. (Good)
- 5 **Success.** Victory isn't just the thing. It's the *only* thing. (Chaotic)
- 6 **Teamwork.** We are greater than the sum of our parts. (Chaotic)

d6 Bond

- 1 I'm currently the 6th (1d6+2) best wrestler / sharpshooter / tackler in the kingdom. I will challenge each 1 by 1 until I reach the top.
- 2 Polio left my nephew crippled in both legs. Making him proud is the reason I push myself so hard.
- 3 This is my Super Bow ring! There're only 10 of these in existence! Well 7, now that 3 of my old teammates mysteriously vanished.
- 4 I'm proud to say my old alma mater still holds the 3rd Division Breath Weapon Volley Champion Trophy my team won for them.
- 5 I have my favorite cheerleader's pompom secreted in the bottom of my rucksack. Sadly, it is an unrequited love.
- 6 It's my honor to work with orphans & other underprivileged children.

d6 Flaw

- 1 I love teabagging defeated foes.
- 2 Champ SMASH!!!
- 3 It's fun to harass 90 lb. weaklings. Halflings are my favorite targets.
- 4 I don't have a drinking problem... *hic* Most of it gets in my mouth!
- 5 I will do anything to keep myself from losing. *ANY*thing.
- 6 It's all a lie. All of it. I'm not a great boxer. I didn't knock out that ogre. The idiot slipped on a banana peel. Not to mention it was sick with the flu & was plastered out of its mind on wood alcohol (That I gave it the night before).

CLANLESS

Fugitor, vagabond, tramp, at best they call you Orbus, "one to be pitied." As one of the despicable clanless, you have fallen off the social ladder, landing the lowest of the low, below the beggars, below the untouchables. At least they have their family. You don't even have that luxury.

Clan is everything among the Dragonborn. Without your clan, you are nothing. Worthless. The clan supports you, defines you. Can one even be "Dragonborn" with no clan?

Whether they succumb to the physical hardship of living in the streets or the psychological torment of their solitude, clanless Dragonborn tend not to survive long. Yet, you persevere. What drives you? What could you possibly have left to live for? Do you find your clanlessness paradoxically liberating? What can you achieve when you have nothing left to lose?

Decide what sort of calamity you suffered to lose your clan. Are you a criminal exiled as punishment? Did you suffer a betrayal, or were you the one who did the betraying? Was your clan lost in a catastrophe you couldn't (or chose not to) stop? Are your family / friends / teachers still alive? What do they think of your fall from grace? Will they help you, or is the only thing you can expect from them a kick to the face?

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Thieves' tools

Languages: One of your choice

Equipment: A rag in which to wrap all your worldly possessions; a bit of card to make a sign to beg with; a begging cup; a set of common clothes; & a belt pouch containing 5 gp.

FEATURE: BENEATH NOTICE

People don't notice you. Oh, they see you. They go out of their way to avoid walking near you. But, they don't actually *notice* you. Eye contact is a thing of the past. Shaking hands? Nonexistent. If anyone deigns to stop, it's only to scold or beat you.

When your presence is of no more consequence than street trash, people tend to forget you're there. You're just not in their line of sight. You may attempt to Hide, even when you're in plain sight, as long as you are in a place typically lousy with beggars: under bridges, down alleys, the dumpsters behind kitchens, or other places where scraps of food or handouts may be found.

On the other hand, if you are spotted, people are much more likely to react negatively, if not violently, to your presence. Probably the best you can hope for is a bribe of food or a couple of coppers in exchange for leaving the premises immediately.

VARIANT CLANLESS: THE CRUSADER

It's extremely unusual, but even among a people who value clan more than life itself, there are rare individuals who feel the need to walk alone. You are one of the Peregrinus: crusaders who voluntarily left their clan in pursuit of a higher purpose.

Even on the path of solitude, however, crusaders are often roving heroes devoted to the protection of their people. What dire quest drove you from your home? What danger is it you seek to vanquish? Or, are *you* the danger? Is that why you need to isolate yourself from your people?

VARIANT FEATURE: IRON WILLPOWER

If your character has the clanless background, you may select this background feature in place of Beneath Notice.

In your isolation, you've discovered a strength that few other Dragonborn possess. Your will is as iron: unbendable, unbreakable. The mountains will wear away to dust before you bend your knee.

You may substitute a Wisdom save in place of another saving throw. Once you do, you must wait until after you finish a long rest to use this feature again.

SUGGESTED CHARACTERISTICS

Losing your clan is a waking nightmare for Dragonborn, but the clanless must somehow manage bear this burden for years & years. Some do it through sheer force of will, others by holding on to a vague hope of joining a new clan. Some very rare individuals find the experience strangely freeing, as if the clan was a weighty anchor that had suddenly been cut free.

d8 Personality Trait

- 1 It's difficult not to surreptitiously hide food or loose change in my pockets when no one is looking.
- 2 This dog / canary / ferret is my family now. He's the most important thing in my life.
- 3 I can't help begging my companions for change when it's my turn to buy anything.
- 4 I sometimes break out in fits of *MILLENNIAL! HAND IT ALL THE SHRIMP! MR. FFFFFFFFFFOOOOOOOX!!!* Oh, uh, excuse me.
- 5 Do. NOT. Touch. Me. Seriously, just leave me alone.
- 6 I've boiled leather cut from my shoe for soup to eat
- 7 I haven't changed my clothes in so long they can walk on their own
- 8 I sometimes see bugs crawling all over everything. Don't worry! They're not real! (they're not real... they're not real... I think...)

d6 Ideal

- 1 **Anti-establishmentarianism.** Down with the MAN! (Chaotic)
- 2 **Empathy.** I've always depended on the kindness of strangers (Neutral)
- 3 **Hope.** One day they'll take me back. You'll see! (Any)
- 4 **Meekness.** Don't mind me. Just passin' through. (Neutral)
- 5 **Pride.** I pay my way, me. Got no use for pity. (Lawful)
- 6 **Survival.** These scales are held together with nothing but spit & pure orneriness. Hit me with your best shot! I can take it! (Any)

d6 Bond

- 1 One day, I'll be rich. Then my girl will be proud & take me back!
- 2 I must keep my true identity a secret or my enemies will try to use my loved ones against me
- 3 I am the last surviving member of my clan. I would give anything to see them again, even if just for an instant
- 4 I was framed for my wife's / child's / lord's murder.
- 5 The evil wizard that enslaved my clan torments me by beaming taunting messages through my teeth.
- 6 I seek the head of the villain who tainted my honor so I can prove my worthiness before kith & clan.

d6 Flaw

- 1 When I make new friends, I get WAY too attached WAY too early.
- 2 I can't stand sharing. You can't trust anyone. So much has been stolen from me...
- 3 No one must ever learn of the shame that led me to be exiled from my clan
- 4 I work to rejoin my clan at any cost, even if it kills them
- 5 I'm rude & mean to drive people away. I'd rather be alone than lose new friends just like I've lost everyone else
- 6 I am horribly jealous of anyone who flaunts family in front of me

DRAGON SWORN

The Draco Familiaris are the elites, special agents sworn to serve a Dragon Lord. Each Dragon Lord uses their servants in their own particular way, but most send their Dragon Sworn operatives on special missions that require a certain level of tact or carefulness that prevents the Dragon from accomplishing the goal on its own.

Chromatic dragons, on the other hand, can never be accused of such delicacy. They too retain Dragon Sworn, although these armies of soldier-slaves bear the shameful moniker of Serpens Cacula. Serving in the Dragon's armies, the Serpens Cacula pretend to titles like "warlord" or "general," but in actuality they are hardly better than thugs & bullies of the worst sort.

Work with your DM to determine the nature of your Dragon Lord. What are your Dragon Lord's goals? What is your Dragon Lord's preferred *modus operandi*? Does your Dragon Lord employ diplomacy? Dragons are wealthy creatures. Does your Dragon Lord exploit its riches through bribes? Or is your Dragon Lord a greedy slaver conquering anyone who gets in its way?

How much control does your Dragon Lord have over you? What do you offer your Dragon Lord? Are you a specialist, engaged for your skills & expertise? Does your Dragon Lord call upon you directly, or is there a strict hierarchy, a chain of command that must be maintained?

Why do you serve your Lord? Is your service part of a proud family / clan tradition? Did you volunteer for this service? Are you proud to be a member of something greater than yourself? Do you, or someone you love, owe the Dragon a debt of honor? Are you a slave? What chains you to your Lord? Did the Dragon implant an arcane bomb in your brain?

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Vehicles (land)

Languages: Draconic (if you are a Dragonborn, one language of your choice)

Equipment: The armor you received from your class is a standard issue uniform from your Dragon Lord's army. In addition, you have a branding / tattoo / insignia of allegiance to your Dragon Lord; a small quartz crystal / ring / vine-encrusted bat through which your Dragon Lord communicates its orders to you; & a belt pouch containing 20 gp.

FEATURE: DRACONIC PATRONAGE

A Dragon's resources, especially those of elder wyrms, are virtually endless. Even if you discount the Dragon's worldly treasures, the Dragon itself is physically mighty, possesses genius level intellect, & has access to vast realms of magic. The Dragon has the best of every world.

Likewise, the Dragon Lord expects you to be the best. To ensure your continued success, the Dragon Lord may act on your behalf in subtle, or sometimes not so subtle, ways. At the same time, a servant who requires too much aid is worse than useless, being nothing more than a drain on resources. The best Dragon Sworn are the ones who need the Dragon's patronage the least.

The exact form of assistance is left to the DM's discretion. If lost in the wilderness, you may stumble across hidden caches of food or supplies. The Dragon Lord may grant you temporary possession of specialized magical / scientific equipment. The help could even be monetary, although the Dragon would expect you to repay the loan with interest, naturally.

The more useful & direct the Dragon's assistance, the rarer it is. Common goods such as food or advice might be available as often as once per day, whereas magical equipment might only be available once per adventure, & even then only temporarily.

SUGGESTED CHARACTERISTICS

Perhaps paradoxically for such an independently-minded people, service in the employment of a Dragon is one of the highest life callings Dragonborn can aspire to. Competition is fierce, &, as a result, Metallic Dragons have their choice of the strongest, brightest, & best of each generation.

Chromatic Dragons are less picky. In fact, sometimes you can hardly say there's anything like an organized "Dragon Sworn" system at all. Nevertheless, weakling Chromatic Dragon Sworn are quickly weeded out, as competition is literally cutthroat.

d8 Personality Trait

- 1 I engage in body modification (teeth filing, subdermal implants, scale-dying) to look more like my Dragon Lord
- 2 I execute my duties with the most valuable equipment I can afford. Why settle for brass knuckles, when you can buy gold rings?!
- 3 I flaunt my close, personal friendship with my Dragon Lord over the gormless locals I meet.
- 4 I must disclose how much treasure I find to my Dragon Lord, who might exact a tithe if the plunder is too valuable
- 5 I never forget a slight, & I always honor my debts.
- 6 I refuse to sit below anyone of lower authority, & that includes just about every mammal.
- 7 In Draconic, we say "szczęśliwy." It's hard to get the throat rumble right without reptilian vocal chords, but you get the idea.
- 8 Proper Dragon Sworn etiquette demands I perform a long, complicated salute when greeting people of authority.

d6 Ideal

- 1 **Assistance.** Let me see what I can do. I might know someone who can help. (Good)
- 2 **Authority.** I'm not so sure myself, but I'm sure the Dragon Lord knows best. (Any)
- 3 **Ferocity.** I am a *force of nature*! Get out of my way! (Chaotic)
- 4 **Hierarchy.** Look, my hands are tied. My Lord says "jump," I jump. (Lawful)
- 5 **Might.** Oh, you don't like it? What are you going to do about it? Trust me: you don't want to meet the boss... (Evil)
- 6 **Pragmatism.** It's not personal. Just a means to an end (Neutral)

d6 Bond

- 1 Honestly, if it weren't for us looking out for it, the Dragon Lord wouldn't know its head from its tail. It'd be lost without us.
- 2 My clan owes the Dragon a debt of honor that can never be repaid. Lifelong service is the least we can do.
- 3 My mother served the Dragon Lord, as did her mother, & her mother before her. I was hatched for this.
- 4 The Dragon Lord has promised me the power I need to defeat my greatest enemies!
- 5 The dragon stole my soul & transformed it into a gold coin. I must serve as long as my soul is lost amongst the Wym's hoard.
- 6 You don't understand! You've never seen the Dragon when it's mad! You do *not* want to make it angry!

d6 Flaw

- 1 Hey, don't blame me for this idiot's death. I'm just following orders.
- 2 I'll never be free from this draconic servitude unless I can find someone to replace me.
- 3 If these fools wanted to live, they shouldn't've tested the wrath of a Dragon Sworn.
- 4 My bondage is punishment for a crime that continues to haunt me
- 5 My Dragon Lord is so terrifying that any draconic creature reduces me to a bundle of quivering nerves.
- 6 The sight of large amounts of treasure, such as my Lord's hoard, fills me with a nigh-uncontrollable greed.

ELDER

Every people have their ups & downs, their trials & their celebrations. Whatever it is, you're there in the middle of it, coordinating, organizing, making sure that everything goes as best it can. Upon your capable shoulders rests the responsibility for the wellbeing of an entire people.

You're not anything like a chief, a mayor, or a sheriff. They aren't what you'd call real. They're just government. Oh, they're useful in their offices with their taxes & their papers, but when people want to actually get something done, they turn to you. You are your people's proponent, their Propugnator. Your people would be lost without you.

Decide whether you represent your hometown, your clan, or your entire race. Shouldering the needs of such a large mass of people is a tremendous responsibility. How did you become their elder? Have people always turned to you in times of need? Is it a noble family tradition of which you are proud to be a member? Or is it all a dumb mistake that you just stuck with?

How do you deal with outsiders ignorant of your people's traditions? Or worse, rivals: what do you do about villains who purposefully besmirch your people through deed or word?

What mission made you feel proudest to be an elder? If forced choose between your country & your people, whom would you support? What is the worst thing you would do if it meant just one of your people would be spared death?

Skill Proficiencies: History, & your choice of either Intimidation or Persuasion

Tool Proficiencies: Navigator's tools

Languages: One of your choice

Equipment: A memory connected to rock / locket / handkerchief you constantly carry; a pair of old boots so well worn they are permanently warped to the shape of your feet; navigator's tools; traveler's clothes; & a belt pouch containing 10 gp.

FEATURE: YOUR PEOPLE'S FIRST RESORT

On your travels through your people's lands, you find that problems, large & small, come to you. You take care of everything: from simple errands, such as chopping firewood for Ol'Granny Waunderai, to dangerous tasks no one else can take care of, like driving off a pack of rabid owl bears.

When it all comes down to it, though, 99% of your job is just being there for your people, especially the ones who fall through the cracks. If you didn't take care of them, no one would.

You tend to hear things first, definitely before the mayor & even before the sheriff. Sometimes, people come to you even before they turn to family. If there's a problem, people's first reaction is to come to you. How you help is up to you, but whatever you decide, your people will follow your lead, accepting your powerful, though unofficial, authority.

As a result, just about everyone owes you a minor favor of one sort or another. Most of the time, it's easiest to just have your people pay it forward, but you can call in a favor for yourself every now & then.

Difficult, dangerous, or expensive favors are almost certainly out of the question, but your people would gladly provide you & your companions with food, a guide for the local wilderness, or discounts on equipment or other services.

SUGGESTED CHARACTERISTICS

Elders know they are role models to their people, & most take it to heart. They try to comport themselves in a way that would make their community proud, even if no one is there to see them.

Conversely, some elders take their elitism to the extreme, holding not only themselves to unattainable ideals but also those around them. For people like this, it's hard not to chalk up foreigners' failures to their outlandish ways &/or breeding.

d8 Personality Trait

- 1 Amongst my people, rose petals / laurel wreaths / goose eggs are symbols of bravery. Upon a victory, it is customary to pelt the winners with them until the victors are covered head to toe
- 2 I pick out the most dangerous looking person in the room & put myself between them & my allies
- 3 I keep careful track of my people's Holy Days & insist my companions celebrate them with me
- 4 I love telling stories about all the great people & attractions we have in my hometown
- 5 I refuse to wear anything but my people's traditional garments
- 6 I tithe a portion of my treasure to fund charities back home
- 7 I'm proud of my people's reputation for arm wrestling / drinking / dance offs, & often challenge foreigners to contests
- 8 The song of my people is mind blowing. I shall now play it for you!

d6 Ideal

- 1 **Elitism.** My people are the single best, brightest, strongest, clan in this or any other! (Evil)
- 2 **Morality.** I'd sooner die than betray the values my people stand for. (Lawful)
- 3 **Optimism.** I can't wait to meet new friends. I'm sure they'll love my people as much as I do! (Good)
- 4 **Patriotism.** This is your people. Cherish your history as a sacred heritage for your children & your children's children. (Any)
- 5 **Selflessness.** I would give anything to protect the life of a person from my hometown / clan / race (Neutral)
- 6 **Tradition.** If it was good enough for my father & my father's father, it's good enough for me. (Lawful)

d6 Bond

- 1 I failed my people once. I'll never forgive myself for what happened to that child.
- 2 My responsibility to my people is a magical geas laid upon me by my lover / chief / parent
- 3 I search for a lost child / a wayward geriatric / the prophesied savior of my people
- 4 My people were scattered in a horrible calamity. I seek them out to rebuild our great nation
- 5 I hunt an arcane relic / ancestral artifact / dangerous criminal that was stolen from my people.
- 6 My clan has sent me out to experience the world in a Coming-of-Age Walkabout. The first of many, I hope.

d6 Flaw

- 1 Anyone who isn't from my hometown / clan / race isn't worth much of my time
- 2 I prefer to speak in my native tongue, & often revert to it in times of frustration or anger
- 3 I have a secret weakness for tobacco / whiskey / chocolate: an indulgence not usually found among my people
- 4 Those of lesser station (basically anyone not part of your people) must address me by my full name & title
- 5 A secret, foreign family? *ME?! I have no idea what you're talking about. (Listen, freak, if you breathe a word of this to anyone...)*
- 6 I'm secretly ashamed of my people & overcompensate to hide it. (Seriously! Why do female Dragonborn have breasts? I mean, how weird is *that?*)

EXALTED DRAGONBORN

Prerequisite: Dragonborn

You were not always a Dragonborn. You began this life as another type of humanoid, perhaps a dwarf, half-elf, or even a kobold. Whether because of your special skills, your potential, or merely by some fleeting draconic whim, you were chosen to be raised above your station & transformed into a more perfect form: the Exalted Dragonborn.

You are stronger, more confident, *better* than before. In your previous life, you were aimless, lost. "May I help you?" "Would you like a health potion with that?" Existence was merely a meaningless chain of drudgery, stumbling from one pointless task to the next.

Your transformation, more importantly: the Dragon Lord who exalted you, has given you direction. Now, you're powerful; you are worthy. Pursuit of the Exalted Quest gives your life meaning. You will *change the world!* (Or, at least, that's what the propaganda says...)

How has your transformation affected you? Is the change mental as well as physical? How have your feelings changed for your family / friends / former nation? Are they meaningless to you now? Or are they more important than ever?

Your Exalted Quest is explained below. Work with your DM to determine what sort of goals you & your Dragon Lord pursue in your Exalted Quests. How devoted are you to your Quests? How much agency does your Dragon Lord allow you? Are you a glorified slave or a valuable field agent? What do *you* get out of the deal? Are you a hero, or some kind of weird, twisted mutant?

Skill Proficiencies: Athletics & one of your choice

Languages: Two of your choice (One language representing your previous race, the other reflecting your Exalted Quest)

Equipment: A cameo brooch / a lock of hair / a letter from your former life; a bronze mirror / dragon tattoo / human-eyed snake through which your Dragon Lord communicates orders to you; common clothes; & a belt pouch containing 20 gp.

FEATURE: EXALTED QUEST

Unlike those common, run-of-the-mill sods, you know why you're here. Every morning, you awaken with absolute certainty of your position in life & what you are meant to do: your Exalted Quest. You are most at peace when you engage in the function your Dragon Lord created you to fulfill.

As long as you are pursuing your Exalted Quest, you gain inspiration when you end a long rest. In fact, you can hold up to 2 "inspirations." This is an exception to the general rule.

If you complete your Exalted Quest, your Dragon Lord may give you a new one or you can work with your DM to determine your next Exalted Quest. Keep your Dragon Lord's goals in mind, though. If you serve a black dragon, it's highly unlikely it would have you curing the sick, for example.

SUGGESTED CHARACTERISTICS

If you were to sum up the personalities of Exalted Dragonborn in one word, it would be "pride." There's a reason the Dragon Lord passed over everyone else. There's something they lack that only you can offer. The fact that you exist at all is proof positive that your pride is justified. Out of a race full of cutthroat, compulsive perfectionists, you were chosen. You were given the power. *You* are the special one!

d8 Personality Trait

- 1 I refuse to settle for second best at anything. I have the highest kill rate, the greatest singing voice, & the best trail stew this side of the Wailing Mountains.
- 2 I agonize & obsess over every shed scale & claw. Am I changing back into a gnome? Is this the end of my dragonitude?
- 3 I keep a handful of coins / gems in my bedroll. I just can't sleep unless I'm lying atop some treasure.
- 4 I can't help it, but when I burp, I sometimes accidentally release a small cloud of my breath weapon.
- 5 I miss my family / friends dearly. Everything I do now, I do for them.
- 6 I only use gear that is the same color / metal as my Dragon Lord
- 7 I overcompensate for my monstrous appearance by being overly polite. Once, I brought a warm apple pie to break the ice at a local tavern I hoped to stop at for the night.
- 8 I'm still getting used to my Dragonborn form. I don't know my own strength!

d6 Ideal

- 1 **Aspiration.** Anything is possible! I used to be nothing more than a wretched kobold, but look at me now! (Good)
- 2 **Autonomy.** I answer to a power far greater than your puny human king. (Neutral)
- 3 **Pride.** The price of victory is high, but so are the rewards. And I am one well-rewarded Dragonborn. (Any)
- 4 **Professionalism.** Do you want it done fast or done right? I have better things to do than waste my time on sloppy jobs. (Lawful)
- 5 **Ruthlessness.** I worked too hard to let some inept idiot screw everything up. Get. It. Right. or I'll tear your whiny throat out (Evil)
- 6 **Worthiness.** I was chosen for this fate. I must not betray the trust my master has placed in me. (Lawful or Neutral)

d6 Bond

- 1 I swear I saw a Dragonborn who looked just like me. I'm... the only one of me, right? I couldn't be a clone... could I?
- 2 I am the newest member of my Lord's Talonguard. I must ascend their ranks & become the strongest of them all!
- 3 This sword may be good enough for the likes of some common ruffian. I require a weapon worthy of dragonkind!
- 4 The Exalted Quests my Lord demands inflict terrible damage on the people I encounter. I seek to make reparations.
- 5 My Lord has yet to contact me, even though I completed my Exalted Quest nearly a year ago. Could he have abandoned me?
- 6 See these medals? Each one is a reward for completing an Exalted Quest. I have yet to fail in any of my missions.

d6 Flaw

- 1 Don't look at me! I'm a *freak*!
- 2 I don't care what you say. My Dragon Lord is the greatest, best, most awesome creature in this or any other reality.
- 3 One day I'll be free of this curse. And then... I'll make that wyrm sorry it was ever hatched!
- 4 Unless I'm kept busy, hopefully on an Exalted Quest, I tend to sink into a gloomy funk
- 5 What can you do to help my Quest? Nothing? I thought as much. Make way, trash. I have no time for the likes of you.
- 6 Yes, yes, Oh Mighty Dragon! Whatever you say! Just, please, please, *please* don't turn me back into a stinking human!

NURSERY ROOK

You have the privilege of raising the next generation of courageous Dragonborn. As a Corvus, or Nursery Rook, you are in charge of protecting, hatching, & instructing the young of the clan. Without the vital services you provide, civilization as Dragonborn know it would simply not be possible. You are the very foundation of Dragonborn society.

A Rookery might be considered to be something like a natal ward combined with a kindergarten & elementary school. It's your job to take in new parents' eggs, keep them warm & protected until they hatch. Then, you educate the young hatchlings for the first few years of their lives, although "educate" might be too strong a word.

Dragonborn are largely self sufficient even as hatchlings. This allows Rooks to take a hands-off approach to education, encouraging hatchlings to explore the world in a properly independent Dragonborn way. Rooks only step in to help with accidents or to fight off any predators that might stumble across a wayward hatchling.

How long did you work at the Rookery? Why did you want to work with hatchlings? How many hatchlings have you personally delivered into this world? What have your hatchlings accomplished? Who makes you the proudest?

Who was your greatest disappointment?

How much time do you spend at the Rookery? If you only rarely return home, what keeps you on the road so much? Have you lost a hatchling or egg? Worse, was one kidnapped or killed? Do you need to rescue a lost hatchling, or has the unthinkable happened? Do you seek revenge?

Skill Proficiencies: Medicine, Perception

Tool Proficiencies: Herbalism kit & your choice of either one gaming set or one musical instrument

Equipment: A badly drawn crayon picture from your hatchlings; a slate & a bag of chalk; a well-worn nursery picture book; common clothes; & a belt pouch with 10 gp

FEATURE: ACCOMPLISHED ALUMNI

You are a fantastic teacher. Thanks to you, your former students have gone on to do great things.

Work with your DM to create 1 to 3 NPC alumni (perhaps a number equal to your Wisdom modifier). You can position these alumni at any level of society in any city, subject to the DM's approval. Make sure to detail each alumnus' area of expertise, which can be quite esoteric or specialized, as well as why this particular alumnus has such a strong connection to you.

These alumni feel they owe you an immense debt of gratitude, & will assist you with virtually any request. Naturally, the more difficult, dangerous, or expensive requests will require a certain amount of funding or other support from you. For example, a blacksmith alumnus will not risk his life in battle for you, but they would certainly assist you in forging magical items if you can provide the raw materials.

SUGGESTED CHARACTERISTICS

It takes a rare sort of resiliency to be a Nursery Rook. You have to be confident in yourself in a way that can withstand both the regular sort of exterior threats that every adventurer faces, as well as the emotional shocks raising children invariably, if inadvertently, exacts. The upshot is that Rookery attracts the type of person who can be nurturing & yet impersonal at the same time.

d8 Personality Trait

- 1 I've been teaching hatchlings so long that it's hard for me not to correct my companion's grammatical mistakes.
- 2 I'm full of interesting little bits of trivia. For instance, did you know that strawberries aren't really berries, but tomatoes actually are?
- 3 I don't realize it, but I often sing nursery rhymes under my breath
- 4 The last person to endanger children around me woke up without his front teeth.
- 5 Language!
- 6 No matter how standoffish I am, children love me. They're always babbling at me or trying to climb me like I'm a tree or something
- 7 When I'm on a journey, I like to pick up little gewgaws & doodads as souvenirs for my favorite students.
- 8 (I definitely have a favorite companion / party member, even though I'd never admit it out loud.)

d6 Ideal

- 1 **Discipline.** Early to bed & early to rise makes a Dragonborn healthy, wealthy, & wise! (Lawful)
- 2 **Independence.** We need to be free to learn from our own mistakes (Chaotic)
- 3 **Motivational.** Sometimes it takes the carrot. Sometimes it takes the stick (Neutral)
- 4 **Obedience.** Good children are seen & NOT heard. (Evil)
- 5 **Posterity.** We must raise our children better than we raised ourselves. (Good)
- 6 **Unconditional.** I love all my hatchlings, no matter what! (Neutral)

d6 Bond

- 1 I keep in touch with all my Alumni. Here's one from Norixius, 3rd Arch-General of the Resurrected Draco-Skeleton Army. Oh, look! He drew a little picture of us on a picnic! Isn't that cute!
- 2 An egg / hatchling disappeared while under my aegis. I will never rest until I safely recover them... or have my revenge if need be.
- 3 One of my favorite Alumni has fallen ill with a preternatural sickness. I must find someone who can ease her pain.
- 4 Some kind of cult is trying to steal one of my eggs. They're convinced it's the next messiah / antichrist
- 5 I promised each of my hatchlings I'd bring them a special present.
- 6 One of my Alumni has fallen into shameful / evil ways. I hope to one day redeem him & bring him back into proper society.

d6 Flaw

- 1 I've developed a... rather short fuse. It's difficult for me not to react violently when people act stupid / rude / thoughtlessly around me
- 2 So far no one's put it together, but eggs / hatchlings tend to disappear while under my care.
- 3 One should respect one's elders. If I'm older than you, you better pay heed or you'll feel the back o' my hand!
- 4 I constantly use baby talk on my companions. I don't mean to, usually, but sometimes it *is* sarcasm.
- 5 With no hatchlings to take care of, I hoard a gaggle of ferrets / kittens / hamsters in my pockets, even though I don't always have the time to do laundry...
- 6 We're not speaking to our Biri. Not until she returns our Pandjed's war axe. It's a family heirloom, & our Biri knows full well Old Claw Daar wanted our Pandjed to have it after he passed.

PUREBRED

Prerequisite: Dragonborn

In those bellicose times of ages past, dragons created the Dragonborn in their own image. The newly hatched Dragonborn bore scales the same color & hue as their progenitors, gold & green, brass & red, & the Dragon Armies waged war until the only color that mattered was the crimson of spilt blood.

Time passed, the Armies were shattered, & the Dragon Wars ended. Barely a shadow of their former selves, what Dragonborn were left banded together in a united front against the dangers of the world. The resulting interbreeding over the years, decades, & centuries, created the mixed russet tones we know today.

Against all odds, however, hidden pockets of Dragonborn maintained their genetic purity, bearing scales just as white or as copper as their progenitors.

You are part of a dying breed, or, at least, a very rare breed. What made you leave the safety of your hidden village? Was town life stifling? Do you / your town / your family face a dire threat? What is it you hope to find on your adventures? How will it benefit your secret clan of purebreds?

Sometimes you find that other Dragonborn treat you a bit like a unicorn: fantastical, not quite real, awe-inspiring, or even a little frightening. How do you react when Dragonborn insist on touching your chromatic / metallic scales, so different from their own? Do you consider your racial purity to be the true heart of Dragonborn? Are you just One-of-the-Guys? Or, do you avoid the question altogether, & only associate with people of non-draconic descent?

Skill Proficiencies: History, Survival

Tool Proficiencies: Navigator's tools, Three-Dragon Ante set

Equipment: An encrypted map / journal / atlas to guide you back to your hidden village; a bundle of correspondence from your foreign pen-pal; 2 Three-Dragon Ante decks; a set of traveler's clothes; & a belt pouch with 15 gp

DRACONIC BREED

To determine your breed, roll or choose from the table below.

	Dragon		Dragon
d10	Breed	d10	Breed
1	Black	6	Gold
2	Blue	7	Green
3	Brass	8	Red
4	Bronze	9	Silver
5	Copper	10	White

FEATURE: INTIMIDATING PRESENCE

You are more than just some reptilian humanoid. You are the direct descendent of the fiercest of monsters: the Great Wyrms of legend. The mere sight of your draconic visage sets off something buried deep in the primitive, primate mind of sentient creatures.

You find that people, especially those of a more mammalian persuasion, tend to be afraid of you. On the one hand, it does make getting what you want out of certain people somewhat easier for you. On the other hand, it wears on you every time a bartender screams & runs when all you said was, "Hello."

It's best to tread lightly, as well. Fear can all too often transform otherwise mild mannered people into a lynch mob.

SUGGESTED CHARACTERISTICS

It might be nothing more than a stereotype, but purebred Dragonborn seem to have the same personality tendencies of their draconic founders. Purebred reds are greedy & quick to anger, the brass are annoyingly talkative, etc, etc. Of course, many purebred Dragonborn buck the trend, but the moment they slip up, it just reinforces what people may already be thinking.

d8 Personality Trait

- 1 Proper etiquette in my hometown demands that we stand when a member of the opposite sex enters the room.
- 2 We use the royal "we" to refer to ourselves.
- 3 I prefer my meals as fresh as possible. Preferably still squirming, or perhaps lightly seared by my breath weapon.
- 4 I'm obsessive about properly disposing any scales, skin, or spines I shed. Who knows what kind of foul magic the freaks would wreak if they ever got their hands on a little piece of me.
- 5 My native dialect of Draconic is thick with local jargon & regional accent. Even other Dragonborn have trouble understanding me.
- 6 Wisps of my breath weapon may trickle from my mouth or nostrils when I get over excited.
- 7 People's gestures are so weird out here. Where I come from we shake our heads "yes" & nod "no."
- 8 I like to snack on sulfur / salt crystals / bitumen. It helps stoke my breath weapon.

d6 Ideal

- 1 **Curiosity.** Keep moving forward! Open new doors! Do new things! It's a fantastic world out there! (Good)
- 2 **Danger.** There's no reason to be afraid of the dark. I taught the nightmare monsters to fear *me* a long time ago. (Chaotic)
- 3 **Ego.** Show me a man who claims to be stronger, better looking, or smarter than me, & I'll show you a (literally) bloody liar. (Evil)
- 4 **Greed.** It's a dog eat dog world, & I am one FAT dog. (Evil)
- 5 **Nobility.** There is nothing noble in being superior to your fellows. True nobility lies in being superior to your former self. (Good)
- 6 **Purity.** I'm more Dragonborn than Dragonborn (Lawful)

d6 Bond

- 1 This monocle / mirror / crystal basin is the only thing that will open the path back to the hidden village of my homeland.
- 2 My people are threatened by a lethal plague / devastating drought / bloody invasion. I seek our dragon progenitor to save us.
- 3 Today's Dragonborn are weak shadows of what we once were. I work to restore my people's greatness.
- 4 I save all the coins I can find. Some day, I will have a hoard large enough to sleep on.
- 5 I was hatched to an otherwise normal Dragonborn family in a regular Dragonborn clan. Everyone thinks I'm either some kind of garbage genetic throw back, or some kind of superior mutant.
- 6 My weapon / helmet / necklace is made from 1 of the fangs of my people's illustrious dragon ancestor.

d6 Flaw

- 1 My breath weapon doesn't match my scale color. I'm petrified about what that means about me... or about my *parents*...
- 2 No matter how often I'm reassured of the contrary, I'm certain people always talk about me behind my back.
- 3 I find mix-scaled Dragonborn to be degenerate, repulsive creatures
- 4 I must preserve my purebred clan at all costs. I don't know what I'd do if they were ever lost to me.
- 5 I just don't understand mammals. The way they bare their teeth when they're happy... Their soft, squishy skin... *Milk!*? *shudder*
- 6 My people & I are being hunted to extinction for our purebred blood / scales / bones. No, I'm not being paranoid. Of course, *regular* Dragonborn blood is useless. *MY* blood is special!

SHERIFF

Along with the other Custodia, your lord / chief / king has invested you with the responsibility of protecting the community. You work side by side with the local guardsmen to investigate & solve dangerous or violent crime, as well as execute other special missions from your commander.

In order to better execute your duties, your badge grants you special privileges that aren't afforded to ordinary citizens. Despite the extra power, when things go wrong, they go really, really, *really* wrong. And, it's all your fault. That being said, it's a real honor to help your community. There's nothing like stopping a mugger in his tracks or the gratitude in the look on a mother's face when you return a lost child.

Why would you volunteer for such stressful work? Did you have no other choice? Is policing a family tradition? Are you working off a debt or punishment to your king? Or is it your privilege, your honor, to serve your community as best you can?

Which are you more devoted to: the letter or the spirit of the law? How does the law work in your community? Are there jails? Courts? Or are you judge, jury, & executioner?

If you make a mistake, perhaps ruining an innocent person's life, what kind of consequences do you face? Would you face the music or would you run? Would you be hunted down by your once-comrades? Or, would they cover for you? How would you feel if you had to hunt down one of your own?

Skill Proficiencies: Investigation & your choice of either Intimidation or Perception

Tool Proficiencies: Alchemist supplies (for forensics)

Languages: One of your choice

Equipment: A set of alchemist's supplies; a sheriff's badge / medallion / letter of marque; a pair of manacles; a uniform; & a belt pouch with 10 gp

FEATURE: AUTHORITY FIGURE

You are no vigilante, rabble with a misplaced sense of outrage. Your lord imbues you with an official badge of office from which you derive your power as sheriff.

As long as you are executing your duties, citizens defer to your authority. Likewise, you can expect at least some support from fellow Custodia. You could certainly gain access to law enforcement offices, for example. In addition, your lord or police chief may call upon you to investigate crimes or apprehend suspects or criminals. While on these missions, your fellow sheriffs might support you with access to information, simple equipment, room & board, or transportation.

VARIANT SHERIFF: THE BOUNTY HUNTER

Where sheriffs work under the purview of their commanders, bounty hunters are freelancers. You don't answer to no one but your own conscience.

A large part of your work comes in the form of hunting down dangerous criminals & bringing them in for their bounty. It's hazardous work, but it pays well if you don't get yourself killed in the process. Of course, the fact that you don't have to depend on corrupt police departments is a big bonus.

Sometimes, you can work open bounties. A town might promise 5 sp for goblin ear delivered to the guards, for example. Other times, the bounty is for an escaped criminal who must be brought in alive to face their punishment. The least tasteful are those "Dead or Alive" bounties with the BIG money on "dead." It's all but legal murder.

Still, money is money. They say gold can't buy happiness, but it sure as hell can buy a little forgetfulness.

SUGGESTED CHARACTERISTICS

Sheriffs are used to ordering people around. All too often, a person becomes a sheriff because they lust for the power the position grants. These sheriffs throw their weight around without regard for their fellow citizens & sometimes without even the legality of their actions.

On the other side of the coin, there are sheriffs who serve out of a genuine desire to help those around them. These sheriffs know their authority comes from the people they serve. They would do anything to protect the community.

d8 Personality Trait

- 1 I like to whistle off key & twirl my manacles / comically large key ring around my finger
- 2 No matter how closely I shave, I'm covered in tough, black, bristly stubble again within the hour
- 3 I'm not above accepting the occasional free doughnut / mug of ale / "gift of gratitude" every now & then
- 4 I carry a small book filled with tiny, dense text to double check the legality of my companions' actions
- 5 I cannot tell a lie. I can only speak the truth.
- 6 Hearing other people's problems is almost physically painful. I can literally feel it in my heart.
- 7 I blow a sharp, piercing blast from my sheriff's whistle when I try to apprehend a suspect as per department regulations.
- 8 I live on a steady diet of coffee & cigarettes

d6 Ideal

- 1 **Dominance.** Respect mai authoritei! (Lawful or Evil)
- 2 **Duty.** The law is clear, & I am oath bound to protect it. (Lawful)
- 3 **Government.** Only 2 things in life are absolute certainties: death & taxes. I'm here about your taxes. (Any)
- 4 **Justice.** "Lex iniusta non est lex" An unjust law is no true law (Neutral or Chaotic)
- 5 **Legality.** Laws made by common consent must not be trampled on by individuals. No one is above the law. (Lawful or Good)
- 6 **Philanthropy.** My motto is "to protect & serve!" (Good)

d6 Bond

- 1 My brother / father / mentor is a dangerous criminal mastermind. I need to repair the damage they've done
- 2 My badge represents duty, power, authority. It is more important to me than my life
- 3 My parents were murdered right before of my eyes. The killer has yet to be found.
- 4 A child I rescued the first day on the job gave me this pressed flower. They're grown up now. In fact, they just joined the force.
- 5 When I was a child, my police chief & mentor rescued me from the streets & taught me everything I know.
- 6 The crown jewels / key to the city / municipal power core crystal was stolen. Now, my city is slowly dying unless I can recover it.

d6 Flaw

- 1 Hey, can I help it if bad things happen when I'm not around? They should've bought the "insurance" I was selling.
- 2 I have such a *NEED* to be cheered as a hero, I sometimes set fires or steal something precious so I can rush in & save the day
- 3 Something... terrible happened on my watch & the villain got away scot free on a legal technicality. I must set it right, even if I have to break the law to do it.
- 4 I cannot permit dishonesty / criminality from myself or others in my presence
- 5 Bullies make my blood boil uncontrollably.
- 6 My partner saved my life more times than I can count. I'd do anything for him / her.