

CHARACTER BACKGROUND

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Before beginning the life of an adventurer a character spent many years doing other things. These are usually kept as background information and have no real in-game benefits. This system proposes a method to quantify that history and insert some game mechanic method of reflecting it.

At character creation a single background is chosen to reflect this history. Choosing a background grants certain benefits. The background reflects certain skills that the character has had sufficient exposure to during his rearing that they are considered class skills from that point on. Some reflect feat choices that likewise capture this experience and some reflect an increase in starting funds.

Choose one background from the available selection and apply the benefits as noted in the background's description.

This background concept is based on the starting occupations concept from d20 Modern. It has been adjusted in order to not make things overpowering by providing benefits that have wide reaching and in-game advantages that can come into play frequently.

Certain backgrounds have listed prerequisites which must be met in order to select that background. These prerequisites vary based on the usefulness of the benefits provided from the background.

Artist

Singers, dancers, sculptors, painters and those who are dedicated to "the arts" fall into this category.

Prerequisite: None.

Skills: Choose three of the following skills as permanent class skills. Bluff, Craft (sculpture, tapestry, painting, or similar), Disguise, Forgery, Knowledge (history or local), Perform (chosen individually), Profession (painter, sculptor, dancer, musician, or similar), Spot.

Athlete

Acrobats, gymnasts, weight trainers, wrestlers, boxers, runners, swimmers, and those who engage in any type of competitive sport fall into this category.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose two of the following skills as permanent class skills. Balance, Climb, Jump, Ride, Swim, Tumble.

Bonus Feat: Select either Athletic or Run.

Craftsman

Silversmiths, gemcutters, weaponsmiths, and anyone who is dedicated to making items of fine quality fall into this category.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. Appraise, Craft (any not considered an artistic one – see artistic background)), Search.

Bonus Feat: Select either Diligent or Skill Focus (specific craft).

Criminal

Con artists, burglars, thieves, thugs and other types of characters from the wrong side of the law fall into this category.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. Bluff, Disable Device, Disguise, Forgery, Hide, Intimidate, Move Silently, Sleight of Hand.

Farmer

Those who raise crops, sheep raiser, cattlemen, and those who work on farm type settings fall under this category.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. Handle Animal, Knowledge (Nature), Profession (farmer, herder, miller, rancher, stablehand, or woodcutter), Ride, Survival.

Bonus Feat: Select either Animal Affinity or Toughness.

Guilder

Inn keepers, shop owners, traders and those that deal with economics or running a business fall into this category.

Prerequisite: Wisdom 13 or Charisma 13.

Skills: Choose two of the following skills as permanent class skills. Bluff, Diplomacy, Knowledge (local), Profession (apothecary, brewer, cook or innkeeper), Sense Motive.

Wealth Bonus Increase: Increase starting funds by 50%, if starting at higher than 1st level then add 100 gp to available funds.

Healer

Herbalists, tribal medicine men and others who dedicate themselves to helping others who are ill or injured fall into this category.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. Diplomacy, Heal, Knowledge (nature), Profession (apothecary, guide, herbalist, or the like).

Bonus Feat: Skill focus for one of the above skills.

Noble

Those from wealthy families or those with connections and privilege fall into this category.

Prerequisite: Charisma 13.

Skills: Choose two of the following skills as permanent class skills. Diplomacy, Intimidate, Knowledge (local or nobility and royalty), Ride, or add another Speak Language.

Wealth Bonus Increase: Double starting funds, if starting at higher than 1st level then add 200 gp to available funds.

Scholar

Academics include librarians, archaeologists, scholars, teachers, and other education professionals.

Prerequisite: Add 25% of the starting racial adult age of character. For example a human would have his starting adult age equal to 18 years and an elf would be 137 years old. The age adjustments per class are then applied normally.

Skills: Choose three of the following skills as permanent class skills. Decipher Script, Forgery, Gather Information, Knowledge (any one chosen individually), Profession (bookkeeper, scribe, or the like), Search, or add another Speak Language.

Bonus Feat: Select either Diligent or Investigator.

Soldier

Bodyguards, city guards and militia fall into this category.

Prerequisite: Strength 13 or Constitution 13.

Skills: Choose two of the following skills as permanent class skills. Climb, Intimidate, Profession (siege engineer or soldier), Ride, Swim.

Bonus Feat: Select one of the following: Martial Weapon Proficiency (a single weapon) or Light Armor Proficiency.

Waterman

Sailors, fisherman, and those who make a living off of the seas and rivers fall into this category.

Prerequisite: None.

Skills: Choose two of the following skills as permanent class skills. Balance, Knowledge (Nature), Profession (boater, fisher, guide, or sailor), Swim, Use Rope.

Bonus Feat: Select either Athletic or Deft Hands.

Woodsman

Hunters, naturalists, foresters and others who make a living in the woods fall under this category.

Prerequisite: Constitution 13 or Wisdom 13.

Skills: Choose two of the following skills as permanent class skills. Climb, Handle Animal, Knowledge (Nature), Profession (guide, hunter, lumberjack, tanner, woodcutter or similar), Ride, Survival, Swim.

Bonus Feat: Select either Self-Sufficient or Track.