

Raised by Animals

When you were a child you were raised by beasts in the elements. The exact type of beast is up to you, but most often characters with this background were raised by large mammals like wolves, big cats, bears, and dolphins. Instead of ignoring or devouring you, these beasts took you in as one of their own and protected you. They taught you to hunt and thrive in the uncivilized world. Even with your beast family looking out for you, survival was still a daily struggle.

How did you come to live with these animals? Were you abandoned by your parents in nature to be claimed by your new kin? Did you wander off and get lost one day? Did your caravan or vessel have an accident which left you stranded and alone? The choice is yours, but somehow you left the civilized world as a child and came to live with your new family.

At some point you were brought back into civilization either by choice or by force. You're learning what it means to be part of civilization and to have easy access to the things you fought for each day like food, water, and shelter. How has that changed your world completely?

Skills: Animal Handling and Survival

Tool Proficiencies: Herbalism kit and either wood carver's tools or mason's tools

Equipment: A piece of fur, tooth, or other memento from one of your beast parents, a set of common clothes, a small knife, and a belt pouch with 5 gp.

Feature: Friend of the Family

There is a small animal friend you made in the wild. This creature should be a Small or smaller creature with a challenge rating of 0. While this creature will not fight for you, it does follow itself around and will protect itself if attacked. You are able to give it simple tasks such as delivering a note or small package to a person you can see nearby, causing a distracting, or serving as an alarm bell. Should this creature die you are able to find and befriend a new, similar animal in the same way.

Suggested Characteristics

You are restless, which may be why you adventure. For all its comforts, the civilized world is too crowded and stuffy. You long to feel the thrill of the hunt, to listen to the wind, feel the sun upon your exposed skin, and smell clean air. You might be uncomfortable in the trappings of civilization, but you feel superior to those who choose a softer life. They don't understand that survival goes beyond toiling the fields or the shop.

d8	Personality Traits
1	I pull and rearrange these restricting clothes constantly.
2	I eat with my hands.
3	Whenever I walk into a new place I take a long sniff of the air.
4	Bathing isn't for me.
5	I openly laugh at anything I find amusing. What's impolite?
6	I do not back down from a challenge.
7	I get angry whenever someone makes fun of me for not knowing something.
8	I speak very little and often in cryptic nature metaphors when I do.
d6	Ideals
1	Free Spirit. Nothing is more liberating than following your own heart. (Chaotic)
2	Natural Order. Every animal must live life by nature's code. (Lawful)
3	Savagery. Eat the weak because they'd eat you if they could. (Evil)
4	Family. Do all you can for the pack and the pack will protect you. (Neutral)
5	Hard Work. Move through tough times to earn the good. (Neutral)
6	Protection. Those without claws have a right to life too. (Good)
d6	Bonds
1	I haven't seen my parents since before I met my animal family.
2	My birth parents have another child I have never met.
3	One of my animal siblings died because of me.
4	The homeland of my animal family is slowly being urbanized.
5	When I see an animal in need I must help it.
6	I have a scar given to me by one of my animal family members during a disagreement.
d6	Flaws
1	I would rather physically fight than argue.
2	The best comfort of civilization is liquor.
3	If you give me an order, I will do the opposite to spite you.
4	I take things that don't belong to me, because objects belong to no one.
5	I am easily manipulated when an animal's life is threatened.
6	I try to hide my past when I meet new people because they never understand me.