

## BACKGROUNDS

Your character's chosen background says something about the time before they were called to the adventuring life. You are free to develop and tweak the details of that past, but each background can provide one or more of the following: skill and tool proficiencies, additional languages, and additional starting equipment. A few also provide an armor and/or weapon proficiency. They all provide a named "Background Feature." These traits are followed by a short description contextualizing the background in terms of the setting, and establishing the cultural differences that might exist between people sharing this background if they are starting characters from the Inchoate Empires or replacement characters from Makrinos itself.

### CUSTOMIZING A BACKGROUND

All of the sample backgrounds included here can be further customized to try to better fit your idea of your character's past and interests. You should discuss with your DM the possibility to trading out one or more skill or tool proficiencies provided by a background for a different one, making changes to additional starting equipment, or suggest different languages available to you. You may also be able to swap out for an equivalent background feature, if appropriate.

### LIST OF BACKGROUNDS

- Acolyte
- Artisan
- Charlatan
- Courtier
- Criminal
- Cultist
- Entertainer
- Exile
- Farmer
- Fisher
- Frontiersman
- Guard
- Hermit
- Itinerant Preacher
- Marine
- Noble
- Outlander (aka "Barbarian")
- Sailor
- Scholar
- Shipwright
- Soldier
- Trader
- Urchin

## ACOLYTE

You have spent your life in the service of a temple or as a member of an order. You are not necessarily a cleric

or monk but are ordained to perform various rites and have deep knowledge of religious custom and scripture.

Choose one of the 13 Gods, whatever your feelings about them now, you once served their following and when recognized as such, you might be called upon to perform rites in that god's name, such as marriages, name day ceremonies, and funerals. You might also be called upon to perform some duty specifically related to your chosen god's portfolio.

**Skill Proficiencies:** Religion, and choose between History and Insight

**Languages:** Choose one: Celestial or Infernal

**Equipment:** Holy Symbol, a prayer book or prayer beads, 5 blocks of incense, vestments, a pouch containing 10 gold pieces.

### SHELTER OF THE FAITHFUL

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You can expect to receive shelter at a temple, shrine, or other established presence of your faith. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous or costly, and you remain in good standing with your temple.

### ACOLYTES IN THE INCHOATE EMPIRE

Acolytes traveling to Makrinos from the Inchoate Empires might have a range of reasons and experiences for leaving. You might hold some heretical belief or have taken some church ideal to such an extreme that you suffered some physical or social threat for it and/or are seeking a new land to spread your non-standard ideas. Your temple might have been destroyed in the frequent sectarian wars of the Empires, or the church could have come under a new leader whose priorities and interpretations run counter to what you believe to be the authentic approach to worshipping your god. You might have also come to reject your god (or any gods) altogether and it easier to build a new life in a new land where religion does not have quite the same political gravity as it does in the Empires.

Clearly, an acolyte from the Empires is going to lose access to the temple at which they served and are familiar, but nothing stops them finding a new temple of their god to join and/or align with upon arriving in Makrinos.

## ACOLYTES IN MAKRINOS

The role of religion in Makrinos is both localized and perfunctory. It is localized because most temples are independent with their own hierarchy, customs, and rules, and not beholden to a church hierarchy beyond that particular site. It is not uncommon, however, for some temples to form alliances with other temples to their gods (whether nearby or distant) and sometimes even with other gods with parallel philosophies or traditional bonds according to stories or scripture.

Religion is perfunctory in Makrinos, in that despite its limited role, assemblies of Senators or other state officials or Prefect-called town meetings will usually have one or more acolytes to one or more of the 13 Gods to recite opening and closing ritual prayers and provide religious support for the work of the state. The more fragmented nature of churches in Makrinos means that while individual temples or small alliances of them can build political capital, there is a limit to that power in the form of other churches of the same or related gods with differing agendas. Nevertheless, internecine violence is exceedingly rare in Makrinos, and even rival temples of the same god will typically greet members of the other church with respect and diplomatic handling providing limited aid in good faith.

## ARTISAN

You are adept enough in a trade to make a comfortable living and to aspire to mastery of your art. Yet here you are, ready to slog through mud and blood and danger. Why did you become an adventurer? Did you flee a cruel master? Escaping an obligation to the family business? Are you looking for new materials and new markets? Or is your day job a convenient set of skills to fall back on and/or put to work for your more adventurous dreams?

**Skill Proficiencies:** Choose one: Insight, History, Persuasion

**Tool Proficiencies:** Artisan's Tools or Smith's Tools

**Equipment:** One set of artisan's tools, sketchbook and charcoal, traveler's clothes.

## AN EYE FOR GOODS

When making an Investigation check to assess the value of an object commonly made by those in your artisan field (or a closely related one), you may add your proficiency bonus even if you are not proficient in investigation. If you are proficient, you gain an expertise die (+1d4) when appraising such items.

## A WEEK'S WAGES

When in a town or city, you have advantage on Persuasion checks to negotiate a price for a workshop space to ply your trade (assuming good faith), usually

with a fellow artisan. As part of a week of downtime you can market your skill. Assuming you have or can borrow enough to cover half the base price of the types of objects to be crafted or repaired to represent raw materials, at the end of each week, roll a Tool Proficiency check and compare your result to the table below to determine how much profit you've made.

You can also spend one or more work weeks crafting a masterwork item whose quality is sufficient to be used for magical items.

## TYPICAL DIFFICULTY CLASSES

Tool Proficiency Check	Profit (or Loss)
Less than 5	Lose what you spent in raw materials.
5 to 9	You break even.
10 to 14	1d100 + check result in silver pieces
15 to 19	2d10 + check result in gold pieces.
20 to 24	5d10 + check result in gold pieces.
25 to 29	5d20 + check result in gold piece.
30+	2d100 + check result in gold pieces

## ARTISANS IN THE INCHOATE EMPIRE

"Everything is cheap and disposable in the Empires, even thrones..." The corrupt and decadent people of the Empires no longer recognize quality. To be an artisan is to compete in a market of lowest common denominator and fastest to completion. It is a low-born profession with no profit and little to commend it, save those lucky few who are kept by the ultrawealthy for their needs.

## ARTISANS IN MAKRINOS

Artisans are respected in Makrinos. While there are always scammers and charlatans, artisans can gain fame and wealth in Makrinos cities, where the products of their crafting are likened to high art but appreciated all the more for their practical use. Every town and even some villages have an artisan of local renown—whether it be a potter, a carpenter, a glazier, a smith, or what-have-you—who everyone thinks would make it in the big city and gain the attention of wealthy tastemakers.

## ATHLETE

You have spent much of your life trying to perfect your body towards the performance of a sport and all-around physical fitness. Competition and displaying prowess motivate you, as potentially do athletic camaraderie and sportsmanship. You have some renown where you are from as a gifted athlete and may even be more broadly famous for some past athletic deed. People who hear of your gifts will want to see demonstrations of it and local practitioners may challenge you to compete.

**Skill Proficiencies:** Athletics or Acrobatics

**Equipment:** A medal or trophy awarded for winning a competition and 10 gold pieces in prize money.



## SPECIALIZED TRAINING

You gain a skill specialization in your chosen skill proficiency. If Athletics choose between grappling, jumping, lifting, running, swimming, or throwing. If Acrobatics choose between balance and tumble.

## ENDURANCE

You gain an expertise die (+1d4) whenever you roll a check to avoid exhaustion as long as you do not already have any levels of exhaustion and the source of the exhaustion is from physical or mental exertion, not magic.

## ATHLETES IN THE INCHOATE EMPIRES

There is no reason why one of the Empires might not have a tradition of athletic competition similar to (or wildly different from) that of Makrinos. As many of the people in Makrinos descend from those fleeing the Empires, your character might practice an earlier or variant form of a sport common to Makrinos. Or you might have been a member of a sports team that played religious games with the losing side giving up a sacrifice.

## ATHLETES IN MAKRINOS

Makrinos has a strong tradition of athletic competitions and physical contests, preferring individual demonstrations of skill over team sports. It holds national games in Curia every six years, but other cities like Cheops, Hesperos and Cauldron have their own stadiums for sporting competitions. It is tradition in Makrinos for athletes to compete naked. In Makrinos culture, such competitions are considered more authentic than equally popular gladiatorial games, and in some towns, they have religious undertones.

The most successful and popular athletes can go on to have careers as Prefects or Senators. It is not uncommon for an athlete in Makrinos to be sponsored by their town or village and to have a manager who acts both as a trainer and a promoter. Gambling on the outcome of contests is common with some athletes making a public scene of betting on themselves to win. In some big towns and cities, athletic competitions are also a focus for criminal activity and enterprises.

## CHARLATAN

You are good at fooling people. So good, in fact you can, and perhaps have, made a living at it. Or perhaps you have had to put your skills at deception and forgery to work in crafting a new life, when your former identity became too dangerous to hold on to. A serial imposter, a snake-oil salesperson, a rainmaker, or a cult leader are all possible roles for a charlatan. You might exploit your gift for personal gain, be fleeing those who want to harm or arrest you, or an investigator who produces cover identities to root out corruption. You can make the

implausible seem plausible and what is too good to be true inevitable because you know targeting a mark's pride can be more effective than simply preying on the naturally gullible.

**Skill Proficiencies:** Deception and choose between Insight, Sleight of Hand, and Culture.

**Tool Proficiencies:** Disguise kit, forgery kit **Languages:** Choose one of your choice.

**Equipment:** a set of fine clothes, a set of common clothes, A disguise kit, a forgery kit

## MANY IDENTITIES

You have a bundle of forged papers of all kinds—property deeds, identification papers, love letters, arrest warrants, and letters of recommendation — all requiring only a few signatures and flourishes to meet a specific need. When you encounter a new document or letter, you can add a forged or modified copy to your bundle, or, if your bundle is lost, you can recreate it. Both of these tasks require a forgery kit, contacts, and a week's work.

## DIALECT WORK

You are very good at picking up local accents and figures of speech. After a 24-hour period in a locale with a specific dialect or accent of a language you know, you may use it nearly flawlessly, gaining an expertise die (+1d4) on any Deception check involving convincing someone you are from that area.

## CHARLATANS IN THE INCHOATE EMPIRES

The Inchoate Empires has more than its fair share of charlatans who make use of the constant war and chaos to swindle anyone from which they think they might make a profit. The stakes are high, of course, as lynch mobs and draconian laws make such chicanery a potentially lethal business. A Charlatan from the Empires would need to rebuild his portfolio of documents from local sources, though they'd still be able to put some of what they already have to work immediately.

## CHARLATANS IN MAKRINOS

The Republic of Makrinos is home to the typical number and range of ne'er-do-wells and con artists. A good deal of confidence work frequently involves posing as a member of the expansive and convoluted Republican government in order to drain those ample tax coffers. The generally lenient laws in Makrinos means that a Charlatan who is caught, tried, and found guilty might only need to suffer a handful of years in prison where they will likely either learn new cons from other prisoners or arrange for bribes to gain early release. This does not mean, however, that some citizens might not take the law into their own hands if they've been swindled. The isolated quality of different parts



of Makrinos also means that a Charlatan can move on to somewhere else to reenact their crimes or simply adopt a whole new identity with less chance of being spotted by someone they have crossed in the past.

## COURTIER

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You are or have been a functionary or attendant in a noble court or bureaucratic organization. Even if you are no longer a part of it, you are familiar with the minutia of its customs, politics, alliances, and rivalries, and excel at divining such complex relationships in other courts and organizations. You might come from a wealthy or connected family, or your talents and some luck could have secured you this position.

In addition to noble courts, courtiers could work in some guild, military organization, or secret society.

Courtiers become adventurers when they cross the wrong person, suffer a series of unfortunate events, or is seeking to accomplish heroic tasks for their masters' agenda (or their own).

**Skill Proficiencies:** Insight, and either Persuasion or Culture.

**Languages:** *Choose two:* Celestial, Draconian, Dwarven, Elven, Goblin, Infernal, Sylvan.

**Equipment:** a formal letter of introduction to a court or organization, a set of fine clothes, a pouch containing 5 gp.

## NAVIGATING PARTIES

You are masterful at observing people interact in court or other official meetings and assessing the relationships of those involved. After observing one session of any court or similar organizational event, you may make an Intelligence-, Wisdom-, or Charisma-based Insight check (DC 15) to know and understand the relationships and reputations of the major players and their followers. This check is made at Disadvantage if you do not (or cannot) interact with other courtiers or the proceedings take place in a language you do not know. Your DM may also rule that some extremely alien courts or organizations might apply Disadvantage as well.

In addition, you gain one of the following skill specialties if you are proficient in the appropriate skill: Culture (etiquette, laws), Insight (detecting lies, reading emotions, sensing motives), or Persuasion (bribery, flattery, negotiation, peacemaking).

## COURTIERS IN THE INCHOATE EMPIRES

Courtiers fulfill traditional roles in noble courts throughout the Empires with all the privileges and risks one would expect from vying in the halls of power. As an

Imperial courtier who travels to Makrinos you might have been exiled or are fleeing a threat to your life. Are you hoping to hide your political past? Or will you seek new appointments in local courts and learn the ropes of this strange democratic state? Perhaps you hope to open new, if distant, diplomatic ties.

## COURTIERS IN MAKRINOS

Courtiers in Makrinos usually hold some appointed and/or honorary position in the cabinet of an influential Prefect in a large town or city or on the staff of a Senator. You might also be appointed or elected to some minor office and your term has expired. Despite the claims of merit being the measure of success and power in the Republic, the wealthy and connected are those that benefit the most from the system and have the largest retinues of people working for (and thus also against) them.

## CRIMINAL

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Before heading out for an adventurer's life, you lived a life of crime (though some may wonder what the difference between those really is). Surrounded by cutthroats, thieves, and smugglers, you know the ways of criminal networks and are familiar with the methods of enforcement used to capture those lawbreakers. Were you driven to crime by your circumstances or perhaps by a moral necessity? Or did you take it up due to your attitude and greed? Were you a sneak thief who slipped into places to steal what you could, or did you pick pockets? Perhaps you were you a back alley mugger who was quick to violence to get what you wanted? Still yet, you could have been a well-respected citizen who used their reputation to cover their criminal activities? Regardless, you have survived this long (if not thrived) by flouting the law and avoiding or exploiting authorities.

**Skill Proficiencies:** *Choose two:* Deception, Intimidation, Sleight of Hand, Stealth

**Tool Proficiencies:** a gaming set, Thieves tools

**Languages:** Thieves cant.

**Equipment:** A crowbar, a set of dark common clothes including a hood, and a belt pouch containing 5 gp

## CRIMINAL CONTACTS

You have a trusted criminal contact through which you can send messages to other criminals in a related network, learn about local law enforcement activity, fence goods, or find out about jobs. Furthermore, when in a moderately sized or larger town or any city, you can make new contacts (though how trusted they may be may vary). Make a Culture check and subtract the result from 20. The result is the number of full days of making discrete inquiries it takes to gain the trust needed to



make a contact. If the result is 0 or less, then this can be achieved on the same day or evening.

### CRIMINAL SPECIALTY

There are many kinds of criminals, and within a thieves' guild or similar criminal organization, individual members have particular specialties. Even criminals who operate outside of such organizations have strong preferences for certain kinds of crimes over others. Choose the role you played in your criminal life. If you start play proficient with the base skill, you gain the listed Skill Specialty.

Criminal Role	Required Skill	Skill Specialty
Blackmailer	perception	listening
Burglar	stealth	casing
Enforcer	intimidation	subtle threats
Fence	investigation	appraise
Highway Robber	stealth	camouflage
Hired Killer	medicine	poisons
Kidnapper	survival	tracking
Pickpocket	sleight of hand	pickpockets
Smuggler	stealth	anonymity

### CRIMINALS IN THE INCHOATE EMPIRE

There are a variety of criminal organizations and networks in the Inchoate Empires, including whole kleptocratic states. As such, it is not difficult to imagine any kind of criminal making their way from the Empires to Makrinos. In such a case, you begin with a name and general location of a criminal contact you can trust that you have to make an effort to find. This contact could be a previous exile, a retired criminal, someone on the run from the law, and so forth, but they will have also had some past connection to the Empires. Crime is generally dealt with quite harshly in the Empires (with execution, amputation, or hard labor being common sentences), so a criminal could be setting their sights on new marks with less risk, be an escaped convict, or have a death sentence hanging over them.

### CRIMINALS IN MAKRINOS

The typical range of crimes and criminals can be found in Makrinos. There are local thieves guilds, but some of the larger and more influential ones have satellite organizations in other locales. For the most part, guilds serve as a network of fences and information brokers who make connections between different criminals and gangs throughout the Republic. The Makrinod cultural belief in redemption and second chances has led to prisons and labor being a preferred punishment for crimes over execution or torture. It is well known that bribes in the forms of "fees" and favors can be paid to lessen or even dismiss sentences against imprisoned criminals. Furthermore, criminals found guilty of their

crimes have the opportunity to join the "Demos Argentaria," which is a synecdoche for both the complex system of state-owned indentured workers who are leased out for work throughout the Republic, and the subset of the office of the High Tribunal who oversees the system. It is frequently used to pay off debts and criminal sentences.

### CULTIST

You are (or were formerly) a worshipper of one of the Under Gods or part of one of the Syncretic Cults of the 13 Gods. While the 13 Gods are the primary pantheon of most of so-called civilization and the areas where its shadow and influence fall, there are countless other spirits, divine beings, and fiends that have smaller and more zealous followers that are considered eccentric and misguided at best and unstable and dangerous at worst. Membership in these cults is usually kept a secret. In some places, worship of these gods is forbidden, but even in the most tolerant place, it is considered socially taboo and a cause for suspicion because most of the Under Gods are associated with foul rites and goals for world domination or apocalypse.

If you left the cult, why did you leave? Was the cult's professed benevolence a cover for its corruption? Did you come to recognize the emptiness of its promises of power? Did you witness horrors that shook your faith? Or do you still nurture its dark edicts in your heart? Choose or (with the help of your DM) invent one of the Under Gods or one of the Syncretic Cults of the 13 (heretical combinations of two or more of the 13 Gods whose followers consider superior beings to the individual gods). You are either part of a secretive religious organization who worships and serves that being through the figure of one or more charismatic leaders or have recently left one.

**Skill Proficiencies:** Religion and choose one between Deception and Arcana.

**Languages:** Choose one: Abyssal, Infernal, Celestial

**Equipment:** Holy symbol (amulet or reliquary), common clothes, robes, 5 torches, 2 prayer candles or blocks of incense.

### FORBIDDEN LORE

When you fail an Arcana or Religion check, you know what being, tradition, order, or book holds the knowledge you seek — finding the book or paying the price for that knowledge is another matter.

### CULTIC CANT

You know secret words, phrases, and gestures that when sprinkled into a typical conversation can help identify other members of your cult (or related cults)



and arrange for clandestine meetings. Someone unfamiliar with your cult's particular cant might be able to determine that secret messages are being shared if they become suspicious, by making an Insight skill check against your Deception skill roll. This does not, however, interpret the content of the secret conversation.

## CULTISTS IN THE INCHOATE EMPIRES

The nations and Peoples of the Inchoate Empires are far too varied and expansive to identify a single attitude or incarnation of cultists in those lands. However, generally speaking in most places the cults dedicated to the Under Gods are forbidden and the Syncretic Cults are thought mysterious and absurd, ranging from social ostracism to being burned at the stake. A cultist traveling to Makrinos might be fleeing ostracization, going into exile, and/or seeking a person, site, or object holy (or unholy) to their god in order to rebuild their power base and fulfill their cultic goals. A former cultist might be fleeing their former cult brethren or seeking to follow some of them (or a related cult) who have come to Makrinos in search of the aforementioned person, site, or object.

## CULTISTS IN MAKRINOS

While technically, religious freedom is the law of the land, in general, in Makrinos, any religious following not dedicated to any (or all) of the 13 Gods is considered a cult and is held in suspicion by locals and the government. This reputation is not without its reasons, given the goals of some cults dedicated to fiends, lost gods, and other destructive powers. Cultists in Makrinos are typically partaking in rituals and schemes meant to increase the power of their organization and/or to help bring their patron's power into the material world. Former cultists might be looking to leave any connection to those dark machinations behind, could be hunting for members to get revenge on or bring to justice, or have joined a so-called "legitimate" church.

## ENTERTAINER

A balladeer, a thespian, a harlequin, an acrobat, a dancer, a virtuoso, you excel entertaining others in everyway you can think of. You may have specialty, but when the show must go on, you can do anything you are called upon to do to draw the crowd and bring them to their feet (and just as importantly, fill your hats with coins). Whatever technics you use and whatever talents you draw from you life is about hearing the crowd genuinely moved to applause.

You may have been part of a performance company with a residence in a theater or music hall in a wealthy city or well-off town, or you may have been part of a traveling troupe of performers never staying more than a few nights visiting lowly hamlets and opulent courts.

**Skill Proficiencies:** Determined by Entertainment Specialty.

**Tool Proficiencies:** Determined by Entertainment Specialty, if any

**Languages:** Choose one: Draconic, Dwarven, Gnomish, Elven

**Equipment:** A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), costume clothes, and a belt pouch containing 9 gps.

## PAY THE PIPER

In any settlement of a "Poor" or higher lifestyle in which there is an open public house or other gathering place and where you haven't made yourself unpopular, your performances can earn you enough money to support yourself and up to three companions. Make a Performance check and compare it to the DC associated with the lifestyle conditions of the establishment or general neighborhood. A successful check indicates you have earned food and lodging for one day and night (or night and day, as the case may be) at that business (or earned an invitation as a guest at a manor, for example) for you and your companions, along with some extra coin. For every full five points by which you beat the DC you earn additional day of food and lodging and coin. Failure means you are asked to move on or pay your own way.

Lifestyle Conditions	DC	Additional Earnings	Max / Day
Poor	15	2d10 cps	40 cps
Modest	10	1d10 sps	20 sps
Comfortable	13	2d10 sps	40 sps
Wealthy	16	4d10 sps	80 sps
Aristocratic	19	10d10 sps	200 sps

Of course, this does not count special events and concerts that may arise in the game narrative that may be more rewarding either monetarily and/or other ways.

## ENTERTAINMENT SPECIALTY

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose a routine or roll on the table below to define your specialty as an entertainer.

d10	Routines	Bonus Proficiency
1	Actor	performance, disguise kit
2	Dancer	acrobatics, performance
3	Fire-eater/Sword-swallower	performance, rapier proficiency
4	Instrumentalist	musical instrument, performance
5	Jester	acrobatics, performance
6	Juggler	performance, sleight of hand
7	Poet	history, performance
8	Singer	musical instrument, performance
9	Storyteller	culture, performance
10	Tumbler	acrobatics, athletics

## ENTERTAINERS IN THE INCHOATE EMPIRES

There are as many kinds of entertainers specializing in different forms of performing arts as can be imagined in the Inchoate Empires. But it is constrained and inspired in turns by politics and the influence of the wealthy. There are also countless traveling entertainers in troupes who brave the war-torn land to earn a living bringing pleasure to the common folk who have their own traditional ballads, plays, and dumbshows. Entertainers who have left the Inchoate Empires may be seeking new audiences, new kinds of music or art, or fleeing a bad contract with a jealous patron.

## ENTERTAINERS IN MAKRINOS

The most common entertainers in Makrinos are small traveling bands (sometimes families) that move from place to place to bring their show and share their talents for spare coin and hospitality. There are also at least two large traveling circuses that move between cities. Wealthier towns and cities might support several competing entertainers or even entertainment companies who perform residencies at fancy inns or outdoor theater. In cities like Curia and Alasios the theater is very popular (though their traditions are very different), while in Hesperos singers are among the most famous. Every village, however, has some kind of entertainer around.

## EXILE

Your homeland is barred to you, and you wander strange lands. You will never be mistaken for a local, but you find ready acceptance among other adventurers, many of which are as rootless as you are. Are you a banished noble? A refugee from war or from an undead uprising? A dissident or a criminal on the run? Or a stranded traveler from an unreachable distant land?

Some exiles have been turned out from their homes, some by war, and others for violating some taboo, while others are self-imposed exiles. As such their attitude to their homeland and the desire to return there can range widely. Regardless, however, most have something they can't help but miss in or about their former home, and

other things they can see more clearly now that they have left it.

**Skill Proficiencies:** Culture and Insight

**Languages:** One of your choice.

**Equipment:** Traveler's clothes, 10 days rations, a pouch of 5 electrum pieces

## FELLOW TRAVELER

You gain an expertise die (+1d4) on Persuasion checks against others who are away from their land of birth.

## TRAVELER'S KNACK

You gain the skill specialty Intuitive Thinking, gaining an expertise die (+1d4) on Insight checks when trying to figure out something for which you have no context.

## EXILES IN THE INCHOATE EMPIRES

The Inchoate Empires is the kind of place that produces many exiles for countless reasons. While some these exiles wander other parts of the Empires, many seek to leave that part of the world behind forever and seek a new life and home in the east.

## EXILES IN MAKRINOS

Exiles have a large historical and cultural influence on Makrinos, as a large part of its human population are descendants of exiles from the Inchoate Empires, some of which arrived long before the ancient (and fallen) Celestrune Empire but many of which are from a line of exiles that have arrived and continue to arrive in a trickle every year, bringing their own customs and values to the Republic's amalgam of peoples. Exile itself is an uncommon punishment in Makrinos, so there aren't many exiles from there.

## FARMER

You were raised a farmer, working the land for little pay at the cost of long hours of back-breaking labor. You know your way around a field and an animal pen, having learned when to plant, when to harvest, a knack for predicting the weather, and how to raise, tend, breed, and slaughter animals.

But now you are an adventurer! What happened to get you to beat your plowshare into a sword? Do you seek adventure? Revenge? Has your love of the land and nature become a religious devotion?

**Skill Proficiencies:** Animal Handling, Nature **Tool**

**Proficiencies:** Land vehicles **Equipment:** Common clothes, shovel or pitchfork, 5 days of rations, a pouch of 15 silver pieces.

## STEWARD OF THE LAND

You have a Skill Specialty in Nature (farming), gaining an expertise die (+1d4) on Nature checks involving



farming.

### **ANIMAL WHISPERER**

You have an Animal Handling skill specialty—driving—gaining an expertise die (+1d4) on Animal Handling checks involving yoking or herding animals.

### **PROGNOSTICATOR**

You have a knack for knowing how the weather will change in the near future. You can make a Wisdom (nature) check (DC 15) to gain a general sense of mundane weather conditions in your area for the next 24 hours.

### **FARMERS IN THE INCHOATE EMPIRES**

Farmers are among the poorest people in the Inchoate Empires, as many of them are serfs or peons who are bound to their land and must subsist on what is left over from their harvest after paying tribute to various landlords and nobles. They also suffer the most from the war-prone land, having fields burned, barns razed, and sometimes being driven to seek out new places to plant again. However, there are also farmers who serve wealthy masters more directly, seeing to royal fields or tending to gardens.

### **FARMERS IN MAKRINOS**

Farms of many types can be found throughout Makrinos, from cranberry farmers in the marshes the inner coast of the Shimmaré Sea to wheat farmers in the golden breadbasket surrounding the legislative capital, Curia. There are also other large farms found in relatively safe lands surrounding other cities like Alasios and Hesperos. It is not uncommon for these large farms to employ slaves from the Demos Argentaria. There are also still many subsistence farmers with small farms throughout the island. Some farmers in southern Makrinos have recently lost their fields due to the poisonous encroachment of the Greywater, a mysterious pollution of the water table that withers crops and makes people and animals sick.

### **FISHER**

You have spent your life aboard fishing vessels or combing the shallows for the bounty of a lake, river, or ocean. Perhaps you were born into a family of fisher folk, working with your kin to feed your village. Or perhaps you worked for a larger fishing company onboard a ship, whaling, or hunting other big sea creatures for sustenance and oil.

**Skill Proficiencies:** Nature, Survival and Choose one: Athletics or Perception

**Tool Proficiencies:** Fishing kit, Water vehicles

**Weapon Proficiency:** Spear.

**Equipment:** Fishing tackle, a net, a favorite fishing lure or oiled leather wading boots, a set of traveler's clothes, and a belt pouch containing 3 gp

### **HARVEST THE WATER**

You have a skill specialty in Survival (fishing), gaining an expertise die (+1d4) on checks using that skill or the fishing kit. If you are fishing in familiar waters, you make the check with advantage. If you have access to a body of water that sustains marine life, you can maintain a moderate lifestyle while working as a fisher, and you can catch enough food to feed yourself and up to 2d4+2 other people each day.

### **FISHERS IN THE INCHOATE EMPIRES**

Fishers and whalers and other hunters of the sea can be found in and around the Empires, and in many places their bounty serves as the breadbasket for coastal and island nations. A fisher might leave the Empires for new waters to hunt, seeking a legendary whale or sea monster, or blown so far off course by a storm that getting back home is out of the question.

### **FISHERS IN MAKRINOS**

Since it is an island with a large inland sea, Makrinos is home to many fishers, and whaling is also a common endeavor. Most fishers work in family boats and keep to shallow or inland waters. Whalers take longer excursions into the Kevoc Ocean seeking their trade, though some whales come by the shores or even into the Shimmaré. Whaling ships are usually company ships owned by the wealthy of Makrinos.

### **FRONTIERSMAN**

You or your people left the city life or fled from the fields of serfdom to carve a home out of wilderness. Self-sufficient and ambitious, you seek to tame nature to your will to make a safe home and thrive on your own, but also understand the dangers of arrogance in the face of wild lands. You are used to competing with other people, animals, and monsters for resources, but prefer a solitary life—only meeting up with others or marching to the nearest town when absolutely necessary. You wear hide and fur clothes or hand-sewn leather armor, you can track a bear, and speak the language of the locals, even if you prefer not to speak at all.

Frontiersmen can often be contradictory figures, who do not hide their disdain for the trappings of civilization, but also see themselves as guardians of its borders—essentially seeing themselves as a civilization of one.

**Skill Proficiencies:** Survival

**Tool Proficiencies:** Choose two: Carpenter's Tools, Leatherworker's Tools or Woodcarver's Tools

**Languages:** Choose one: Giant, Goblin, Sylvan



**Equipment:** a set of self-made traveler's clothes, 5 days of homemade rations, a rucksack, a hatchet

## RESILIENT

Your solitude and self-reliance have made you better at fighting off sickness and exhaustion. You have an expertise die (+1d4) on any saving throw or checks to avoid disease or exhaustion from natural (non-magical) sources. If you fail the roll, you lose this die until after your next extended rest in solitude.

## WILDERNESS WARRIOR

Given an hour's time you can make a workable quarterstaff, spear or club in any wooded area using a woodcarver's kit, a hatchet, knife or even a sharp stone. These weapons are not treated as improvised but do break whenever they deal a critical hit.

## FRONTIERSMEN IN THE INCHOATE EMPIRES

The constant wars, focus on urban life, and the destruction of natural environments in the Inchoate Empires has driven many people to seek wild and solitary places as a means of escape. As these places too can be exploited and become crowded, some who dwell on those frontiers travel to Makrinos seeking new places to be alone.

## FRONTIERSMEN IN MAKRINOS

It would be impossible to say how many people have fled Makrinos towns and cities and even rural villages for the mountains and deep wooded hills of the island's interior, or for some forgotten cove on the lonely northern coast. The complexities of democratic politics and the responsibilities of the polis are too much for some citizens and they eschew it all. Nevertheless, preferring solitude does not mean that there are not reasons that a frontiersman would not come to town seeking aid or giving it.

## GAMBLER

You have made a career from playing games of chance. An ace at cards and born with a knack for judging the odds, you love a calculated risk, and sometimes the less calculated the more fun. Any day might be the day when you risk it all or walk away. A student of your preferred game, you might be a brilliant strategist or cheater with fast hands, but chances are you walk away from the game with heavier pockets, even if sometimes it means you have to run.

**Skill Proficiencies:** Insight, and *choose one:* Deception or Sleight of Hand **Tool Proficiencies:** Gaming set (dice set, playing cards set). **Equipment:** Fine clothes, dice set, playing card set

## LADY LUCK

During downtime, assuming you can find a game of chance, on any given night you can earn enough in such games to afford accommodations for you and up to three companions. The DM will tell you which ability check or tool skill check that is appropriate to roll for the outcome depending on the game. On a roll of natural '1' roll d100. You lose that percentage of any coins or other valuable treasure (gems, jewelry, etc...) you have on you. If you roll a natural '20' roll 1d100, you win that amount in gold pieces and have earned someone's enmity.

## GAMBLING OUTCOME

Gaming Check Result	Lifestyle Afforded	Example
Less than 10	Poor	Flopping on a common room floor or at a commoner's house
10 to 14	Modest	A room to share in a modest inn, a round of drinks, and a common meal
15 to 19	Comfortable	Two rooms at a nice inn, a fine meal and breakfast, a few free rounds
20+	Wealthy	A suite at a fine inn, fine meals, drinks on the house, other services like laundry, baths.

## GAMBLERS IN THE INCHOATE EMPIRES

Gambling and games of chance are very popular throughout the Empires. Even in places where gambling is forbidden there is bound to be an underground network of games and secret casinos.

## GAMBLERS IN MAKRINOS.

Gambling with cards or dice is considered a lower-class activity in Makrinos and as such is most popular among the common working folk and in seedy taverns. It is also a popular pastime for sailors. That said, high stakes card and dice games are still popular among the wealthier criminal element. Wagering on athletic competitions, however, is the height of noble fashion and a common activity for senators and other political figures.

## GLADIATOR

Blood sports are popular in many places in the world, but they would not be very entertaining or last very long if combatants simply did their best to murder each other as quickly as possible. Gladiators are as much showmen as they are warriors. Trained at making combat into a spectacle the crowd can enjoy, gladiators try to stretch things out with flourishes, quips, and acrobatics, even though they know there is a decent chance that the production can turn deadly. The fights, while choreographed, are not scripted and in some places the fate of the loser is determined by the crowd. All the



more reason to fight entertainingly, a good fight by the loser may still be rewarded, while a lackluster performance might lead to thumbs down.

Gladiators can develop fame, and travel from place to place to accept the challenges of others and demonstrate their puissant skills. They also do not have a long lifespan, due to the dangers of their work, especially in places where monster-fighting is potentially part of the show (monsters generally don't play along). Traditionally, gladiators fight with tridents, nets, and maybe a gladius, but different places and establishments have different fighting traditions. Consult with the DM about possible changes to weapon proficiencies and equipment to account for these differences. For example, in some places grappling or staff-fighting might be the traditional weapons for a combat match.

**Skill Proficiencies:** Acrobatics, Performance **Weapon Proficiencies:** Trident, Net, Gladius (treat as slashing short sword) **Equipment:** Trident, net, the favor of an admirer (a fan/love letter, a lock of hair, or trinket), gladiator costume, a pouch of 10 gps.

### BY POPULAR DEMAND

You may perform in any place that features combat for entertainment — perhaps a gladiatorial arena or secret pit fighting club. At such a place, you receive free lodging and food of a poor, modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically show you respect, giving you an expertise die (+1d4) on Persuasion or Intimidation checks.

### GLADIATORS IN THE INCHOATE EMPIRES

There are combat sports of all types throughout the Empires, and they tend to be bloodier and deadlier than those in Makrinos. Gladiators who have run afoul of a thieves guild wanting them to throw a match, seeking new challenges in a different place, or hoping to retire by escaping their contract, all have reasons to migrate to Makrinos.

### GLADIATORS IN MAKRINOS

Traditional gladiatorial combat is popular in several cities in Makrinos — like Curia and Cheops — while pit-fighting draws crowds in smaller or seedier places like Bogaz, Brackwater Styes, Cauldron, and Itanos. In both cases, this popularity, while not limited to the common folk, is where it is most present. The names and deeds of gladiators can spread widely, especially as bards and other entertainers share (and embellish) the stories of their matches in places where no one has ever seen them. Most gladiators have a manager who serves as a

trainer, promoter, and secretary, arranging matches, tours, and pay and taking at least 40% of earnings.

## GUARD

Whether you worked as a sentry, constable, member of the city watch, or bodyguard, rich folk used to pay you to protect them. You may have stood watch in a throne room, or acted as a lookout on a guard tower. You may have walked an urban beat or traveled from place to place with a caravan. Regardless, you have moved on, but why? Were you not very good at your job? Made a mistake or slip-up that cost someone their property or their life? Were you caught taking a bribe or stealing from your bosses? Or were you just accused of those crimes? Perhaps you were too good at your job, and as a stickler for protocol you finally annoyed the wrong person and were dismissed. Maybe you just got tired of looking after others and realized you could be more successful looking after yourself.

**Skill Proficiencies:** Intimidation, Perception and choose between Athletics and Investigation. **Armor and Weapon Proficiencies:** Light armor, halberd **Equipment:** Common clothes, halberd, studded leather armor, uniform

### AIR OF AUTHORITY

Choose either the authority or interrogation (Intimidation) Skill Specialties, you gain an expertise die (+1d4) on Intimidation skill checks involving an expression of authority (either actual or perceived) or while questioning someone who is uncooperative, depending on the choice. In general, many commoners and other civilians may defer to your air of authority, assuming you are part of the local constabulary or other legal organization.

### GUARDS IN THE INCHOATE EMPIRES

Guards come in all types in the Inchoate Empires. It is a good job if you can get it, compared to the meager subsistence of many folks in the Empires, but it can bring dangers in addition to the expected risk to life and limb fighting to protect your charge. Trust is hard-gained in the Empires and sometimes quickly lost. Guards can find themselves on the wrong side of the authority usually granted to them if they fail at their duty or are simply suspected of doing so. As such, a guard could be fleeing the very authority he once enforced by traveling to Makrinos or looking for more honorable charges to protect and powers to work for. They might also be looking to regain something stolen, or person kidnapped while on their watch, having followed the captors to this distant land.

### GUARDS IN MAKRINOS

Being a guard is not an uncommon profession in Makrinos, from Republic Guards serving the state in one of Makrinos's two capital cities to town watch



working for a Bailiff to a prefect's bodyguards or temple guards, there are many different avenues for this occupation. While Makrinos is not as infamously corrupt at the Empires, there is nevertheless plenty of opportunities for guards to run afoul of both the law and law-breaking organizations. Adventuring might also be a natural change in direction for someone willing to risk their lives to protect the lives and property of others.

## HERMIT

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You lived in seclusion—either in a sheltered community such as a monastery, or entirely alone in the wilderness—for a formative part of your life. In your time apart from the clamor of society, you found quiet, solitude, and perhaps some of the answers you were looking for.

Unlike a frontiersman who eschews civilization and the expectations of society for a self-reliant life in the wilderness, hermits are generally more concerned with the reflective meditation and deep thinking that solitude allows them. Despite your solitary life, you might have still counted on someone to bring you food and other resources on a regular basis, even if you were totally on your own rather than sequestered in a monastery or the like.

**Skill Proficiencies:** *Choose one skill between:* Arcana and Religion, *and one between:* Medicine and Survival

**Tool Proficiencies:** Herbalism kit. **Equipment:** A scroll case stuffed full of notes from your studies or prayers, a winter blanket, a set of common clothes, an herbalism kit, and 4 gp

## DISCOVERY

The quiet seclusion of your extended hermitage gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the nature of your seclusion. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the people who or consigned you to exile, and hence the reason for your return to society. Work with your DM to determine the details of your discovery and its impact on the campaign.

## HERMITS IN THE INCHOATE EMPIRES

There are not many lonely places left in the Inchoate Empire, so must hermits in these lands are sequestered in monasteries or temples, marginal figures who are overlooked at best and used as scapegoats at worst. Both the quest for deeper solitude or the hermit's secret could drive one to cross the sea and move to Makrinos.

## HERMITS IN MAKRINOS

The powerful strain of independence in the Makrinod people means there is also a not uncommon tradition of men and women retreating into themselves. While some may be found sequestered in a monastery, most hermits here find a cave in the wilderness to occupy, being too concerned with their deep thoughts to even bother to build a more comfortable shelter. For some, the self-deprivation is part of the point. Dwarves have sacred beliefs about leaving hermits alone and the potential holy wisdom they carry back from their solitude.

## ITINERANT PREACHER

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You have spent your life in the service of a specific god (or gods) through your skill for oratory and song. You act as an intermediary between the realm of the holy and the realm of the entertainer, keeping parishioners' attention by leading them in chants and sacred songs. You are not necessarily a cleric or a bard - performing sacred chants is not the same thing as channeling divine power— but rather, your faith relies on your ability to draw people together as to then convert the flock and gather alms, and you travel from place to place spreading the faith. Often, itinerant preachers are not even associated with a specific church. Instead, they use the alms collected as they see fit towards the furthering of their god's agenda.

Successful preachers are able to capture and hold an audience's attention, so they tend to have forceful personalities and a deep well of scriptural knowledge with which to tie the events and concerns of a community they are addressing. They're inclined toward the dramatic expression of their gods' ideals.

Choose one of the 13 Gods or a set of those gods with a known connection (more rarely you may choose one of the Under Gods or a Syncretic Cult God [see Cultist]). You travel from place to place preaching the ways of your chosen god(s) through song and sermons, gathering crowds in town squares, open fields, or even taverns or the homes of the dedicated faithful.

You might also have ties to a specific temple dedicated to your chosen deity and you have a residence there but are sent out to fill in where priests need aid or to bring the gospel to new communities.

**Skill Proficiencies:** Religion and choose between Performance and Persuasion.

**Languages:** Two of your choice

**Equipment:** A holy Symbol, a prayer book, a musical instrument you can sing along with, a set of Common clothes, and a pouch containing 15 gp.



## VOICE OF THE DIVINE

As a preacher, you command the respect of those who hear the profundity of your faith and wisdom of the stories of your god. You can expect to be modestly housed and fed by those moved by your spiritual words (especially if they are of your specific faith). Those who share your Religion will support you (but only you) at a modest lifestyle for short periods of time (to stay more than a week is to out stay the hospitality) as you move from place to place.

### ITINERANT PREACHERS IN THE INCHOATE EMPIRES

An itinerant preacher from the Inchoate Empire is probably seeking new congregations to testify about their god(s) to and fleeing the unpredictable religious factions and wars of those lands. Where a new preacher come to town can be lauded one night and strung up the next.

### ITINERANT PREACHERS IN MAKRINOS

Itinerant Preachers are not uncommon in Makrinos where the influence of churches is muted by their fragmentary nature. Instead, traveling preachers who come to towns and villages draw crowds with their voice and then hold services at a space one of the local faithfuls has volunteered or by paying for a venue with money they've raised. Of course, some Itinerant Preachers are actually Charlatans, so some folks, especially those who are less pious, tend to be suspicious of new preachers who arrive, as preachers who travel a distinct circuit of towns are considered more trustworthy. Furthermore, preachers proclaiming the gospel of one of the Under Gods or the Syncretic Cults may find themselves driven out of town or giving secret sermons in a basement or barn.

## MARINE

You are a soldier trained for battle on the water or—more commonly—from the water. Marines are raiders who serve as the forward force to drive a wedge in enemy lines where armies can establish a line more safely. Or they silently emerge from the surf to sneak into enemy encampments and bring death. They also specialize at serving as boarding parties or repelling the same during ship-to-ship battles.

What has made you leave your brother and sister marines? Are you a veteran of a war? Or an escapee from a pirate ship press-ganged into a life as a buccaneer?

**Skill Proficiencies:** Choose two: Athletics, Stealth, Survival

**Armor Proficiency:** Light

**Tool Proficiencies:** Vehicles (water, land)

**Equipment:** dagger, spear, a flag, ring, or pin emblazoned with the symbol of your ship or company, a set of traveler's clothes, and a belt pouch containing 10 gp.

### DAUNTLESS

You can move twice the normal amount of time (up to 16 hours) each day before being subject to the effect of a forced march. Additionally, you gain an expertise die (+1d4) on any skill check to land a boat on shore.

### MARINES IN THE INCHOATE EMPIRES

Most marines in the Inchoate Empires are part of elite mercenary companies known for their rapid strikes and ruthlessness. In fact, some nations that employ them pay bonuses the more ruthless they are, serving as shock troops to weaken enemy defenses before the full army moves in to hold a place. These soldiers move from place to place as a group and hold no allegiance save to each other and to their current employer.

### MARINES IN MAKRINOS

Marines are a common form of soldier found on the coasts of Makrinos and serving on ships of the Republican Makrinod Navy and hunting down pirates, river bandits, and handling coastal monster incursions. They are well-respected by the populace and one of the few types of soldiers to belong to standing companies.

## NOBLE

You come from a family with heredity power and have a title with all the privileges and responsibilities that incurs. However, you are very likely a second or even third born child of an ancillary wing of the family, with little chance of inheriting the seat of power, or else you'd very likely not be an adventurer (even though being an adventurer can be a noble pastime made easier by access to wealth and family contacts).

You are aware of the expected protocols when nobles meet and the various honorifics and forms of address that must be used when talking to ones superiors or inferiors, though you may not necessarily be very good at practicing the complex game of relationships.

How wealthy is your family and how well-connected? Are they nouveau riche upstarts that have recently been granted a title? Or an old family whose financial wealth is precarious but whose influence still has stately reach? Are you used to being waited on? To whom is your family vassals and thus to whom might your own loyalty be expected? How might members of your family react to behavior they feel does not reflect well on the family name? Work with your DM to determine some of the details of your family. This might include their allies, rivals, vassals, masters, estates, and a family crest or insignia.



**Skill Proficiencies:** Culture, History and either Animal Handling or Persuasion. **Languages:** One of your choice.

**Equipment:** A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp

## HIGH SOCIETY

Your noble mien and your scroll of pedigree can help you secure an audience with any local noble, even if you are in a foreign land, assuming you demonstrate your position by performing the proper etiquette and other customs. In many settled areas you (and possibly your companions, if well-behaved) can find a noble host who will feed you, shelter you, and offer you a wealthy lifestyle for a short visit.

## NOBLES IN THE INCHOATE EMPIRES

Noble bloodlines are of utmost importance in the Inchoate Empires and nobles of all degrees have a careful and detailed knowledge of not only their own family trees, but all the families theirs might be entwined with. These bloodlines help determine the entire structure of leadership in the vast majority of nations vying with each other for power and territory. It is not uncommon for even the lowest birth noble in a family to find themselves in jeopardy when blood vengeance is sworn or a succession crisis arises.

## NOBLES IN MAKRINOS

Most of the noble families of Makrinos renounced their titles when the Republic was founded. Those that refused were driven off, went into hiding, or were killed as they tried to undermine the founding of the democratic charter. Nevertheless, this does not mean that, all these generations later, those families do not still function as de facto nobility in Makrinos. These families have the wealth and connections to essentially makes sure they fill the majority of the elected positions in the Republic and use their influence to vie with each other over filling the remaining ones with those who will follow their agenda. Furthermore, the “Traditionalists” among the Makrinod nobility work to bring back as many laws and customs of the imperial fiefdoms as possible and exploit the law and their position to build their wealth and power in the meantime. Most extreme among these are members of the Crimson Society, a secret society pledged to the return of the Celestrune Empire and the supremacy of humans over all other peoples. The “Loyalists” are those (former) nobles of Makrinos who support the Charter of Peers and thus defend the democracy.

## OUTLANDER

You grew up among a people who make their homes in the wilderness (sometimes derisively referred to as “barbarians”), perhaps in some isolated mountain thorp or moving from place to place with the seasons and

game. You may never even have been in a village, let alone a town or city before! Perhaps instead you grew up alone, the child of isolationists who grew accustomed to life in the wild because you never knew anything else. Regardless, living your life attuned to nature has made you a master at thriving in places where so-called civilized people would wither and die in days.

**Skill Proficiencies:** Survival, and your choice of Athletics or Nature. **Tool Proficiencies:** Herbalist Kit  
**Equipment:** A staff, a hunting trap, a set of traveler’s clothes, and a belt pouch containing 5 gp

## WANDERER

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to three other people each day, provided that the land offers berries, small game, water, and so forth. This can take several hours and automatically moves overland travel to a slow pace.

## OUTLANDERS IN THE INCHOATE EMPIRES

There are fewer and fewer places in the Inchoate Empires where people can live in untouched wilderness, and it is frequent policy of those empires to conquer and exploit whatever patch of land they can in hopes of getting an advantage against its threats and rivals. An Outlander from the Empires might very likely be among the last of his people or is on a quest to seek a new land where they might live unmolested.

## OUTLANDERS IN MAKRINOS

From the human shepherd camps in the Scrapper Hills to the lizardfolk hunters of Hool Marshes to the mysterious Fey-Touched cliff-dwellers of the Northern Shore, there are several communities of so-called Outlanders in Makrinos. Often when players want to make a character using a non-standard People they might be Outlanders, like the snow Tabaxi of Mount Celestia. The Free People’s Covenant—an amendment to the Makrinod Charter of Peers—protects the sovereignty of these groups as long as they don’t pose an ongoing threat to settlements.

## SAILOR

You are an experienced mariner who has worked aboard seagoing and/or river going vessels for most of your life. Hard voyages have toughened you, unpredictable wages have made you resilient, and the camaraderie of a crew has taught you how to work with others toward a goal when your lives and livelihood are on the line. Did you crew a river boat, a naval cutter, a fishing trawler or a pirate ship? Were you the first mate? The cook? The quartermaster? The navigator? The cabin boy (or girl)? The captain? Have you left the



crew for good? Are you on leave? Have you escaped the sway of a dread pirate?

**Skill Proficiencies:** Athletics, Perception **Tool**

**Proficiencies:** Navigator's tools, water vehicles

**Equipment:** silk rope (50 feet), a lucky charm in the shape of the holy symbol of Undine (dolphin), a set of common clothes, a map of a local river, coastal or island region, and a belt pouch containing 5 gp.

## SEA SALT

Your nautical jargon and rolling gait mark you unmistakably as a mariner. You can easily enter into shop talk with any sailors that are not hostile to you, learning nautical gossip and ships' comings and goings. You make a point of learning the names of ships at dock and what you can about them whenever you enter a new port. As such, you recognize most large ships by sight and by name and can make a Culture check to recall their most recent captain and allegiance.

## AN APT HAND

You gain an expertise die (+1d4) on any skill check you make to perform common tasks aboard ship (climb, tie ropes, plot a course, predict weather, etc...) as long as you are proficient in the associated skill.

## SAILORS IN THE INCHOATE EMPIRES

There are countless navies, merchant fleets, pirate vessels, and whaling ships in the Inchoate Empires, and you may have served on any or all of those kinds of ships. Non-military ships in and around the Empire are always at risk of being boarded or press-ganged by the navies of this petty king or that ambitious admiral. Better than most, a sailor from the Empires knows that the journey to Makrinos is perilous enough to not risk more than once a lifetime. The trip is so infrequent that crews that do take the route are paid well and some choose jump ship and never go back.

## SAILORS IN MAKRINOS

Being a sailor of some kind is a common profession in Makrinos. Being an island with several large rivers and an inland sea, waterborne vehicles are the most common form of travel between most places and a common way to earn a living locally by fishing or whaling. It is a large enough island that a sailor can find anonymity far from his home port, but small enough to visit it all several times over in a lifetime and know it well. Piracy is also common, especially on the outer coast, though some pirates know secret ways where a change in tides allow passage into the Shimmaré Sea from the Kevoc Ocean,

## SCHOLAR

You are an expert in your chosen field and know quite a bit about related fields as well, and maybe even an

unrelated field that caught your interest at some time in the past. You have spent your life studying, poring over manuscripts, taking notes from tomes, examining maps, and listening to wizened orators. As a result of this knowledge, others often seek you out for answers to obscure questions or to be enlightened regarding some complex history or arcane formula. Are you an autodidact who grew up in a library? A recent graduate of a magical academy or university? A temple archivist? Or have you dropped out of school, feeling like only experience could teach you more? What has driven you out of what has been a sequestered time of study and into the adventuring life?

**Skill Proficiencies:** Choose two: Arcana, Culture, Engineering, History, Religion

**Languages:** Choose any two.

**Equipment:** A bottle of black ink, a quill, a small knife, a journal or research diary, a set of common clothes, and a belt pouch containing 10 gp.

## RESEARCHER

Choose a Skill Specialty for each of the skills you chose above, you gain an expertise die (+1d4) on skill checks relevant to those specialties. Furthermore, when you attempt to learn or recall a piece of lore, you often know or can make a very educated guess of where or from whom you can fill gaps in your knowledge and learn more. Usually, this information comes from a library, scriptorium, university, or a sage or other learned person or creature. Your DM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

## SCHOLARS IN THE INCHOATE EMPIRES

There are many different schools and religious orders focused on esoteric knowledge throughout the Inchoate Empires. These seats of learning hold information about the world and its history and many keep careful genealogies of kings and emperors. This very knowledge also makes these schools targets for tyrants and zealots, making its faculty and students vulnerable to the only constant in the Empires, political change. A scholar might flee the Empires for Makrinos after an extremist religious take over of the state or because their work became wrapped up in a political rivalry, or was a convenient scapegoat.

A scholar from the Empires is likely to know more about Makrinos than most others traveling there to flee their homelands. They will certainly have heard of some of the schools in the large cities.

## SCHOLARS IN MAKRINOS

There are several universities and academies in Makrinos' larger cities (like Hesperos Cheops, and Curia), which are either private or sponsored by the



state. There are also a handful of temples dedicated to Zenithos, Myraxus, Byrrhus, and Nyra that serve as libraries or universities scattered throughout the island. In addition, there remains a strong local tradition of sages trained by mentors, serving as an apprentice until they either take over for their master or move on to another town to continue their studies and advising others.

A scholar with a good civic reputation can make a very successful living in some places in Makrinos, not only cities like Curia, but in wealthy communities like Vineyard Vales or Goldentree.

## SHIPWRIGHT

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From hollowed out log canoes to three-masted cutters, you know how to make and repair boats and ships of all types (at least in theory, it may be there are many types you never actually got to build, but might love an opportunity to try). Your love of piloting boats and ships has translated into building the best waterborne vehicles you can. You might be an apprentice or might be a master who already has an apprentice. You might have worked as part of a dedicated shipbuilding crew or led such a crew. Either way, shipbuilding and ship repair is a rarely a solitary project, and you've also learned how to lead a team in the complex procedures of shipbuilding and know how to run the project, from drawing up schematics to determining the kinds and amounts of building materials to directing workers.

**Skill Proficiencies:** Engineering and History

**Tool Proficiencies:** Carpenter's Tools, Vehicles (water)

**Equipment:** Carpenter's tools, sketchbook, a bottle of ink, quill pen, pouch of 15 gps.

## PATCHWORK REPAIRS

Provided you have carpenter's tools and wood, you can perform repairs on a water vehicle. When you use this ability, you restore a number of hit points to the hull of a water vehicle equal to  $5 \times$  your proficiency modifier. A vehicle cannot be patched by you in this way again until after it has been pulled ashore and fully repaired.

## SHIPWRIGHTS IN THE INCHOATE EMPIRES

Like most professions requiring specific kinds of knowledge and experience, shipwrights in the Inchoate Empire tend to be in the employ of wealthy merchant companies or the military. Respected for their specialized work, they can lead comfortable lives, save for the inherent risk of having any kind of talent that might be valuable to those in power, you are subject to their whims and beholden to their goals.

## SHIPWRIGHTS IN MAKRINOS

Shipwrights in Makrinos work in a variety of specialties. While most shipwrights build sailing vessels or galleys for travel around the island's coast or to travel to islands east, there is also significant traffic on several large rivers, allowing for trade and travel inland as well. Furthermore, while fishing vessels are the in the highest demand, the most respected and well-paid shipwrights build naval ships for the wealthy families that sponsor them for use by the state.

## SOLDIER

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Trained in the art of war and how to both follow orders and think tactically, you are used to long marches, limited supplies, and the horrors of battle. You might have spent time either as part of a standing army or a mercenary company or been part of your local militia during a series of bandit incursions or monster attacks. You may have served in one or more roles in that military organization: infantry, scout, artillery, and so on.

The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred. Work with your DM to determine which military you were a part of and what kind of sorties and campaigns you took part in and to consider the questions of why you have moved on to an adventuring life. Were you discharged with honor (or dishonor)? Are you a deserter? Or on a special mission? Are you tired of fighting for others, having your own beliefs and goals you want to fight for now?

**Skill Proficiencies:** Athletics and *choose one*: Animal Handling, History, and Intimidation

**Tool Proficiencies:** Vehicles (Land)

**Equipment:** An insignia of rank, a bone dice set or playing card set, a set of common clothes, a uniform, and a belt pouch containing 5 gp.

## MILITARY BEARING

Soldiers recognize their own. Off duty soldiers are usually willing to trade tales and gossip with you. On duty soldiers, while not obeying your orders, are likely to answer your questions and treat you respectfully, assuming you reciprocate with the proper protocols and address.

## DUTIFUL ENDURANCE

You have trained to make long marches and stay up late on guard duty. Whenever you must make a save to resist the effects of a forced march or going without a long rest, you gain an expertise die (+1d4). If you fail the check, you cannot use the expertise die again until after a Long Rest.



## SOLDIERS IN THE INCHOATE EMPIRES

The Inchoate Empires are a place of forever war, of standing armies and hastily gathered militias fighting to conquer neighboring lands or resist being conquered. As such, being a soldier is a common profession, from green recruits to grizzled vets, and from ditch-diggers to decorated generals. Many civilians live in fear of soldiers and their potential for violent entitlement, allowing them to sometimes thrive off the backs of others.

Simultaneously, however, soldiers in the Empires are exploited by their leaders and many often find it is a profession they cannot leave except perhaps by death or maiming. Given these conditions, deserters and traitors are also not uncommon, and a soldier seeking to start a new life or put their military skills to work for other goals might make the perilous and often one-way journey to Makrinos.

## SOLDIERS IN MAKRINOS

The Republic of Makrinos does not have much of a standing army. Instead, there are multiple local militias organized by bailiffs at the command of local Prefects or when called to gather in larger groups by First Minister or as a result of a measure voted upon by the Senate. There are, however, small groups of elite mercenary soldiers that the state maintains and pays a salary, that are put to use to resist local invasions of monsters or other threatening Peoples or quelling insurrection.

## TRADER

You served your apprenticeship among merchants and traders. You've traveled many miles over land or sea to ply your wares or seeking goods to resell. You have knack for appraising the value of things and for the hard sell.

Why are you living a life of adventure? Are you working off your debt to the company store? Are you escorting a caravan through dangerous wilds? Are you raising capital to start your own business, or trying to restore the fortunes of a ruined trading family? Or are you a smuggler, following secret trade routes unknown to the authorities?

**Skill Proficiencies:** Persuasion, and choose between either Culture or Insight.

**Tool Proficiencies:** Vehicle (Land or Water)

**Equipment:** Traveler's clothes, abacus, merchant's scale, a belt pouch with 10 gps.

## HAGGLER

When buying or selling any good, you receive an expertise die (+1d4) to any Persuasion skill checks to get the best price.

## APPRAISER

You have a knack for determining the value of goods. When making an Investigation skill check to determine the condition and value of goods and treasure, you may add your proficiency bonus even if you are not proficient in Investigation. If you are proficient, you automatically gain the appraise Skill Specialty.

## TRADERS IN THE INCHOATE EMPIRES

There is all kind of trade in the Inchoate Empires. Merchant guilds do their best to work among the various nations and regions as independent entities. In fact, merchant guilds have been known to gain enough power to rule nations and keep their own standing armies. These efforts, however, tend to run afoul of greedy emperors and ambitious warlords. More commonly, independent traders move from place to place seeking out goods to buy and sell and barter and hoping the necessity of their profession keeps them mostly ignored and allowed to ply their trade without oppressive laws or taxes or severe travel limitations.

## TRADERS IN MAKRINOS

Internal trade is the lifeblood of Makrinos. While the majority of trade is waterborne, with goods and resources shipped by boat down rivers or around the coasts, overland caravans of varying sizes are still a common sight, especially caravans of dwarven traders using their giant riding lizards. There is no merchant's guild, as the state sets price limits, taxes, tariffs, and other policies, but there are merchant company's with enough wealth and influence to lobby the Senate and individual prefects. Of course, some traders only work locally, setting up a stand once or twice a week in a local market or owning a shop.

## URCHIN

You grew up on the streets of a large city, orphaned and either alone or part of a gang of other young people scrapping by through thievery, begging, and scavenging. This desperate life has taught you when to run, when to hide, when to fight, and when to flash the sorrowful gaze that melts hearts. You slept on rooftops, basements, abandoned buildings, under the docks, or wherever you could find a safe place for the night.

Compared to your upbringing an adventurer's life seems full of opportunities for wealth and success. Urchins are shaped by lives of desperate poverty, for good and for ill. They tend to be driven either by a commitment to the people with whom they shared life on the street or by a burning desire to find a better life—and maybe get some payback on the rich people and other authorities who treated them badly.

**Skill Proficiencies:** Sleight of Hand. *Choose one:* Deception and Stealth.



**Tool Proficiencies:** Thieves tools

**Equipment:** A small knife, a token by which to remember your parent or other guardian or family member, a belt pouch containing 3 gps.

### **CITY SECRETS**

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed and conditions would normally allow.

### **BLENDING IN**

You can attempt the Hide action in any reasonably sized crowd of moving or milling people, moving at full speed with them to stay out of notice.

### **URCHINS IN THE INCHOATE EMPIRES**

Sadly, the constant war and social instability rampant in the cities of the Inchoate Empires makes for a lot of orphans having to make it on their own or banding together in gangs to survive. There is little in the way of opportunity for these children to improve their lot or even live to see their 18th birthday. Those who do make it to adulthood usually either fall in with a criminal organization, are lucky enough to earn an apprenticeship with a generous individual, or eventually die violently or of some disease. As such, Urchins have plenty of motivation to seek out a new land — like Makrinos — in hopes of a better life.

### **URCHINS IN MAKRINOS**

Urchins can be found in the larger Makrinod cities, like Curia, Hesperos, or Cauldron. Unlike the Empires, there are both state and private (particularly religious) measures to try to aid these children by sending them to orphanages or work farms outside of cities to learn discipline and a trade. Of course, many urchins fear and/or avoid these efforts as much as they do city watch or rival gangs. Some urchins turn to the Demos Argentaria upon reaching adulthood, feeling there is little other choice outside of continued and increasingly dangerous crime.