

BACKGROUND

At 1st level, choose your character's background that represents training earned BEFORE you began your adventuring career. This can represent work your parents did and the environment in which you were raised or early training for your current occupation. The first row after the general training type lists people and jobs under that type. The second row lists tools that may be used as part of that background. You may select one tool type to have for free. The third row lists a group of proficiencies offered from that early training. Red proficiencies are ones that can be used without proficiency, but then gain no bonus.

Most Races get **TWO** proficiencies from the list. Humans and Half-Elves get **THREE**.

Academic

- Librarians, scholars, teachers, alchemists, hedge wizards, mages, priests, necromancers, bards
 - Alchemist's supplies, Cartographer's tools, Herbalism kit, Tinker's tools, Writer's kit
 - Alchemy (Int 0), Anatomy (Int 0), Appraising (Int 0), Arcana (Int 0), Astrology (Int 0), Demonology (Int 0), Dungeoneering (Int 0), Engineering (Int -3), Herbalism (Int -2), **History** (Int +3), **Investigation** (Int +3), Language-magic (----), Language-modern (----), Literacy (----), Nature (Int 0), Navigation (Int -2), Necrology (Int 0), '-ology' (Int 0), Religion (Wis 0)
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Aristocrat

- Members of noble or wealthy and influential families
 - Animal care kit, Armor care kit, Calligrapher's supplies, Chess set, Dice set, Instrument, Navigator's tools, Painter's supplies, Playing cards, Weapon care kit, Weaver's tools, Woodcarver's tools, Writer's kit
 - Animal Handling (Wis 0), Appraising (Int 0), Arcana (Int 0), Artistic Ability (Wis 0), Astrology (Int 0), Courtier (Cha 0), Gaming (Cha 0), Herbalism (Int -2), **History** (Int +3), Language-Magic (----), Language-Modern (----), Leadership (----), Literacy (----), Nature (Int 0), Navigation (Int -2), Performance (Cha 0), **Persuasion** (Cha +3), Riding (Wis +3), Religion (Wis 0), Survival (Int 0), Weaving (Int -1)
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Artist

- Artists of all kinds, entertainers, bards, map makers
 - Calligrapher's supplies, Carpentry tools, Cartographer's tools, Disguise kit, Forgery kit, Instrument, Painter's supplies, Potter's tools, Tinker's tools, Weaver's tools, Woodcarver's tools, Writer's kit
 - Anatomy (Int 0), Appraising (Int 0), Artistic Ability (Wis 0), Carpentry (Str 0), Courtier (Cha 0), **Deception** (Cha +3), Forgery (Dex -1), **History** (Int +3), **Insight** (Wis +3), Juggling (Dex -1), Language-Modern (----), Literacy (----), Performance (Cha 0), **Persuasion** (Cha +3), Pottery (Dex -2), Seamstress/Tailor (Dex -1), Tumbling (Dex 0), Ventriloquism (Int -2), Weaving (Int -1)
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Bureaucrat

- Lawyers, bankers, clerks
 - Calligrapher's supplies, Forgery kit, Writer's kit
 - Appraising (Int 0), Courtier (Cha 0), Forgery (Dex -1), **History** (Int +3), **Investigation** (Int +3), Literacy (----), **Persuasion** (Cha +3)
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Craftsman

- Smiths, builders, engineers, brewers
 - Armor care kit, Bowyer's tools, Brewer's supplies, Carpenter's tools, Cobbler's tools, Jeweler's tools, Leatherworker's tools, Mason's tools, Potter's tools, Smith's tools, Tanner's Kit, Tinker's tools, Weapon care kit, Weaver's tools, Woodcarver's tools
 - Animal Handling (Wis 0), Armorer (Int -2), Blacksmithing (Str 0), Bowyer/Fletcher (Dex -1), Brewing (Int 0), Carpentry (Str 0), Cobbling (Dex 0), Engineering (Int -3), Gem Cutting (Dex -2), Leatherworking (Int 0), Literacy (----), Mining (Wis -3), Pottery (Dex -2), Rope Use (Dex 0), Seamstress/Tailor (Dex -1), Stonemasonry (Str -2), Weaponsmithing (Int -3), Weaving (Int -1)
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Explorer

- Explorers, rangers, archaeologists, map makers, historian
 - Animal care kit, Armor care kit, Cartographer's tools, Climber's kit, Fishing Supplies, Healer's kit, Herbalism kit, Navigator's tools, Tanner's Kit, Thieves' tools, Weapon care kit, Writer's kit
 - Animal Handling (Wis 0), Appraising (Int 0), Arcana (Int 0), **Athletics** (Str +3), **Deception** (Cha +3), Demonology (Int 0), Dungeoneering (Int 0), Endurance (Con 0), Forced March (Con -6), Healing (Wis -2), Herbalism (Int -2), **History** (Int +3), **Investigation** (Int +3), Language-Magic (----), Language-Modern (----), Literacy (----), Mountaineering (----), Navigation (Int -2), Necrology (Int 0), **Perception** (Wis +3), **Persuasion** (Cha +3), Riding (Wis +3), Religion (Wis 0), Resist Disease (----), Resist Poison (----), Rope Use (Dex 0), Seamanship (Dex 0), **Stealth** (Dex +3), Survival (Int 0), Tracking (Wis -6)
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Laborer

- Physical laborers, teamsters, freighters
 - Animal care kit, Carpenter's tools, Cobbler's tools, Leatherworker's tools, Mason's tools, Potter's tools, Smith's tools, Weaver's tools
 - Animal Handling (Wis 0), Endurance (Con 0), Riding (Wis +3), Rope Use (Dex 0), Seamanship (Dex 0), Stonemasonry (Str -2), Survival (Int 0)
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Merchant

- Merchants, salesmen, traders, store owners
 - Animal care kit, Forgery kit, Jeweler's tools, Writer's kit
 - Animal Handling (Wis 0), Appraising (Int 0), Courtier (Cha 0), **Deception** (Cha +3), Forgery (Dex -1), Gem Cutting (Dex -2), **History** (Int +3), **Insight** (Wis +3), **Investigation** (Int +3), Language-Modern (----), Literacy (----), **Persuasion** (Cha +3), Riding (Wis +3)
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Outlander

- Rangers, trappers, outcasts, tribesman, hunter-gatherers, hermits
 - Animal care kit, Armor care kit, Bowyer's tools, Cook's utensils, Fishing supplies, Healer's kit, Herbalism kit, Leatherworker's tools, Potter's tools, Smith's tools, Tanner's kit, Weapon care kit, Weaver's tools, Woodcarver's tools
 - Animal Handling (Wis 0), Astrology (Int 0), **Athletics** (Str +3), Blacksmithing (Str 0), Bowyer/Fletcher (Dex -1), Cooking (Int 0), Endurance (Con 0), Herbalism (Int -2), Leatherworking (Int 0), Nature (Int 0), Pottery (Dex -2), Riding (Wis +3), Rope Use (Dex 0), Seamstress/Tailor (Dex -1), **Stealth** (Dex +3), Survival (Int 0), Tracking (Wis -6), Weaving (Int -1)
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Physician

- Healers, priests, necromancers
 - Alchemist's supplies, Healer's kit, Herbalism kit, Poisoner's kit, Writer's kit
 - Alchemy (Int 0), Anatomy (Int 0), Animal Handling (Wis 0), Fast Recovery (----), Healing (Wis -2), Herbalism (Int -2), **Insight** (Wis +3), **Investigation** (Int +3), Literacy (----), Poisoncraft (Int -3), Resist Disease (----), Resuscitation (Wis 0)
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Religious

- Priests, theological scholars, shamans, paladins, druids, necromancers
 - Calligrapher's supplies, Healer's kit, Herbalism kit, Poisoner's kit, Writer's kit
 - Anatomy (Int 0), Animal Handling (Wis 0), Arcana (Int 0), Astrology (Int 0), Courtier (Cha 0), Demonology (Int 0), Healing (Wis -2), Herbalism (Int -2), **History** (Int +3), **Investigation** (Int +3), Leadership (----), Literacy (----), Nature (Int 0), Necrology (Int 0), Performance (Cha 0), **Persuasion** (Cha +3), Poisoncraft (Int -3), Religion (Wis 0), Resuscitation (Wis 0), Survival (Int 0)
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Rural

- Farmers, hunters
 - Animal care kit, Bowyer's tools, Carpenter's tools, Cook's utensils, Fishing Supplies, Herbalism kit, Leatherworker's tools, Mason's tools, Potter's tools, Tanner's Kit, Weapon care kit, Weaver's tools, Woodcarver's tools
 - Animal Handling (Wis 0), Bowyer/Fletcher (Dex -1), Carpentry (Str 0), Cooking (Int 0), Endurance (Con 0), Herbalism (Int -2), Leatherworking (Int 0), Nature (Int 0), Performance (Cha 0), Pottery (Dex -2), Riding (Wis +3), Rope Use (Dex 0), Seamstress/Tailor (Dex -1), **Stealth** (Dex +3), Stonemasonry (Str -2), Survival (Int 0), Tracking (Wis -6), Weaving (Int -1)
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Seaborne

- Pirates, sailors, sea merchants, swashbucklers, coastal communities
 - Carpenter's tools, Cartographer's tools, Chess set, Cook's utensils, Dice set, Fishing supplies, Leatherworker's tools, Navigator's tools, Playing cards, Thieves' tools, Tinker's tools, Weapon care kit, Weaver's tools
 - Acrobatics (Dex 0), **Athletics** (Str +3), **Deception** (Cha +3), Fast Recovery (----), Healing (Wis -2), **Intimidation** (Str or Cha +3), Navigation (Int -2), **Perception** (Wis +3), **Persuasion** (Cha +3), Rope Use (Dex 0), Seamanship (Dex 0), **Stealth** (Dex +3), Survival (Int 0)
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Service

- Chefs, cooks, waiters, messengers, maids, servants, slaves
 - Animal care kit, Armor care kit, Chess set, Cook's utensils, Dice set, Playing cards, Weapon care kit
 - Animal Handling (Wis 0), Cooking (Int 0), **Deception** (Cha +3), Endurance (Con 0), Gaming (Cha 0), **Insight** (Wis +3), **Persuasion** (Cha +3), Riding (Wis +3)
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Shadow

- Thieves, gang members, crime family soldiers, drifters, fighters, pirates, refugees, spies
 - Alchemist's supplies, Cartographer's tools, Chess set, Climber's kit, Dice set, Disguise kit, Forgery kit, Jeweler's tools, Navigator's tools, Playing cards, Poisoner's kit, Thieves' tools
 - **Acrobatics** (Dex +3), Alchemy (Int 0), Appraising (Int 0), **Deception** (Cha +3), Forgery (Dex -1), Gaming (Cha 0), Gem Cutting (Dex -2), **Insight** (Wis +3), **Intimidation** (Str or Cha +3), **Investigation** (Int +3), Man Catcher (Dex 0), Navigation (Int -2), **Perception** (Wis +3), Performance (Cha 0), **Persuasion** (Cha +3), Poisoncraft (Int -3), Resist Poison (----), Rope Use (Dex 0), Seamanship (Dex 0), **Stealth** (Dex +3), Ventriloquism (Int -2)
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Soldier

- Armed forces, city watchmen, knights, squires, paladins, fighters, rangers
 - Animal care kit, Armor care kit, Bowyer's tools, Leatherworker's tools, Mason's tools, Smith's tools, Weapon care kit
 - Animal Handling (Wis 0), Armorer (Int -2), **Athletics** (Str +3), Bowyer/Fletcher (Dex -1), Courtier (Cha 0), **Intimidation** (Str or Cha +3), **Investigation** (Int +3), Leadership (----), Leatherworking (Int 0), Literacy (----), Navigation (Int -2), **Perception** (Wis +3) Riding (Wis +3), Rope Use (Dex 0), Seamanship (Dex 0), **Stealth** (Dex +3), Survival (Int 0), Tracking (Wis -6), Weaponsmithing (Int -3)
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Warrior

- Mercenaries, bodyguards, gladiators, barbarians, fighters, pirates
 - Animal care kit, Armor care kit, Healer's kit, Navigator's tools, Weapon care kit
 - Acrobatics (Dex 0), **Athletics** (Str +3), **Deception** (Cha +3), Fast Recovery (----), Healing (Wis -2), **Intimidation** (Str or Cha +3), **Investigation** (Int +3), Navigation (Int -2), **Perception** (Wis +3), **Persuasion** (Cha +3), Riding (Wis +3), Rope Use (Dex 0), Seamanship (Dex 0), **Stealth** (Dex +3), Survival (Int 0), Tracking (Wis -6)
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