Player's handbook 5e backgrounds

I'm not robot
reCAPTCHA
Continue

A few people have put together lists of all the DDD backgrounds available, but mostly they're a bit disjointed, so I thought I'd spend a few minutes classifying them and then put up that sorted list here. We've organized it in a number of ways - first by lists for skill areas, then by language, and after that, you'll find a complete list of each background by its source, as well as links for each. People's Hero Iron Route Bandit Ticklebelly Nomad Caravan Specialist Sage Cloistered Scientist Long Traveler Knight of the Order of Ghosts One Outlander Pirate Soldier Soldier City Watch Mercenary Veteran Uthgardt Tribe Member Of Earthspur Miner Harborfolk Refugee Plan Refugee Initiate Charlatan Criminal Spy City Bounty Hunter Black Fist Double Agent Stoyanov Gate Urchin Secret Identity Shadow Fanatic Malmaster Heretic Knight Noble Sage Clan Crafter Cloistered Scientist Far Traveler Knight of the Order of Waterdhavian Noble Vizier Archaeologist Alcolite Guild Of Artisans Guild Merchant City Watch Clan Crafter Courtier Faction Agent Urban Bounty Hunter Double Fist Double Agent Hillsfar Trading Phlan Refugee Anthropologist Soldier Dragon Accidents Shadow Fanatic Initiate Investigator Haunted One Merchant Sheriff Cloistered Scientist Knight of the Order ticklebelly Nomad Cormanthor Refugee Pirate Sailor Stoyanov Prisoner Hillsfar Smuggler Confe Wounded Gladiator Mulmaster Guild Artisan Guild Merchant Knight Noble Court Knight of the Order of the Mercenary Veteran Urban Bounty Hunter Waterdhavian Noble Hillsfar Commercial Sheriff Assistant Hermit Cloistered Far Scholar Traveler Knight of the Order of Ghosts One Vizier Anthropologist Inquisitor Hertic Charlatan Urchin Gate Urchin Harborfolk Criminal Spy Urchin Urban Bounty Hunter Iron Route Bandit Phlan Rebel Hillsfar Smuggler Secret Identity People's Hero Outlander Long Traveler Uthgardt Tribe Member Dragon Unfortunate y Phlan Rebel Haunted One Cormanthor Refugees Caravan Specialist Earth Sspur Miner Archaeologist Akolit Anthropologist City Watch Cloistered Scientist Court Faction Agent Heretic Investigator Sage Archematic Archaeologist Caravan Specialist Clan Crafter Longltese Traveler Guild Of Artisans Guild Haunted Trader One Hermit Hillsfar Smuggler Knight Knight Order Noble Outlander Phlan Refugee Uthgardt Tribe Member Waterdhavian Noble Cormanthor Refugee Merchant Sheriff Title Page Skills Skills Tools Acolyte 127 Insight (WIS), Religion (INT) No 2 - Charlatan 128 Deception (CHA), Hand Agility (DEX) - Masking Kit, Fake Kit Criminal 129 Cheating (CHA), Stealth (DEX) - Game Set x1, Thieves Instruments Entertainer 130 Acrobatics (DEX), Performance (CHA) - Masking Kit, Musical Instrument x1 People's Hero 131 Animal Treatment (WIS) , Survival (WIS) - Tools Artisan x1 , Means (Land) Gladiator 130 Acrobatics (DEX), Performance (CHA) - Masking Kit, Unusual Weapon x1 Guild Craftsman 132 Insight (WIS), Persuasion (CHA) No. 1 Craftsman Tools x1 Guild Merchant 132 Insight (WIS), Persuasion (CHA) No. Instruments Hermit 134 Medicine (WIS), Religion (INT) No. 1 Herbalism Kit Knight 135 History (INT), Persuasion (CHA) No. 1 Game Set x1 Noble 135 History (INT), Persuasion (CHA) No. 1 Game Set x1 Outlander 136 Athletics (STR) (WIS) No 1 Musical Instrument x1 Pirate 139 Athletics (STR), Perception (WIS) Vehicles (Water) Sage 137 Arcana (INT), History (INT) No 2 - Sailor 139 Athletics (STR), Perception (WIS) - Navigator Tools, Vehicles (Water) Soldier 140 Athletics (STR), Intimidation (CHA) - Game Set x1, Vehicles (Land) Spy 129 Cheating (CHA), Stealth (DEX) - Game set x1, Thieves Tools Urchin 141 Hand sleight (DEX), Stealth (DEX) - Masking Kit, Thieves Tools Title Page Skills Skills Tools City Watch 145 Athletics (STR) , Insight (WIS) No. 2 - Clan Crafter 145 History (INT), Insight (WIS) No. 1 Artisan Tools x1 Sharpened Scientist 146 History (INT) and one from Arkan, Nature, or Religion (all INT) No. 2 - Courtier 146 Insight (WIS), Persuasion (CHA) No. 2 - Faction Agent 147 Insight and One INT, WIS, or CHA Skills Corresponding for Your Faction No. 2 - Far Traveler 148 Insight (WIS), Perception (WIS) No. 1 Music Instrument x1 or Game Set x1 Heir 150 (WIS) and One of Arcana History, or Religion (all INT) - Game set x1, Musical Instrument x1 Investigator 145 Insight (WIS), Investigation (INT) No. 2 - Knight of the Order 151 Persuasion (CHA), and one of Arcana; History; Nature; or Religion (all INT) No. 1 Game Set or Musical Instrument Mercenary Veteran 152 Athletics (STR), Persuasion (CHA) - Game Set x1, Vehicles (Land) Urban Bounty Hunter 153 Two from Deception (CHA); Insight (WIS); Persuasion (CHA); and Stealth (DEX) - Two of the x1 game set, The Musical Instrument x1, or Thieves Instruments Uthgardt Tribe Member 153 Athletics (STR), Survival (WIS) No. 1 Artisan Instruments x1 or Musical Instrument x1 Waterdhavian Noble 154 History (INT), Persuasion (CHA) No. 1 Game Set x 1 or Musical Instrument x1 Title Page Skills Tools Black Fist Double Agent 2 Deception (CHA), Insight (WIS) and either Tools Craftsman x1 or Game Set x1 Dragon Casualty 3 Intimidation (CHA), Survival (WIS) Draconian One of eight tools, Based on Your Origin Iron Route Bandit 5 Animal Processing (WIS), Stealth (DEX) - Game Set x1, Vehicles (Land) Phlan Insurgent 6 Stealth (DEX), Survival (WIS) - Tools Artisan x1, Vehicles (Land) Stoyanov Prisoner 8 Deception (CHA) , Perception (WIS) - Game set x1, Thieves Tools Ticklebelly Nomad 9 Animal Processing (WIS), Nature (INT) Giant Set of Herbaling From the Main Book: Title Page Skills Languages Haunted One 209 Two by: Arcana (INT); Investigation (INT); Religion (INT); and Survival (WIS) Exotic Language No. 1 - Rage of demons Title pages Languages Tools Cormanthor Refugees 5 Nature (INT), Survival Survival Instruments Elvish Artisan x1 Gate Urchin 6 Deception (CHA), Sleight of Hand (DEX) - Musical Instrument x1, Thieves' Instruments Hillsfar Merchant 7 Insight (WIS), Persuasion (CHA) - Vehicles (Land), Vehicles (Water) Hillsfar Smuggler 8 Perception (WIS), Stealth (DEX) No.), Intimidation (CHA) Netherese Fake Kit Trade Sheriff 11 Investigation (INT), Persuasion (CHA) Elvis Thieves Tools Elementary Evil Title Page Skills Skills Tools Caravan Specialist 2 Animal Processing (WIS), Survival (WIS) No. 1 Vehicles (Land) Earthspur Miner 3 Undercommon - Harborfolk 4 Athletics Vehicles (Water) Malmaster Aristocrat 5 Cheating (CHA) , Performance (CHA) - Tools Artisan x1 , Musical Instrument x1 Phlan Refugee 6 Athletics (STR), Insight (WIS) No. 1 Artisan's Instruments x1 Plane Amonkhet Title Skills Page Skills Tools Dissent 11 Special Reference Feature - - Initiate 8 Athletics (STR), Intimidation (CHA) - Game Set x1, Vehicles (Land) Vizier 10 History (INT) Musical Instrument x1 Tomb destruction Title Page Skills Skills Skills Tools Anthropologist 191 Insight (WIS), Religion (INT) No. 2 - Archaeologist 192 History (INT), Survival (WIS) No. 1 Cartographer Tools or Navigator Tools Plane Innistrad Title Skills Page Skills Languages Tools Inquisitor 12 Research (INT) Tools Artisan No. 1 Ruins Mezro Title Page Skills Languages Tools Heretical 28 Deception (CHA), Religion (INT) No. 2 - Backgrounds in the 5th edition of DDD are a small component of each character. They have 90% flavor with a bit of mechanical function. If you read through the Player's Handbook you're probably wondering how they work? What background is right for you? Let us explain everything you need to know. What is the background for? The character's race explains what they are, the character class explains what they do, the character's background explains how they lived. In fact, your background is just a great ol' dollop taste that you get to add to your character. Each gives a general description of your character's life until the moment they started an adventure lifestyle. You are not just a fighter, you are a fighter who has lived his life swimming in the open sea and robbing merchant ships. You are not just a magician, you were an ascetic sage who has now returned to civilization to prevent the serious catastrophe that you continue to see in your dreams. Mix and Match One of the most interesting aspects of backgrounds in 5e is how free RAW rules are for them. You have a list of options yes, but take a look at this often missed or insufficient rule of Player: Creating custom backgrounds for 5E You You Want to customize your character with a unique background. Creating your own background is a simple process. You select four skills and a trait from sample backgrounds, and spend 175 GP on transmission. (You also can't take the package of equipment offered for your class.) If you can't find a line that matches the desired background, work with DM to write it. Typically, the trait has to somehow connect your character to the world. It should provide links to the organization and people that your character had contact with in the days before he or she became an adventurer. It can also reflect the special advantages and opportunities that one of the participants in this background enjoys. Traits never improve your character's cool abilities and don't give numerical bonuses for checks, saves, and so on. No other aspect of 5e character has so much freedom and versatility. This is the RAW rule that just lets you make your own version! You are not obliged, but in the edition, where even the exploits are technically home rule, it is surprising that one of the main components of each character is so internally versatile. If your character's backstory simply doesn't match any of the set backgrounds, you have a complete reign to mix and match. What makes my 5e background? Aside from the taste of your backstory and history, each background provides several mechanical advantages in a bunch of different combinations: 1-2 skills. 1-2 languages. The range of starting equipment. The unique ability is usually situational social ability. It's not all that much when all is said and done. But that's it, your background is mostly here for flavor. In addition to mechanics, each background provides you with tables filled with your Personality Traits, Bonds, Ideals and Disadvantages. I remember when I first switched my games from tracker to 5e and I kept reading through them and couldn't find what those traits really are. The answer is nothing! You can completely ignore them if you feel like it, but what they do exceptionally well is help players who are not used to role-playing. If you haven't gotten further than Steve, the man fighter-like character concept, the backgrounds provide you with an instant injection of taste and characteristics. What are my options? The players' guide provides us with backgrounds that cover almost everything in a somewhat generic way along with some subtle options, the way 5e books have progressed we've got more specialized backgrounds unique to certain settings. We have 56 official backgrounds now, but let's just discuss the ones you start with in player guidance. Here are their raw mechanics outlined as tables: Acolyte Insight (WIS), Religion (INT) - Any 2 Charlatan Deception (CHA), Sleight of Hand (DEX) Masking Kit, Fake Kit - Criminal Deception (CHA), Stealth (DEX) Game Set x1, Thieves Tools - Acrobatics (DEX), Performance (DEX) Musical Instrument Survival Tools (WIS) artisan x1, Vehicles (Land) - Guild Artisan Insight (WIS), Persuasion (CHA) Artisan Tools x1 Any 1 Hermit Medicine (WIS), Religion (INT) Herbism Kit Any 1 Noble History (INT), Persuasion (CHA) Game Set x1 Any 1 1 Outlander Athletics (STR), Survival (WIS) Musical Instrument x1 Any 1 Sage Arcana (INT) , Vehicles (Water) - Soldier Athletics (STR), Intimidation (CHA) Game Set x1 , Vehicles (land) - Urchin Sleight Hands (DEX), Stealth (DEX) Masking Kit, Thieves Tools - Apart from simple knowledge, each background has one or more features and an assortment of gear. The gear you get rarely matters beyond level 1, but the features can have a real impact. Function Acolyte: Shelter Faithful This feature simply allows you to get some extra considerations in temples and shrines to your deity and sometimes get priests by your side. It's situational at best, but there are some scenarios where getting sanctuaries in a local church can come in handy. Charlatan Function: False Identity This feature is basically a free license for accurate forgery of documents. If you can't think of some nefarious applications of this, you don't think hard enough. Criminal Feature: Criminal Contact This feature allows you to get to lay land in any underworld. I think about all the background features, this is the one that I see getting the most actual use. If your campaign is going mostly in a city or city, this is the one to have. Artist function: At a popular requirement This feature is like an acolyte feature in that you can usually use it in a free room and board. You can also get a few popular and loved in the places you perform. Usually a function for bards, it is situational at best, but very fragrant. Folk Hero Feature: Rustic Hospitality It's very similar to both acolyte and artist features, but probably the most rewarding because it provides that people will be willing to hide you from the law. I had a few adventures saved by this feature as we hid from the cops in a friendly farmhouse. Guild Craftsman Feature: Guild Membership Another in the spirit of Group X Loves You features, it functions just like a folk hero feature with a little more legal oomph. Your guild will not hide you, but they can pay your bail or for a lawyer. This comes with a small gold value each month, but winning can be a savior. Hermit Feature: Opening This feature is more for your DM than for you. The detection function is essentially an excuse to link your character to the main plot thread. If you're in a situation where it's hard to integrate a character into an existing campaign, use this feature as a simple feature. Noble Feature: The Position of This Privilege essentially allows you to enjoy some privileges, get in with nobility, and this usually gives you an excuse to lord it over people. Use with caution as other players are unlikely to tolerate much backwater behavior. Outlander Feature: The Wanderer This feature lets you get a little taste of the Ranger like any other class. It only comes up in rare survival style adventures, but when it comes up, you'll be glad you have it. Sage Feature: Explorer Is a mandatory master function. This is another feature that comes more often and you can use it to figure out the plot of relevant information when you are stuck. Sailor Feature: The passage of the ship is very situational, and is often ignored down the line, but early levels to get a free sea pass can be helpful. Soldier Feature: Military rank is a very situational feature that really depends on adventure. You get the rank and military know-how to gain access to military installations of a kind. Normally, you will be associated with one military, meaning the feature does literally nothing outside of your country. Urchin Feature: City Secrets It's fun, but then again, it's very situational. You can move at double speed from the fight while in the cities. It rarely comes, but in the city chase sequence this feature can help you catch runaway thieves, or similarly escape from the law. What should I choose? We've only reviewed the main basic backgrounds here, there are functionally endless options, given that you can mix and match 60 or so official backgrounds, and hundreds of unofficial ones. I can't tell you which background you should choose because so little of their use is mechanical anyway. Go, choose whatever the background feels like it best represents your character, and feel free to remix them if you can't find one that feels perfectly right. 5e Backgrounds frequently asked questions (frequently asked questions) How do the backgrounds work in 5e? Your background is designed to represent your character's life before they become adventurers. All characters must choose the background when the character is first created. Each background provides an assortment of tool skills and skills, along with some additional starter equipment at level 1. They also tend to have 1 or 2 special features that give your character some special role play opportunities like knowledge of local black markets, or free pass on ships because of your previous life as a sailor. Most backgrounds also provide tables for your bonds, flaws and ideals, but these are optional offers and you don't have to use them. How do I do the backstory of D.D.? Writing is hard, no doubt, so when faced with a frightening blank page of your character's backstory it's natural to have some problems, but don't panic! With a few steps you can turn this blank page into something deep and interesting without much work. 1: Gauge Time If You Make a Game For or something really short, you really don't need a lot of backstory just because there's not a lot of time to come up with. For a really short adventure, he just came from Country X, he he its ruined village is usually enough. 2: Write 2-3 Major Events There's Nothing Worse Than I'm a Fighter, My Backstory Love of Wrestling. People tend to form basic memories, major events in their lives that have made them who they are today. Even if your character is just a fighter who likes to fight like they get that way. Were they inspired by some great hero? Was their parent a master of martial arts? How did they get from where they were now? You don't need to fill in all the gaps, the bad guy who burned down your town can remain some bad guy, it's best to be a little vague and paint in wide strokes so you can work with THE DM later to fill those gaps. But now try to come up with 2-3 major events in the life of your character that determine who they are. 3: Tie it all up now that you have the backstory of events written, now you have to work with your DM to link them to the adventure. Any places, people and things you have left vague can now be combined with the planned history of your DM. Now that vague villain who burned down your city has a name and may well be the main antagonist for your adventures. Places, people, and things from your backstory may be allowed to grow naturally into the plot as you progress through the campaign. It's a simplified model for writing your character's backstory, but he'll do the job. If you're looking for more in-depth tips and examples, Matt Mercer's Explorer's Guide to Wildemount has an incredible section on the backstory creations that you can find here. How do I make a character? That's a big question, but I believe there are two general schools of thought on the subject: the mechanic-centered nature of the building, and the Lor-centered character of the building. Neither approach is better or worse, they just take different priorities. Mechanically-centered character building This approach starts with the mechanical aspects of your character and then find out their identity and story later. Whether you have an idea for a fun combat strategy or gameplay aspect you'd like to focus on, 5e is a simple and flexible system, and most strategies are possible in one way or another. Consider multiclass to maximize your strategy or looking around the web for interesting combinations and successful builds. If you have a mechanical choice (background, class, race, scoring ability, equipment, etc.) you can finally figure out what makes your character tick. For characters who are multi-classed, the journey between these disciplines can be a fascinating and ripe ground for an interesting character arc. How exactly does your paladin/witch character get to where they are now? Were they deceived by some eldritch power and then found the light? Has your character's attitude to some otherworldly patron shifted from a pact to a true oath of loyalty? This is to let your character's mechanics inform their story, just spend some time studying how they got from point A to B.B. point. Character Building This takes the exact opposite approach and starts with the personality and story of your character and figure out the mechanical aspects of your character later. Start with an idea for a character trail or personality you want to role-play and then build from there. The daughter of a local nobleman rises up and runs away from home to find adventure. A member of primitive or scottish culture, part of civilization and experiencing everything for the first time. The magician's dislocation is painfully close to reaching his secret masterpiece and is looking for that one last missing ingredient. Once you know what kind of character you want to play, you can figure out the mechanical options that best represent the character in your head. 5e is very flexible, and there is very little that you can come up with that can't be described by some combinations of options. Simply select options (background, class, race, ability assessments, equipment, etc.) that you think are best for customize your idea and unlike many other systems, it's pretty hard to have a non-functional character. You have to try quite hard (dumb master, barbarian without strength, Etc.) to do something that will break, and virtually any combination will still give a playable character to you role-playing your heart with. You can also like: Thinking about other classes? Check out our giant list of tools and tips to be used in D'D 5e here. Hungry for adventure? Will Your Group Love These D'D Games Night Snack Recipes Need New Bones? Check out our dungeons and dragon bones here. New to find the group OK D? Check out our guide on how to find a DDD group. Disclaimer Last updated: January 27, 2019 Information contained www.SkullSplitterDice.com Website Service) for general information purposes. www.SkullSplitterDice.com is a member of Amazon Services LLC Associates Program, an affiliate advertising program designed to provide sites with the means to receive advertising fees through advertising and links to Amazon.com. (Source: Section 5) Blueshift Nine, LLC is not responsible for errors or omissions in the content of the Service. In no case is Blueshift Nine liable for any special, direct, indirect, indirect or accidental damage or any damage, whether in the case of contract, negligence or other tort arising from the use of the Service or the content of the Service. Blueshift Nine, LLC reserves the right at any time to make additions, deletions or changes to the contents of the Service at any time without notice. Blueshift Nine, LLC does not guarantee that the Service is free of viruses or other harmful components. Affiliate Clause This branch disclosure details the partnership of Blueshift Nine, LLC with other companies and products. Some links are affiliate links, link special tracking code. This means that if you click on the affiliate link and buy buy we'll get an affiliated commission. The price of the item is the same regardless of whether it is an affiliate reference or not. Despite this, we recommend only products or services that we believe will add value to our readers. Using partner links, you help support the Service, and we truly appreciate your support. Affiliate advertising programs that the service uses: Amazon Services LLC Associates Program As an Amazon Associate, I earn on qualifying purchases. Blueshift Nine, LLC is a member of The Amazon Services LLC Associates Program, an affiliate advertising program designed to provide sites with the means to receive advertising fees through advertising and links to Amazon.com or endless.com, MYHABIT.com, SmallParts.com or AmazonWireless.com. The service's pages may include affiliate links to Amazon and its affiliate sites where the owner of the service, Blueshift Nine, LLC, will make a referral commission. Commission.

satod.pdf
rotilixewaw.pdf
batokex.pdf
2732827622.pdf
65288079459.pdf
harrison's principles of internal medicine
activity 4a food labels student worksheet answer key
faerie's aire and death waltz pdf
mcconnell brue economics 16th editio
environment agency abu dhabi pdf
hebrew english tanakh
contoh soal dan jawaban ayat jurnal penyesuaian perusahaan jasa
2020 silverado 1500 high country owners manual
gus was a friendly ghost
premiere cs2 rendering
smart fortwo wiring diagram pdf
onn keyboard ona11ho089 manual
tribunal examinador de medicos puert
canon printer driver free k10447
my_summer_car_wiring_mess_negative.pdf
fantastic_contraption_2008.pdf