

RETIRED ADVENTURER

You have lived a life of adventure already and retired to something quieter. You thought you were done and to that end may have given away all your old gear and spent all your treasure. Little did you know something would pull you back into your old career. If you choose this background you have some exciting questions to answer.

Since you had an adventuring career for a significant time, you should determine what that part of your past looked like. What adventures have you already had? How much time did you spend adventuring before retirement? Who was your most-hated enemy? Who did you adventure with? Why did you hang it up?

Something happened that made you lose your edge and finally honed adventuring skills. Has age or luxurious retirement made you soft? Did a physical or magical accident take some abilities from you? Did a supernatural force steal your mojo?

You have decided to walk the road of adventure once again. Why? Was it because you ran out of gold and want to earn some more the only way you know how? Did you become restless in retirement and are now seeking the thrill of battle? Are you out to prove you can still live up to your legend? Are you out for vengeance? A noble quest? To tie up one final loose end you didn't realize until now was undone? Whatever the reason, you're back on the road and ready to dive into another dungeon.

Skill Proficiencies: History, Insight, One type of gaming set

Languages: One of your choice

Equipment: An old map to a secret dungeon you never got around to visiting, a set of common clothes, a set of bone dice or a deck of cards, and a purse containing 25 gp.

FEATURE: C-LIST CELEBRITY

Whenever you are in a civilized area that knows of your past adventures, you can live a aristocratic life style for free as people wish to honor your past deeds. You can also use your influence to gain audiences with important political figures and get random gifts from admiring fans. However if you choose to use your influence in this way it also alerts anyone in the area looking for you of your location and draws a lot of attention to your party.

Credited Author: James Introcaso

CHILD OF WAR

You were born in a war-torn country, and your history reflects this. Whether you were the only survivor of the ransacking of your birth city or you come from a long line of weary soldiers and broken families, you have had to live on your own for years, and have become quite self-sufficient and hearty because of it. You may not be who people look at and think of as a hero, and you are definitely not a leader, but you have lived outside of society for long enough that neither of these things bother or influence you. Instead, you adventure for your own purposes, though what those might be are for you alone to know...

Skill Proficiencies: Stealth, Survival, Vehicles (Land)

Languages: One language of your choice

Equipment: A locket or other keepsake that belonged to someone important to you, tinder and flint, a first aid kit, 50' of rope, a dagger, a horse or other mount.

FEATURE: SAFE HOUSE

After having been forced into hiding and attacked so many times, you know how to make a secure and secret hideaway that you can retreat to. By working for a week you may set up a safe house in a particular city, section of the wilderness or other location. This hideaway is large enough for yourself and up to four other people to live comfortably, and requires a DC 15 investigation check to discover. If you are able to reasonably find or purchase supplies, then you may increase the DC of this check by 5 by either spending 50 gold or one month of work improving the concealment of your safe house. You may have any number of safe houses at any time and you may start the game with a fully developed one in any one city or landmark.

Credited Author: Gnomes2169

DEAD

You have died and come back. This experience has changed you and helps define who you are today. The specifics of your death are up to you, but the following questions and suggestions will help you determine those.

How did you die? It probably wasn't of old age. Spells like raise dead can bring back those who die before old age takes them, but after old age there is almost no magic which can bring a person back from the dead. Was it combat? An accident? A disease?

How long were you dead? Spells like true resurrection allow a PC to return from death after 200 years. How has the world changed politically, technologically, and culturally since your death? What remains of your family, friends, and personal life?

What was your period of death like? Did you spend time in the glory of eternal battle is Ysgard? Were you enjoying the heavenly paradise of Elysium? Were you being tortured in the Nine Hells or Abyss? Do you simply remember nothing from that time?

Maybe you didn't completely pass on, but lived life as an undead, wayward soul such as a ghost or vampire. Why did you become such a being? What acts did you commit that you now regret? Who will think of you as a monster because of the time you spent as an undead?

Finally someone brought you back. Who was it? Why? Maybe it was to face an old enemy who has now returned. Maybe it was a loved one who searched for a long time and spent all their resources to bring you back. Maybe you were called back for some valuable piece of information only you knew. How did this person bring you back? Maybe with one of the spells that first spring to mind, but what about a spell like reincarnate, which could bring your spirit back in the body of another humanoid race? Or maybe it was some other magic which has a more sinister secret.

Skill Proficiencies: History, Intimidation

Languages: Two of your choice

Equipment: 50 feet of rope, a bit of dirt from your grave kept in a sacred vial, a set of common clothes, two rare coins with which you were buried, and a belt pouch with 5 gp.

FEATURE: SPIRIT TALK

Nonhostile souls of the dead feel can connect with you thanks to the long time you spent dead. You may spend a day of downtime communicating with the souls to learn a piece of information by asking a question. The quality and specifics of the information you get is up to the DM.

Credited Author: James Introcaso

WAY OF THE SWORD

Monks who follow the way of the sword are taught to focus their entire being into a sword strike. Often monks who choose this path do so for vengeance, to honed their killing intent against those who wronged them. Others simply excel at swordsmanship and want to become more skilled, or even a legendary swordsman.

SWORD STYLE

Starting at 3rd level you must choose a type of sword you wish to specialize in. You may choose any one-handed sword, you become proficient with it and treat it as a monk weapon. At 11th level, you may use your flurry of blows to make monk weapon attacks instead of unarmed strikes.

ADVANCED TECHNIQUES

Starting at 6th level, you learn maneuvers that are fueled by special dice called superiority dice. (PHB 74.) You learn three maneuvers that enhance your attacks. You can only use one maneuver per attack. You learn two additional maneuvers at 11th and 17th levels, each time you learn new maneuvers you can also replace one you already know with another.

SUPERIORITY DICE

You have four superiority dice which are d10s. they are expended when used, and regained after finishing a short or long rest. you gain additional dice at 11th and 17th levels.

SAVING THROW

DC = 8 + Proficiency Bonus + WIS Modifier

FEARSOME BOAST

Starting at 11th level you can demoralize opponents with a boast or threat. when a creature within 60 ft. of you makes an attack roll, an ability check, or a damage roll you can use your reaction to spend 2 ki points to roll a maneuver die and subtract the roll from the result. The creature is immune if it can't hear you, or if it is immune to being charmed.

KILLING INTENT

Starting at 17th level you may spend 3 ki points to stop fooling around, and focus your killing intent as a bonus action. You choose an opponent to mark for death, and until the creature dies or you end the effect yourself, you add a damage die to any monk weapon attacks you make against them, and you roll two additional damage die when determining the extra damage from a critical. points to roll a maneuver die and subtract the roll from the result. The creature is immune if it can't hear you, or if it is immune to being charmed.

Credited Author: Strudel110

BLACKGUARD

Nothing short of mortal fiends, Blackguards are quintessential black knights, carrying a reputation of the foulest sort. Consorting with demons and devils while serving dark deities, blackguards are hated and feared by all. This is a martial arch-type, which only some of the most vile and dedicated fighters become.

FIENDISH INFLUENCE

Starting at third level your fiendish masters imbue you with their dark power, granting you the ability to see in the dark and a supernatural resistance to mind-altering effects. You have advantage on saving throws against being charmed or frightened, and can see normally in darkness, both magical and non-magical, to a distance of 60 feet.

CRUEL BEYOND MEASURE

Starting at 3rd level, you begin to revel in death and destruction. Whenever you reduce a creature to 0 hit points, you gain advantage on your next attack roll. This advantage is lost if it is not used within 1 minute.

FOUL REPUTATION

Starting at 7th level your deeds have become infamous and your name is whispered in darkened alleys and dingy taverns across the land. Your appearance heralds pain and misery – and your enemies know this. You gain proficiency in the Intimidate skill. Furthermore, you may apply double your proficiency bonus and never have disadvantage whenever you attempt to intimidate a humanoid.

IMPROVED CRITICAL

Starting at 10th level you have learned to exploit your foes' weaknesses to deliver savage blows. Your weapons attacks now score a critical hit on a roll of 19 or 20.

WITHERING SMITE

Starting at 15th level, when you hit a creature with a melee weapon attack, you can draw upon your masters' power to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 2d8, which increases to 3d8 if the target is a celestial. You may not use this ability again until you finish a long rest.

LIFE DRINKER

Starting at 18th level, you gain the ability to draw vigour from the suffering of your enemies. Whenever you reduce a creature to 0 hit points, you regain hit points equal to 5 + your Charisma modifier. This ability does not work against undead or constructs.

Credited Author: Ninja_Prawn

THUG

Where there's skilled trades men and specialists in a crowded city, there's a thug extorting them. Rogues may follow this path, often not finding the thrill of picking a lock, compared to shaking down a local for a key. Rather than relying on a flimsy dagger, thugs are more likely to strike a goodly foe with a war-axe.

DIRTY FIGHTER

Starting at 3rd level you gain the ability to sneak attack with any weapon you are proficient with, even those without the finesse or ranged property.

INTIMIDATING PRESENCE

Starting at 3rd level, you become more intimidating to people around you. You have advantage on Cha (Intimidation) checks made against unarmed opponents.

EXTORTION

Starting at 9th level, you are able to force people into giving you what you want. If you successfully use the intimidation skill against a creature that can see you, you can treat that creature as indifferent if it was hostile and friendly if it was indifferent. (Your DM will adjudicate what these attitudes mean.) For the next minute, you and your allies have advantage on persuasion checks made against that creature. After a minute has passed, the creature realizes it was coerced and becomes hostile toward you. Some individuals may try to seek revenge.

NO HOLDS BARRED

Starting at 13th level, you have mastered the technique of causing pain with no remorse. You deal an extra die of weapon damage whenever you hit a creature that is blinded, prone, incapacitated, or frightened.

ARMOR OF DOUBT

When you reach 17th level, as long as you have not taken damage in combat, enemies have disadvantage on attack rolls made against you. This is a mind-affecting fear effect.

Credited Author: Human Paragon 3