



FOLK HERO

Many a great hero in Aldea has come from otherwise humble beginnings, so this a common background for characters from Aldis or any of the lands surrounding it. Rather than rebelling against a cruel or unjust authority, Aldin folk heroes more commonly safeguard their communities against an outside threat, stepping-up to deal with a danger from Shadow.

GUILD ARTISAN

The Guilds are a formidable force in Aldis and skilled crafters understand the value of their works and wears. The Guild Council makes up a third of the governance of the Sovereignty and exercises a voice they consider practical and grounded but which others sometimes see as greedy and short-sighted. The Guild Merchant variant is common, especially in the cities and coastal areas of Aldis where trade flows freely.

HERMIT

The solitary life is not for all but there are those in every land who prefer it: lone spiritual adepts, mystic priests, home-steaders on the fringes, even rhydan who spent much of their early awakening in seclusion, away from society. Sometimes the Discovery associated with their hermitage is some depth of arcana or a spiritual vision, but it may sometimes be something that touches upon Shadow and the corruption of the Sorcerer Kings, which has led the former hermit to deal with the world once more in order to help safeguard it.

NOTABLE (NOBLE)

“Noble” has a particular connotation in Aldis: a dedicated public servant who has passed a series of tests, the last of which is the test of the Blue Rose Scepter, proving their devotion to the good of the nation and its people. Noble titles in Aldis are earned, not inherited, and noble duties do not necessarily come with great wealth.

What is commonly called the Noble background can be considered Notable in Aldis and elsewhere: You were born into a family of wealth and privilege and understand the responsibilities and opportunities that come with them. Apart from the titles, the background is largely the same.

The Knight variant is well-known in Aldis, Jarzon, and even Kern, where knights are among the greatest and most celebrated of warriors. Many in Aldis aspire to join the legendary Knights of the Blue Rose, while the Knights of Purity in Jarzon are honored and respected, and the Knights of the Skull in Kern are feared forces of the kingdom.

OUTLANDER

There are many wild and unsettled lands in and around Aldis, particularly the vast stretch of the Pavin Weald, the depths of the Veran Marsh, and the broad plains of Rezea. Outlanders from these and other places sometimes find their way to the great cities of Aldis or seek adventure and opportunities in places far from their homeland. This is particularly true of many rhydan, who truly grew up in the

wild, spending an early part of their life as beasts before their awakening and retaining their knowledge and experience of life in the wilderness.

SAGE

Aldins, in particular, are a learned people who value the spoken and written word. Some have the opportunity to attend schools of higher learning in the land and to study their collections of books, scrolls, and lore. The mysteries of the world are many, and much lore was lost in the fall of the Old Kingdom and during the Shadow Wars. So many sages venture out from the halls of academia in search of some lost piece of knowledge that can fit into the picture puzzle they are assembling of their understanding of the world.

SAILOR

Aldis is a sea-faring nation, with ports like Garnet sending ships out to the islands and places along the coast. Islanders from the Scatterstars and Lar'tya are practically born to the sea. Most ships working the Aldin coast are fishing vessels or merchant ships carrying goods, although Aldis does have naval vessels, and the islands are sometimes havens to pirate ships (and those with the Pirate variant of this background).

SOLDIER

Wars have scarred much of Aldea throughout its history, and modern Aldis acknowledges that it was born out of a war against the Sorcerer Kings and safeguarded by wars against bandit coalitions and incursions from Kern. So long as war threatens the peace of the land, there must be soldiers willing and able to fight.

URCHIN

Although the notion of children growing up starving on the streets is repugnant to Aldins, this background remains all-too common in places like Kern or Serpent's Haven in the Veran Marsh.

Variant: Thief. This is also a suitable background for those who did *not* necessarily have to survive on the streets but still found their way into a different sort of criminal life from the Criminal background. Members of the Silence in Aldis, for example, often have this background.

NEW BACKGROUNDS

REAWAKENED

You have been here before. Most people believe in the great Wheel of Rebirth, put into motion by the gods at the dawn of time, but also that most souls do not recall the previous times they have been clothed in form in the world. You do, however, at least somewhat. You have been reawakened to some of your past lives, perhaps due to some important deeds or unresolved matters from them, and you feel they are connected to your purpose in this life, although you may not know how or why yet.

Work with your Game Master to determine what your past-life recollections entail and how they might be

connected to your present life and traits. You may have been virtually anyone from the past: famous or obscure, of any ancestry, living any sort of life.

Skill Proficiencies: History, Insight

Tool Proficiencies: One type of artisans' tools or musical instrument.

Languages: One of your choice.

Equipment: An item from the Trinket table connected to your past, a journal of your recollections, a set of common clothes, a set of tools or musical instrument (your choice), and a belt pouch containing 15 gp.

FEATURE: PAST EXPERIENCE

From time to time, certain situations, places, and even people seem familiar to you, as if you have encountered or experienced them before, even though you have not in this lifetime. Your GM may provide you with a certain amount of insight, a fragmentary memory, or a particular clue concerning something with which you have had past experience or grant you advantage on a check involving it.

SUGGESTED CHARACTERISTICS

Your reawakened recollections define much of your current life and your quest to understand, integrate, and deal with them and their meaning.

D8 PERSONALITY TRAIT

- 1 I drop mentions of my past-life recollections into casual conversation.
- 2 I'm rightly considered an "old soul" by many.
- 3 I have the kind of zest for life and all that it has to offer of someone who understands how brief it all is.
- 4 I only reveal that I am reawakened to people I know I can trust, especially if I feel a past-life connection.
- 5 I often become lost in reveries of my old memories, seeming distant and distracted.
- 6 Although I do not seek it, I do not fear death, but I consider the undead terrible abominations.
- 7 I have a measure of calm and serenity far greater than my years.
- 8 My experience has made me a bit world-weary and sarcastic.

D6 IDEAL

- 1 **Self-Improvement.** Awareness of my past lives allows me to integrate their lessons into this life. (*Good*)
- 2 **Destiny.** I have been reawakened for a purpose that I must fulfill in this life. (*Lawful*)
- 3 **Live and Let Live.** My larger perspective lets me understand that all things in life are temporary. (*Neutral*)
- 4 **Freedom.** I must be free to explore all that life has to offer, and everyone should have that opportunity. (*Chaotic*)
- 5 **Retribution.** This life is an opportunity to finally achieve the vengeance I was denied. (*Evil*)
- 6 **Knowledge.** I shall learn as much as I can in this life, hoping that it will be passed on in my lives to come. (*Any*)