

## VEYRN BACKGROUNDS v1.0

### Conscript

You were chosen by your local lord or king to serve time in the military. Given only the sparsest instruction you fought against the enemies of the land. Your time spent in the military was likely brief, typically three to four months. This time spent among the ranks may have been easy, or you could have been forced to face numerous horrors in the name of another. Regardless when you returned home you found yourself changed, for better or worse.

**Skill Proficiencies:** Athletics, Survival.

**Tool Proficiencies:** One type of gaming set, and one tool proficiency of choice.

**Equipment:** a trophy taken from the battlefield (a trinket, broken blade, or similar item), a set of bone dice or deck of cards, a set of common clothes, and a pouch containing 6 gp

#### Feature: Know Your Place

While at the bottom of the military you have learned through observation and practice how the army functions, as well as its chain of command. When in an area with a military presence you always know the right person to speak to, whether it be the quartermaster or a commander. This doesn't guarantee you access but can give you an idea of the military's structure or current goals.

#### Suggested Characteristics

D8	PERSONALITY TRAIT
1	I am haunted by the things I've seen on the battlefield and am frequently plagued by nightmares.
2	I served my term of service in relative leisure, never seeing battle. Despite this I like to brag about my time in the military.
3	I am resentful toward those who conscripted me against my will and resent those in power.
4	I learned much in my time away from home and feel worldlier than those who have never left the safety of their homes.
5	I understand the chain of command and know my place, never speaking out of turn before my betters.
6	I lost many friends in battle and feel guilty that I returned unharmed.

7	I'm afraid of conflict and avoid it if possible.
8	I miss the structure of military life, and long to return to it.

D6	IDEAL
1	Honor. It was my duty to serve my people.
2	Loyalty. I serve the rightful rulers of my land, doing what they need, even if I don't understand the greater purpose.
3	Faith. It was not chance that led me to serve, but the will of the gods.
4	Justice. Evil must be opposed in all its forms.
5	Family. Everything I did was to protect those close to me.
6	Hope. I trust that my actions had purpose, even if I do not yet understand it.

D6	BOND
1	Those I served with are like family to me.
2	I work to honor those who perished in battle.
3	The people of my homeland are worth dying for.
4	Someone saved me from near death, I owe them everything.
5	Even the weakest can learn to defend themselves.
6	I grudgingly earned the respect of my betters.

D6	FLAW
1	I have grown desensitized to the deaths of others.
2	I have little respect for authority.
3	My actions caused the deaths of others.
4	I drink to forget what I've seen.
5	I no longer feel comfortable in the safety of my home.
6	I long for the rush and chaos of battle.

## VEYRN BACKGROUNDS v1.0

### Tradesman

You have learned a skill or trade in your city or village. These skills and crafts have been passed down by your caregiver or taught to you during an apprenticeship. Found virtually everywhere, a trade is an excellent means of providing for basic needs. Skilled craftsman can earn much for their work, while others struggle to get by.

**Skill Proficiencies:** Investigation, and choice of Persuasion or Deception.

**Tool Proficiencies:** Two of Choice.

**Languages:** Two of Choice.

**Equipment:** A set of artisan's tools (one appropriate to your specialty (see below), a set of traveler's clothes, and a belt pouch containing 15 gp.

#### Specialty

Roll 2d8 and consult the chart below to determine your specialty.

2D8	SPECIALTY	2D8	SPECIALTY
2	Alchemist	9	Jeweler
3	Brewer	10	Leatherworker
4	Calligrapher	11	Mason
5	Carpenter	12	Potter
6	Cartographer	13	Smith
7	Cobbler	14	Tinker
8	Cook	15	Weaver
9	Glassblower	16	Woodcarver

#### Feature: Eye for Quality

You have learned through practice and experience how to judge the value of goods, by spending a brief time studying an item you may discern its value and have an idea of its current market price. In addition, if the item falls under your specialty you can also identify the craftsman or region it was produced in.

#### Suggested Characteristics

D8	PERSONALITY TRAIT
1	I'm frugal and always on the lookout for the best deal.

2	I'm arrogant, and feel my work is superior to others. Often pointing out flaws where there are none.
3	I could talk at length about my craft, boring others.
4	I'm humble about my work, and don't take compliments well.
5	I'm very social, particularly with others of my trade.
6	I'm happiest when doing what I love and encourage others to do the same.
7	I dislike people and find most of them ignorant of what constitutes true quality.
8	I am enamored by the crafts of a race or culture.

D6	IDEAL
1	Art. I find beauty in my work, and the works of others.
2	Greed. I always try to get the most from a deal, even at the detriment of others.
3	Honesty. I will never cheat on a deal or swindle a customer.
4	Community. I will always put the needs of others ahead of my own.
5	Perfection. I strive to do everything perfectly.
6	Elevation. I long to improve my situation and ascend the social ladder.

D6	BOND
1	My teacher taught me everything about my trade and is my most trusted friend.
2	I owe a hefty sum to someone of great wealth and influence.
3	I long to master my trade and take over the family business.
4	I once made something special for someone, and they keep it as a token of a future engagement.
5	I hope to earn the respect of a skilled rival.
6	There is someone important to me I support through my work.

D6	FLAW
1	I often take people at face value.
2	I would do almost anything to achieve what I desire.
3	I have little business sense and spend money frivolously.
4	I often overestimate my abilities.
5	I think noblemen are stupid and will believe anything.
6	I cheat others whenever I get the chance.

## VEYRN BACKGROUNDS v1.0

### Peasant

You have spent most of your life as a commoner and make up the bulk of the population. Most peasants spend their lives in the fields or tending livestock. Few reach beyond the confines of this simple life, and fewer still succeed in breaking into wealthier pursuits. Most are content (if not happy) to live simple lives far removed from hectic city life, dwelling in the numerous small villages and towns scattered about world.

**Skill Proficiencies:** Nature and choice of Animal Handling or Survival.

**Tool Proficiencies:** One type of artisan's tools, and one musical instrument.

**Equipment:** a pair of bone dice or musical instrument, a set of common clothes and a belt pouch containing 5 gp.

#### Feature: People of the Land

You have spent so much time out of doors, in the fields, or studying almanacs. That you have gained insight into the weather and its effects on growing crops. You usually can tell what the weather is going to do based on observation and old wives' tales. Also, you can tell the level of general health of crops or farm animals with only brief observation. This talent does not extend to identifying any unnatural or magical effects. The extent of this information is at the discretion of the game master.

#### Suggested Characteristics

D8	PERSONALITY TRAIT
1	I love the simple things in life.
2	Honesty is the best policy.
3	It's not worth doing if it's not done right.
4	My life has been hard, and I sometimes take it out on others.
5	I'm always trying to improve my situation in life.
6	My faith helps me to endure challenging times.
7	I live with my head in the clouds, dreaming of a better life.
8	People better off than me probably did something immoral to achieve success.

D6	IDEAL
1	Greed. I always want to have more than those around me.
2	Accountability. Everyone is responsible for their own happiness.
3	Faith. The gods bring to each what they truly need.
4	Pride. A hard day's work is its own reward.
5	Family. I do what I can to provide for my loved ones.
6	Change. I must find a way to improve my situation.

D6	BOND
1	The charity of another once saved me from ruin.
2	The land I work is all that matters to me.
3	A dear friend is close to ruin and needs my help.
4	I must do what I can to support my community.
5	I have a child or loved one that has become mixed up in something dangerous.
6	I would die to protect what matters to me.

D6	FLAW
1	I like to talk big to cover up my insecurities.
2	I spend too much money on drink to forget my hardships.
3	I have a violent temper.
4	I am jealous of the success of others.
5	I don't take responsibility for my actions.
6	I look down upon those who claim authority over me, whether it is deserved or not.

## VEYRN BACKGROUNDS v1.0

### Prostitute

As a practitioner of the world's oldest profession, you take to the streets each night engaging in physical acts for coin. While often looked down upon by others, you have embraced this lifestyle either from genuine appreciation for the work, or out of necessity. You have learned how to please others and use this ability to get what you need.

**Skill Proficiencies:** Insight, and choice of Deception or Persuasion.

**Tool Proficiencies:** Disguise kit, one musical instrument of your choice.

**Languages:** One of choice.

**Equipment:** One musical instrument of your choice, a trinket or gift from an admirer, a suit of fine clothing, and a belt pouch containing 20 gold.

**Feature: Streetwise**

Your time on the streets has given you an instinctive and practical view of life on the streets. Given a bit of time and carousing you can locate the seedier parts of a city and identify areas prone to criminal activity and places safe to conduct less savory forms of business. By spending at least, a day there you can insight into the hidden workings of the city (amount or quality of this information is ultimately up to the discretion of the game master).

**Suggested Characteristics**

	PERSONALITY TRAIT
1	I am no stranger to violence and have become desensitized to the darker aspects in life.
2	I find pleasure in my work, and pleasing others.
3	My work is a stepping stone, I am destined for greater things.
4	I love attention, and the look in people's eyes as they gaze upon me.
5	I am ashamed of my work, and don't speak of it unless I have to.
6	I love to keep others happy, particularly when coin is involved.
7	I take great pains to maintain my appearance.
8	I find pleasure in creating jealousy in others.

D6	IDEAL
1	Family. Those I work with are closer to me than any blood relations.
2	Pride. If you're good at something never do it for free.
3	Greed. I would do anything for gold. Anything.
4	Elevation. I will do what is needed to improve my quality of life.
5	Beauty. My physical appearance is the most important thing to me.
6	Hope. Things can only get better.

D6	BOND
1	I owe someone in power a great deal of money.
2	I work to take care of a child or loved one.
3	I have a client who takes care of me like family.
4	I look out for others in my profession, and those others have forgotten.
5	I love my family, but they must never know what I do to support them.
6	There is someone that wishes me great harm over their own indiscretion.

D6	FLAW
1	I often do what is asked of me without question, even when it conflicts with my morals.
2	I spend my money on frivolous things, rather than those that matter.
3	I enjoy creating jealousy in those around me.
4	I don't feel I have any worth other than the use of my body.
5	Abuse has caused me to withdraw, the face I show is not the real me.
6	I'd say anything to get what I need.