

Refugee

The Refugee is a person that is at their lowest because of circumstances out of their control. Perhaps you are dirty and bloody after crawling from the rubble of a destroyed castle or your home after a devastating dragon attack. You could be one of the few lucky ones that avoided sickness, disease or some plague that ravaged the population. Maybe something magical was unleashed on your old homeland and the nature you know was changed to something other worldly or something as simple as a flood, earthquake or a tropical storm uprooted you from the place you call home. Are you trying to return home? Maybe you need help, resources or money first. Are you just trying to figure out what happened? You'll need answers which require contacts and knowledge. Or you've accepted what happened and now trying to pick up the pieces and move on in a new unfamiliar land. Regardless of your choices or circumstances your newfound experience helped you in the past and continues to do so into the present. No matter what happens next, you are determined to survive.

Skill Proficiencies

Survival

Languages

One of your choice

Equipment

3 Days of Rations, Clothes(common), Full waterskin, Sack, 15CC

Feature: Will of the Survivor

Where many have died, been left behind or failed to escape, you survived and gained valuable experience on how best to survive out in a harsh unforgiving world. Other adventurers, travelers or citizens of a particular area may have had similar experiences and forming a common bond around the topic of survival comes easily to you. If you spend more than 1 minute speaking to someone that has lived in or up to a mile of your current location you can easily learn about the hazards and dangers of the area. Common patterns in severe weather, recent murders, high crime areas or even rumors of curses and sickness are some examples of what people may share with you. For those that are hesitant, unsure of your intentions, may be withholding information or emotional about the topic, you can add half of your Survival skill to any Charisma check when discussing or looking for information around the topic of survival.

From the known to the unknown challenges and hazards of the world you take every chance to be prepared for the worst. Sometimes using the bare minimum and mundane items that others would consider worthless or trash you know how to make minor additions to your armor and clothing to increase your chances. Once during your short rest you can gather materials around your surrounding area to add to your armor and clothing giving you a +1 to AC. This +1 to AC is removed when you take at least 1 point of damage or start a long rest. This temporary armor can be made from whatever you can find such as pieces of bark or wood, old books tied together, damaged armor, scrap metal or extra layers of cloth bundled together to make padding. Additionally you may also use this time to give this benefit to another Individual to aid them instead of yourself.

Unfortunate Event

What unfortunate event drove you away from the place called home? Was it a danger you were well aware of or a sudden destructive event that you had no control over. Either you foresaw this disaster or it caught you off guard. A serious and unfortunate event has separated you from your home. Choose an event for your character or one from the Unfortunate Event list.



D10 Unfortunate Event

- 1 A powerful dragon attacked and destroyed large parts of the countryside and my village was caught in the attack.
- 2 My home city is currently in the middle of a bloody inquisition and I'm escaping religious persecution.
A terrible sickness was spreading through my old home town.
- 3 Thankfully I was allowed to leave once I proved I was free of this plague.
- 4 Two opposing forces are fighting for control in my homeland and wanting no part in the conflict I left home.
- 5 A violent storm destroyed my home. I survived but the weather continues to be uncooperative to allow rebuilding.
- 6 A powerful magical curse was placed on the land around my old home and I had to leave or become cursed as well.
- 7 A wildfire starting in the forest spread to the valley below and my town was in the inferno's path.
- 8 My old home's leadership surrendered our city to a cult and my options were join or die, I chose to flee.
- 9 A once prosperous mine was mined bare and the town I lived in that was built around it was abandoned.
A rise in crime and danger in my old home town was blamed on my particular race/species and I was forced from my home by mob rule.
- 10

Trinket from Home

Your home may be lost or far away but you kept a piece of it with you to remind you of home. Choose an item of some kind that can be a symbol of the old life and home you have been removed from or one from the list below.

D6 Trinket from Home

- 1 A flag or banner that was your old homelands emblem.
- 2 A key to your old house.
- 3 An engraved mug with the name of your favorite town's tavern.
- 4 A rolled up old painting of your parents.
- 5 A map of the land around your old home town.
- 6 A vial of soil from a farm near your home.

D6 Bond

- 1 I will take any and all opportunities to become skilled in all weapons and tools.
- 2 One day I will return to my old home and fight to reclaim the area.
- 3 After seeing so much suffering, everything I do is to help people that are in need.
- 4 I had visions of the disaster that destroyed my home. I must find out why.
- 5 I found the journal of a dead investigator looking into similar disasters that destroyed my home, I will carry on there work.
- 6 I have been separated from old friends and family. I will find them.

D6 Flaw

- 1 I'm very protective of my food and usually unwilling to share any if asked.
- 2 I am visibly nervous around any guard or law enforcement even if I'm not guilty of any crime.
- 3 When someone sneezes or coughs without covering their mouth I am overcome with the urge to slap them in anger.
- 4 Nothing is trash to me. I collect and hoard every little thing I can, even things others have discarded or thrown away.
- 5 I often have nightmares that cause me to toss, turn and even talk in my sleep.
- 6 I have a soft spot for beggars or anyone that tells me a sad story and I offer and give more money than normal.