

BACKGROUND

At 1st level, choose your character's background that represents training earned *BEFORE* you began your adventuring career. This can represent work your parents did and the environment in which you were raised or early training for your current occupation. The first row after the general training type lists people and jobs under that type. The second row lists tools that may be used as part of that background. You may select one tool type to have for free. The third row lists a group of proficiencies offered from that early training. Red proficiencies are ones that can be used without proficiency, but then gain no bonus.

Most Races get **two slots** to spend on the proficiencies listed (*Not* two proficiencies). These two slots are purchased at the cost listed. Humans and Half-Elves get **three slots** to spend. **Format:** Proficiency (Slots / Ability & Modifier)

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- Academic:**
- Librarians, scholars, teachers, alchemists, hedge wizards, mages, priests, necromancers, bards
 - Alchemist's supplies (50gp), Cartographer's tools (8gp), Herbalism kit (5gp), Tinker's tools (50gp), Writer's kit (30gp).
 - Alchemy (1/Int), Anatomy (1/Int), Appraising (1/Int), Arcana (1/Int), Astrology (2/Int), Demonology (1/Int), Dungeoneering (1/Int), Engineering (2/Int-3), Herbalism (2/Int-2), **History** (1/Int+3), **Investigation** (1/Int+3), Language-magic (1/Int), Language-modern (1/Int), Literacy (1/---), Nature (1/Int), Navigation (1/Int-2), Necrology (1/Int), '-ology' (1/Int), Religion (1/Wis).
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- Aristocrat:**
- Members of noble or wealthy and influential families
 - Animal care kit (2gp), Armor care kit (2gp), Calligrapher's supplies (10gp), Chess set (1gp), Dice set (1gp), Instrument (See PHB), Navigator's tools (25gp), Painter's supplies (10gp), Playing cards (5sp), Weapon care kit (2gp), Weaver's tools (1gp), Woodcarver's tools (1gp), Writer's kit (30gp).
 - Animal Handling (1/Wis), Appraising (1/Int), Arcana (1/Int), Artistic Ability (1/Wis), Astrology (2/Int), Courtier (1/Cha), Gaming (1/Cha), Herbalism (2/Wis-2), **History** (1/Int+3), Language-Magic (1/Int), Language-Modern (1/Int), Leadership (1/---), Literacy (1/---), Nature (1/Int), Navigation (1/Int-2), Performance (1/Cha), **Persuasion** (1/Cha+3), Riding (1/Wis+3), Religion (1/Wis), Survival (2/Int), Weaving (1/Int-1).
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- Artist:**
- Artists of all kinds, entertainers, bards, map makers
 - Calligrapher's supplies (10gp), Carpentry tools (8gp), Cartographer's tools (8gp), Disguise kit (25gp), Forgery kit (15gp), Instrument (See PHB), Painter's supplies (10gp), Potter's tools (10gp), Tinker's tools (50gp), Weaver's tools (1gp), Woodcarver's tools (1gp), Writer's kit (30gp).
 - Anatomy (1/Int), Appraising (1/Int), Artistic Ability (1/Wis), Carpentry (1/Str), Courtier (1/Cha), **Deception** (1/Cha+3), Forgery (1/Dex-1), **History** (1/Int+3), **Insight** (1/Wis+3), Juggling (1/Dex-1), Language-Modern (1/Int), Literacy (1/---), Performance (1/Cha), **Persuasion** (1/Cha+3), Pottery (1/Dex-2), Reading Lips (2/Int-2), Seamstress/Tailor (1/Dex-1), Tumbling (1/Dex), Ventriloquism (1/Int-2), Weaving (1/Int-1).
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- Bureaucrat:**
- Lawyers, bankers, clerks
 - Calligrapher's supplies (10gp), Forgery kit (15gp), Writer's kit (30gp).
 - Appraising (1/Int), Courtier (1/Cha), Forgery (1/Dex-1), **History** (1/Int+3), **Investigation** (1/Int+3), Literacy (1/---), **Persuasion** (1/Cha+3).
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- Craftsman:**
- Smiths, builders, engineers, brewers
 - Armor care kit (2gp), Bowyer's tools (20gp), Brewer's supplies (20gp), Carpenter's tools (8gp), Cobbler's tools (5gp), Jeweler's tools (25gp), Leatherworker's tools (5gp), Mason's tools (10gp), Potter's tools (10gp), Smith's tools (20gp), Tinker's tools (50gp), Weapon care kit (2gp), Weaver's tools (1gp), Woodcarver's tools (1gp).
 - Animal Handling (1/Wis), Armorer (2/Int-2), Blacksmithing (1/Str), Bowyer/Fletcher (1/Dex-1), Brewing (1/Int), Carpentry (1/Str), Cobbling (1/Dex), Engineering (2/Int-3), Gem Cutting (2/Dex-2), Leatherworking (1/Int), Literacy (1/---), Mining (2/Wis-3), Pottery (1/Dex-2), Rope Use (1/Dex), Seamstress/Tailor (1/Dex-1), Stonemasonry (1/Str-2), Weaponsmithing (2/Int-3), Weaving (1/Int-1).
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- Criminal:**
- Thieves, gang members, crime family soldiers, drifters, fighters, pirate
 - Alchemist's supplies (50gp), Cartographer's tools (15gp), Chess set (1gp), Climber's kit (25gp), Dice set (1gp), Disguise kit (25gp), Forgery kit (15gp), Jeweler's tools (25gp), Navigator's tools (25gp), Playing cards (5sp), Poisoner's kit (50gp), Thieves' tools (25gp).
 - **Acrobatics** (1/Dex+3), Alchemy (1/Int), Appraising (1/Int), **Deception** (1/Cha+3), Forgery (1/Dex-1), Gaming (1/Cha), Gem Cutting (2/Dex-2), **Insight** (1/Wis+3), **Intimidation** (1/Str or Cha +3), **Investigation** (1/Int+3), Man Catcher (1/Dex), Navigation (1/Int-2), **Perception** (1/Wis+3), Performance (1/Cha), **Persuasion** (1/Cha+3), Poisoncraft (1/Int-3), Reading Lips (2/Int-2), Resist Poison (1/-), Rope Use (1/Dex), Seamanship (1/Dex), **Stealth** (1/Dex+3), Ventriloquism (1/Int-2).
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- Explorer:**
- Explorers, rangers, archaeologists, map makers, historian
 - Animal care kit (2gp), Armor care kit (2gp), Cartographer's tools (15gp), Climber's kit (25gp), Healer's kit (5gp), Herbalism kit (5gp), Navigator's tools (25gp), Thieves' tools (25gp), Weapon care kit (2gp), Writer's kit (30gp).
 - Animal Handling (1/Wis), Appraising (1/Int), Arcana (1/Int), **Athletics** (1/Str+3), **Deception** (1/Cha+3), Demonology (1/Int), Dungeoneering (1/Int), Endurance (2/Con), Forced March (1/Con-6), Healing (2/Wis-2), Herbalism (2/Int-2), **History** (1/Int+3), **Investigation** (1/Int+3), Language-Magic (1/Int), Language-Modern (1/Int), Literacy (1/---), Mountaineering (1/---), Navigation (1/Int-2), Necrology (1/Int), **Perception** (1/Wis+3),

Persuasion (1/Cha+3), Riding (1/Wis+3), Religion (1/Wis), Resist Disease (1/-), Resist Poison (1/-), Rope Use (1/Dex), Seamanship (1/Dex), **Stealth** (1/Dex+3), Survival (2/Int), Tracking (2/Wis-6).

Laborer:

- Physical laborers, teamsters, freighters
- Animal care kit (2gp), Carpenter's tools (8gp), Cobbler's tools (5gp), Leatherworker's tools (5gp), Mason's tools (10gp), Potter's tools (10gp), Smith's tools (20gp), Weaver's tools (1gp).
- Animal Handling (1/Wis), Endurance (2/Con), Riding (1/Wis+3), Rope Use (1/Dex), Seamanship (1/Dex), Survival (2/Int).

Merchant:

- Merchants, salesmen, traders, store owners
- Animal care kit (2gp), Forgery kit (15gp), Jeweler's tools (25gp), Writer's kit (30gp).
- Animal Handling (1/Wis), Appraising (1/Int), Courtier (1/Cha), **Deception** (1/Cha+3), Forgery (1/Dex-1), Gem Cutting (2/Dex-2), **History** (1/Int+3), **Insight** (1/Wis+3), **Investigation** (1/Int+3), Language-Modern (1/Int), Literacy (1/--), **Persuasion** (1/Cha+3), Riding (1/Wis+3).

Physician:

- Healers, priests, necromancers
- Alchemist's supplies (50gp), Healer's kit (5gp), Herbalism kit (5gp), Poisoner's kit (50gp), Writer's kit (30gp).
- Alchemy (1/Int), Anatomy (1/Int), Animal Handling (1/Wis), Fast Recovery (1/--), Healing (2/Wis-2), Herbalism (2/Int-2), **Insight** (1/Wis+3), **Investigation** (1/Int+3), Literacy (1/--), Poisoncraft (1/Int-3), Resist Disease (1/--), Resuscitation (1/Wis).

Religious:

- Priests, theological scholars, shamans, paladins, druids, necromancers
- Calligrapher's supplies (10gp), Healer's kit (5gp), Herbalism kit (5gp), Poisoner's kit (50gp), Writer's kit (30gp).
- Anatomy (1/Int), Animal Handling (1/Wis), Arcana (1/Int), Astrology (2/Int), Courtier (1/Cha), Demonology (1/Int), Healing (2/Wis-2), Herbalism (2/Int-2), **History** (1/Int+3), **Investigation** (1/Int+3), Leadership (1/--), Literacy (1/--), Nature (1/Int), Necrology (1/Int), Performance (1/Cha), **Persuasion** (1/Cha+3), Poisoncraft (1/Int-3), Religion (1/Wis), Resuscitation (1/Wis), Survival (2/Int).

Rural:

- Farmers, hunters
- Animal care kit (2gp), Bowyer's tools (20gp), Carpenter's tools (8gp), Cook's utensils (1gp), Herbalism kit (5gp), Leatherworker's tools (5gp), Mason's tools (10gp), Potter's tools (10gp), Weapon care kit (2gp), Weaver's tools (1gp), Woodcarver's tools (1gp).
- Animal Handling (1/Wis), Bowyer/Fletcher (1/Dex-1), Carpentry (1/Str), Cooking (1/Int), Endurance (2/Con), Herbalism (2/Int-2), Leatherworking (1/Int), Performance (1/Cha), Pottery (1/Dex-2), Riding (1/Wis+3), Rope Use (1/Dex), Seamstress/Tailor (1/Dex-1), **Stealth** (1/Dex+3), Stonemasonry (1/Str-2), Survival (2/Int), Tracking (2/Wis-6), Weaving (2/Int-1)

Service:

- Chefs, cooks, waiters, messengers, maids, servants, slaves
- Animal care kit (2gp), Armor care kit (2gp), Chess set (1gp), Cook's utensils (1gp), Dice set (1gp), Playing cards (5sp), Weapon care kit (2gp).
- Animal Handling (1/Wis), Cooking (1/Int), **Deception** (1/Cha+3), Endurance (2/Con), Gaming (1/Cha), **Insight** (1/Wis+3), **Persuasion** (1/Cha+3), Riding (1/Wis+3).

Soldier:

- Armed forces, city watchmen, knights, squires, paladins, fighters, rangers
- Animal care kit (2gp), Armor care kit (2gp), Bowyer's tools (20gp), Leatherworker's tools (5gp), Mason's tools (10gp), Smith's tools (20gp), Weapon care kit (2gp).
- Animal Handling (1/Wis), Armorer (2/Int-2), **Athletics** (1/Str+3), Bowyer/Fletcher (1/Dex-1), Courtier (1/Cha), **Intimidation** (1/Str or Cha +3), **Investigation** (1/Int+3), Leadership (1/--), Leatherworking (1/Int), Literacy (1/--), Navigation (1/Int-2), **Perception** (1/Wis+3) Riding (1/Wis+3), Rope Use (1/Dex), Seamanship (1/Dex), **Stealth** (1/Dex+3), Survival (2/Int), Tracking (2/Wis-6), Weaponsmithing (3/Int-3).

Warrior:

- Mercenaries, bodyguards, gladiators, barbarians, fighters, pirate
- Animal care kit (2gp), Armor care kit (2gp), Healer's kit (5gp), Navigator's tools (25gp), Weapon care kit (2gp).
- Acrobatics (1/Dex), **Athletics** (1/Str+3), **Deception** (1/Cha+3), Fast Recovery (1/--), Healing (2/Wis-2), **Intimidation** (1/Str or Cha +3), **Investigation** (1/Int+3), Navigation (1/Int-2), **Perception** (1/Wis+3), **Persuasion** (1/Cha+3), Riding (1/Wis+3), Rope Use (1/Dex), Seamanship (1/Dex), **Stealth** (1/Dex+3), Survival (2/Int), Tracking (2/Wis-6).

Kits, Supplies, and Tools:

- ❖ **Alchemist's supplies** (50gp): Alchemist's supplies include two glass beakers, a metal frame to hold a beaker in place over an open flame, a glass stirring rod, a small mortar and pestle, and a pouch of common alchemical ingredients, including salt, powdered iron, and purified water.
 - ❖ **Animal care kit** (2gp): This kit includes brushes and tools for the care of work animals, mounts, and pets.
 - ❖ **Armor care kit** (2gp): This kit contains basic repair tools and cleaning supplies to take care of armor while on the road.
 - ❖ **Bowyer's tools** (5gp): This kit contains basic repair tools and cleaning supplies to take care of bows and crossbows while on the road. It also contains tools and materials to make ammunition for the weapon.
 - ❖ **Brewer's supplies** (20gp): Brewer's supplies include a large glass jug, a quantity of hops, a siphon, and several feet of tubing.
 - ❖ **Calligrapher's supplies** (10gp): Calligrapher's supplies include ink, a dozen sheets of parchment, and three quills.
 - ❖ **Carpenter's tools** (8gp): Carpenter's tools include a saw, a hammer, nails, a hatchet, a square, a ruler, an adze, a plane, and a chisel.
 - ❖ **Cartographer's tools** (15gp): Cartographer's tools consist of a quill, ink, parchment, a pair of compasses, calipers, and a ruler.
 - ❖ **Chess set** (1gp): A nice wooden board and wooden pieces made of common light and dark woods.
 - ❖ **Climber's kit** (25gp): This kit includes special pitons, boot tips, gloves, a harness, a grapple hook, and 100' of hemp rope. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.
 - ❖ **Cobbler's tools** (5gp): Cobbler's tools consist of a hammer, an awl, a knife, a shoe stand, a cutter, spare leather, and thread.
 - ❖ **Cook's utensils** (1gp): Cook's utensils include a metal pot, skillet, knives, forks, a stirring spoon, and a ladle.
 - ❖ **Dice set** (1gp): 12 carefully carved dice. 1 4-sided, 5 6-sided, 1 8-sided, 2 10-sided, 1 12-sided, and 2 20-sided.
 - ❖ **Disguise kit** (25gp): This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance.
 - ❖ **Forgery kit** (15gp): This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, small tools to sculpt melted wax to mimic a seal, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents.
 - ❖ **Healer's kit** (5gp): This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Healing check.
 - ❖ **Herbalism kit** (5gp): This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions.
 - ❖ **Instrument** (See PHB)
 - ❖ **Jeweler's tools** (25gp): Jeweler's tools consist of a small saw and hammer, files, pliers, tweezers, and a magnifying loupe.
 - ❖ **Leatherworker's tools** (5gp): Leatherworker's tools include a knife, a small mallet, an edger, a hole punch, thread, and leather scraps.
 - ❖ **Mason's tools** (10gp): Mason's tools consist of a trowel, a hammer, a chisel, brushes, and a square.
 - ❖ **Navigator's tools** (25gp): Navigator's tools include a sextant, a compass, calipers, a ruler, parchment, ink, and a quill.
 - ❖ **Painter's supplies** (10gp): Painter's supplies include an easel, canvas, paints, brushes, charcoal sticks, and a palette.
 - ❖ **Playing cards** (5sp): A standard deck of cards plus duplicates of the four Aces.
 - ❖ **Poisoner's kit** (50gp): A poisoner's kit includes the vials, mortar and pestle, a glass stirring rod, chemicals, gloves, and other equipment necessary for the creation of poisons.
 - ❖ **Potter's tools** (10gp): Potter's tools include potter's needles, ribs, scrapers, a knife, and calipers.
 - ❖ **Smith's tools** (20gp): Smith's tools include hammers, tongs, charcoal, rags, and a whetstone.
 - ❖ **Thieves' tools** (25gp): Thieves' tools include a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers.
 - ❖ **Tinker's tools** (50gp): Tinker's tools include a variety of hand tools, thread, needles, a Whetstone, scraps of cloth and leather, and a small pot of glue.
 - ❖ **Weapon care kit** (2gp): This kit contains a whetstone, basic repair tools, and cleaning supplies to take care of weapons while on the road.
 - ❖ **Weaver's tools** (1gp): Weaver's tools include thread, needles, scraps of cloth, and an assortment of buttons and clasps. You know how to work a loom, but such equipment is too large to transport.
 - ❖ **Woodcarver's tools** (1gp): Woodcarver's tools consist of a knife, a gouge, a small saw, and an assortment of wood glues and sealants.
 - ❖ **Writer's kit** (30gp): This small box contains a variety of papers, a notebook, a journal, pens and inks, seals and sealing wax, and other supplies necessary to make notes, keep a ledger, or write a journal.
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