

#	Background	Proficiencies	Equipment	Feature
1	Acolyte	Insight, Religion, 2 languages	Holy symbol, prayer book or wheel, 5 sticks of incense, vestments, common clothes, belt pouch, 15gp	Perform religious ceremonies of your faith and rely on the aid of temples.
2	Charlatan	Deception, Sleight of hand, Disguise kit, Forgery kit	Fine clothes, disguise kit, tools for chosen con, belt pouch, 15gp	Established false identity, including documentation and acquaintances. Can forge documents and handwriting from samples.
3	Criminal	Deception, Stealth, 1 gaming set, thieves' tools	Crowbar, common clothes (dark, with hood), belt pouch, 15gp	Reliable, trusted contact in criminal underground whom you can get messages to and from via secret networks.
4	Variant Criminal: Spy: Your contact may be a covert ally in the organisation with which you are affiliated.			
5	Entertainer	Acrobatics, Performance, Disguise kit, 1 musical instrument	Musical instrument, keepsake from an admirer, costume, belt pouch, 15gp	Perform in local establishments in any settlement and earn modest or comfortable lodging & food in return. Locals who see you perform are typically friendly.
6	Variant Entertainer: Gladiator: Replace musical instrument with an unusual weapon (trident, net, etc). Your "performance" is fighting, in settlements with suitable arenas.			
7	Folk Hero	Animal handling, Survival, 1 artisan's tools, Land vehicles	Artisan's tools, shovel, iron pot, common clothes, belt pouch, 10gp	Find a place to rest or hide among common folk, if they don't view you as dangerous.
8	Guild Artisan	Insight, Persuasion, 1 artisan's tools, 1 language	Artisan's tools, guild letter of introduction, traveller's clothes, belt pouch, 15gp	In towns with a guildhall, you can make contacts, sometimes even powerful political figures. Guild members may offer lodging and food and the guild may support you in courts if they believe you are in the right. Guild membership costs 5gp per month.
9	Variant Guild Artisan: Guild Merchant: Replace artisan's tools with a mule & cart and proficiency with either an extra language or navigator's tools.			
10	Hermit	Medicine, Religion, Herbalism kit, 1 language	Scroll case full of notes, winter blanket, common clothes, herbalism kit, 5gp	Access to a powerful secret or discovery.
11	Noble	History, Persuasion, 1 gaming set, 1 language	Fine clothes, signet ring, scroll of pedigree, purse, 25gp	Others are inclined to respect your rank. Common folk try to please you and other nobles treat you as an equal.
12	Variant Noble: Knight: You carry a token of chivalric devotion to a lord or lady. Instead of the respect of rank, you are accompanied by 3 loyal retainers: a squire, groom, and servant.			
13	Outlander	Athletics, Survival, 1 musical instrument, 1 language	Staff, hunting trap, hunting trophy, traveller's clothes, belt pouch, 10gp	Experience in the wild makes it easy for you to remember the layout of the land around you. You can gather food for a group of up to 6 people each day in fertile, wild lands.
14	Sage	Arcana, History, 2 languages	Bottle of ink, quill, small knife, letter posing a mysterious question, common clothes, belt pouch, 10gp	When seeking obscure lore, you often know where or from whom the information can be acquired.
15	Sailor	Athletics, Perception, Navigator's tools, Water vehicles	Belaying pin (club), 50' silk rope, lucky charm or random trinket, common clothes, belt pouch, 10gp	Through your contacts, you can always get passage on a ship, though the route and schedule may not be ideal. You and your companions are expected to work as ship's hands during the voyage.
16	Variant Sailor: Pirate: Instead of being able to gain passage on ships, your dangerous reputation precedes you, allowing you to get away with minor offences in civilised towns without being reported.			
17	Soldier	Athletics, Intimidation, 1 gaming set, Land vehicles	Insignia of rank, trophy from an enemy, bone dice or deck of cards, common clothes, belt pouch, 10gp	Others in the same military organisation respect your rank and may defer to your orders. You may be able to gain access to allied fortresses or camps or requisition basic gear or mounts for short term use.
18	Urchin	Sleight of hand, Stealth, Disguise kit, Thieves' tools	Small knife, map of your native city, pet mouse, memento of your parents, common clothes, belt pouch, 10gp	In cities, when not caught in combat, your knowledge of secret ways means you and your companions can travel at double the normal rate.