

BLACKWATER URCHIN

Life on the streets is difficult everywhere, but there's no tougher place to grow up than the darkened back alleys of Blackwater. Despite these grim surroundings, you learned not only how to endure but also how to make the most of what you could scavenge. Survival in Blackwater is about more than just scraping by; it's also about avoiding notice. You're never more than one bad day from waking up to find yourself press-ganged onto a ship or the subject of a necrotech's deranged experiments. Other kids on the streets may have helped looked out for you, but you learned how to look out for number one. No matter what anyone said, they would rather see a neighbor get dragged away to the chop shops than be hauled off themselves. These days, you use the skills you picked up on the streets to make sure that you stay at least one step ahead of trouble, whatever form it takes.

Ability Score Increase: Your Constitution or Wisdom score increases by 1.

Skill Proficiencies: Deception, Perception, Survival

Tool Proficiencies: Thieves' tools

Languages: One of your choice

Equipment: A small knife, a pet rat, a set of common clothes, and a pouch containing 10 gp

FEATURE: PACK RAT

Living on the streets has made you adaptable, and your ability to locate and maintain small caches of vital items has helped keep you alive. While you are in a city, you can maintain a poor lifestyle at no cost. Additionally, you can scrounge around for equipment that has been discarded, lost, or squirreled away. When you do so, make a Wisdom (Survival) check. You find your choice of the following:

- An item with a value in gp equal to the check that falls apart when you make an attack roll or ability check with it and roll a 1 on the d20
- A used but fully intact item with a value in gp equal to 25 percent of the check
- Coins with a value in sp equal to the check
- Once you use this feature, you can't use it again until you finish a long rest.

SUGGESTED CHARACTERISTICS

Most of Blackwater's ragamuffins possess a surprising inner strength. In order to make it on the cruel streets of the pirate port, urchins must be as clever as a skigg, as adaptable as a drake, and as tough as an Undercity steak. Their flaws often arise out of a need to compensate for negative experiences.

d8 *Personality Trait*

- 1 I speak a language only the alley kids know.
- 2 I always keep a sharp weapon hidden nearby.
- 3 If you act crazy, they won't mess with you.
- 4 I don't talk to anyone I don't know. In fact, I barely talk to those I do know.
- 5 I talk to everyone all the time. Especially strangers.
- 6 I sleep with one eye open. Sometimes both.
- 7 I say my prayers every night.
- 8 I avoid the light whenever possible. They can't see you in the dark.

d6 *Ideal*

- 1 **Found Family.** I don't know my parents, but I have dozens of brothers and sisters. (Neutral)
- 2 **Revenge.** I want to hurt everyone the way they hurt me. (Evil)
- 3 **Kindness.** No matter what's been done to me, I need to help everyone. (Good)
- 4 **Code of the Streets.** This city is grim, but if you follow the rules, you don't get knifed in the belly—not too often, anyway. (Lawful)
- 5 **Dignity.** I may live in the gutter, but I have self-respect. (Any)
- 6 **Anarchy.** No one cares for us. There's no reason to honor rules we didn't make and can't change. (Chaos)

d6 *Bond*

- 1 I owe a debt to a necrosurgeon who saved my life and won't let me forget it.
- 2 This city is a death trap, and I'll do anything to escape it.
- 3 My mother is out there somewhere, but I'll make sure she never finds me.
- 4 I have a sibling who disappeared in these alleys. I must find out what happened.
- 5 I want to earn enough gold to build a haven for children like me.
- 6 Blackwater is a filthy, deadly, mess, but it's the only home I've got, and I'll fight for it.

d6 *Flaw*

- 1 I will run and hide the first chance I get.
- 2 A dead friend can never betray you.
- 3 I hide money, food, and weapons, even from my friends.
- 4 I lie all the time, even if doing so doesn't benefit me.
- 5 I rely on myself and no one else.
- 6 If you didn't want me to steal it, you should have locked it up better.



BROKEN COAST SMUGGLER

Everywhere you look, people have needs. Your job is to see that those needs are filled while turning a tidy profit for yourself in the process. And even though some of the goods you bring to market may not be strictly legal, what counts as contraband in one port is a perfectly legitimate commodity in another. It's just a matter of knowing what, when, and where to sell—and, of course, how to avoid getting caught in the process. Whether on land, by riverboat, or in the hold of a ship on the Meredius, you've become a master at getting goods where they need to go, even when the authorities would rather you didn't.

Ability Score Increase: Your Dexterity or Charisma score increases by 1.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Vehicle (water) or vehicle (land)

Languages: Five Cant and one other of your choice

Equipment: A forgery kit, a crowbar, an oilskin tarp, a set of common clothes, and a pouch containing 10 gp

FEATURE: EVERYTHING MUST GO

When it comes to unloading illegal or stolen goods, you're an artist. When you sell contraband, you can haggle for an extra 1d6 percent × your proficiency bonus. Additionally, when you encounter authorities, you can choose to hastily (and surreptitiously) dispose of all stolen or illegal goods in order to gain advantage on a Charisma check you make to avoid getting caught.

SUGGESTED CHARACTERISTICS

Smugglers are shaped by a life of skirting the law. Whether they are brash and bombastic or can pass as an everyday merchant sailor, smugglers risk their lives in pursuit of profit.



d8 *Personality Trait*

- 1 I use humor to hide my fear.
- 2 I'm boastful about my exploits. It pays to advertise.
- 3 I love to gamble and am not above a little cheating.
- 4 If I have to choose between a shipment and my head, I sure hope the cargo knows how to swim.
- 5 I'm always looking for a big score.
- 6 I'll shoot first every time.
- 7 I don't love the sea like some smugglers do. To me, it's just a job.
- 8 I enjoy the thrill of evading the Black Fleet.

d6 *Ideal*

- 1 **Money.** Coin is what makes the world go 'round. (Any)
- 2 **Honor.** Maybe I'm just sentimental, but I believe in robbing people fairly. (Lawful)
- 3 **Vengeance.** My old crew took everything from me. I'm going to return the favor. (Evil)
- 4 **Adventure.** A normal life is boring. Could you imagine me working in a factory somewhere? (Any)
- 5 **Purpose.** I keep hoping that the next big score will help me make sense of it all. (Any)
- 6 **Prestige.** Simply proving to everyone that I'm the best is payment enough. (Any)

d6 *Bond*

- 1 I will hunt down those who betrayed me and have my revenge.
- 2 I truly wish to become a legitimate importer.
- 3 I messed up badly, and they're after me. I just need to stay one step ahead of them at all times.
- 4 I betrayed my former captain and regret it deeply. I will find a way to make up for what I did.
- 5 I heard a legend about an island paradise free of greed and hardship. I must find it.
- 6 I'm searching for a higher purpose. I just don't know what it is yet.

d6 *Flaw*

- 1 I'm afraid all the time. That's why I never let my guard down.
- 2 I don't think I deserve a good life. In fact, I think I'm doomed to be on the run forever.
- 3 I don't care about anyone but myself.
- 4 I lie so much that I don't even know what's true anymore.
- 5 I have restless dreams every night about the ocean swallowing me.
- 6 I will run rather than fight.