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# BACKGROUNDS

## QUICK REFERENCE

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— D&D 5E —



# CONTENTS

<b>Backgrounds</b> . . . . .	<b>1</b>	Hermit . . . . .	<b>2</b>
Acolyte . . . . .	<b>1</b>	Inheritor (SCAG) . . . . .	<b>2</b>
Charlatan . . . . .	<b>1</b>	Knight of the Order (SCAG) . . . . .	<b>2</b>
City Watch (SCAG) . . . . .	<b>1</b>	Mercenary Veteran (SCAG) . . . . .	<b>2</b>
Clan Crafter (SCAG) . . . . .	<b>1</b>	Noble . . . . .	<b>2</b>
Cloistered Scholar (SCAG) . . . . .	<b>1</b>	Outlander . . . . .	<b>2</b>
Criminal . . . . .	<b>1</b>	Urban Bounty Hunter (SCAG) . . . . .	<b>2</b>
Courtier (SCAG) . . . . .	<b>1</b>	Uthgardt Tribe Member (SCAG) . . . . .	<b>2</b>
Entertainer . . . . .	<b>1</b>	Sage . . . . .	<b>2</b>
Faction Agent (SCAG) . . . . .	<b>1</b>	Sailor . . . . .	<b>2</b>
Far Traveller (SCAG) . . . . .	<b>1</b>	Soldier . . . . .	<b>2</b>
Folk Hero . . . . .	<b>1</b>	Urchin . . . . .	<b>3</b>
Guild Artisan . . . . .	<b>1</b>	Waterdhavian Noble (SCAG) . . . . .	<b>3</b>
Haunted One (Curse of Strahd) . . . . .	<b>2</b>	Custom Background . . . . .	<b>3</b>



# BACKGROUNDS

## ACOLYTE

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**Proficiencies:** Insight, Religion

**Languages:** Two of your choice

**Equipment:** Holy Symbol, Prayer book/wheel, 5 Sticks of Incense, Vestments, Common Clothes, 15gp

**Shelter of the Faithful.** Free healing and care at temples of your faith. You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there.

## CHARLATAN

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**Proficiencies:** Deception, Slight of Hand, Disguise Kit, Forgery Kit

**Equipment:** Fine Clothes, Disguise Kit, Tools of the con of your choice, 15gp

**False Identity.** You have a second identity which includes documentation, established acquaintances, and disguises. May be able to forge documents, including official papers or personal letters, as long as you've seen examples.

## CITY WATCH (SCAG)

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**Proficiencies:** Athletics, Insight

**Languages:** Two of your choice

**Equipment:** Uniform in the style of your unit and rank, horn to summon help, manacles, 10gp

**Watcher's Eye.** Can easily locate outposts for the watch or similar organizations, as well as dens of criminal activities.

## CLAN CRAFTER (SCAG)

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**Proficiencies:** History, Insight, One type of Artisans Tools

**Language:** Dwarvish, or another of your choice if you already know Dwarvish

**Equipment:** Artisans Tools, Makers Mark Chisel, travellers clothes, 5gp, 10gp gem

**Respect of the Stout Folk.** Free room and board in any place with shield or gold dwarves dwell.

## CLOISTERED SCHOLAR (SCAG)

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**Proficiencies:** History, and either Arcana, Nature, or Religion

**Languages:** Two of your Choice

**Equipment:** Scholars Robes, Writing Kit, borrowed book of current study, 10gp

**Library Access.** You have free and easy access to your library. Treated well at other libraries in the realms. Working knowledge of the bureaucracy of your cloister.

## CRIMINAL

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**Proficiencies:** Deception, Stealth, a gaming set, Thieves Tools

**Equipment:** Crowbar, Dark common clothes with a hood, 15gp

**Criminal Contact.** You have a contact who acts as a liaison to a network of other criminals. You know how to get messages to and from them, even at great distances.

## COURTIER (SCAG)

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**Proficiencies:** Insight, Persuasion

**Languages:** Two of your choice

**Equipment:** Fine clothes, 5gp

**Court Functionary.** Easily gain access to records and inner workings of any noble court or government. You can tell who the movers and shakers are, who to ask favors of, and what people think of the party.

## ENTERTAINER

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**Proficiencies:** Acrobatics, Performance, Disguise Kit, one Musical Instrument

**Equipment:** One Musical Instrument, the favor of an admirer, a costume, 15gp

**By Popular Demand.** Can usually find a place to perform, and may receive free lodging and food as long as you do perform. May be recognized from one town to another, by fans of your work or perhaps scorned lovers.

## FACTION AGENT (SCAG)

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**Proficiencies:** Insight, and one Intelligence, Wisdom, or Charisma skill of your choice

**Languages:** Two of your choice

**Equipment:** Badge of your faction, copy of your lawbook, common clothes, 15gp

**Safe Haven.** Access to a secret network who can provide assistance, such as safe houses, room and board, or information.

## FAR TRAVELLER (SCAG)

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**Proficiencies:** Insight, Perception, a musical instrument or gaming set native to your homeland

**Language:** One language of your choice

**Equipment:** Travelers clothes, a musical instrument or gaming set, poorly wrought maps from your homeland depicting where you are, 10gp in foreign jewellery, 5gp

**All Eyes on You.** Scholars, nobles, and merchants are all intrigued by you, possibly giving you information or deals in return for knowledge of your homeland.

## FOLK HERO

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**Proficiencies:** Animal Handling, Survival, one type of Artisan's Tools, Land Vehicles

**Equipment:** One type of Artisan's Tools, Shovel, Iron Pot, Common Clothes, 10gp

**Rustic Hospitality.** You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them.

## GUILD ARTISAN

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**Proficiencies:** Insight, Persuasion, One type of Artisan's Tools

**Languages:** One of your choice

**Equipment:** A set of artisan's tools, letter of introduction from your guild, travellers clothes, 15gp

**Guild Membership.** Have the support of your guild, via lodging and meeting places. 5gp per month of dues to stay in good graces.



## HAUNTED ONE (CURSE OF STRAHD)

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**Proficiencies:** One of Arcana, Investigation, Religion, or Survival

**Languages:** One exotic language of your choice

**Equipment:** Monster Hunter's Pack, one trinket of special significance.

**Heart of Darkness.** Those who look into your eyes can see that you've faced horrors. Commoners will extend every courtesy and do their utmost to help you. Unless you have shown yourself to be a danger, they will even fight alongside you.

## HERMIT

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**Proficiencies:** Medicine, Religion, Herbalism Kit

**Languages:** One of your choice

**Equipment:** Scroll case filled with notes from studies/prayers, winter blanket, common clothes, herbalism kit, 5gp

**Discovery.** Your seclusion has given you access to a unique and powerful discovery. Work with your DM to determine the details, and the impact it may have on your campaign.

## INHERITOR (SCAG)

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**Proficiencies:** Survival, a gaming set or musical instrument, and either Arcana, History, or Religion

**Languages:** One of your choice

**Equipment:** Your inheritance, travellers clothes, any items you're proficient with, 15gp

**Inheritance.** Choose or randomly determine from the book. Discuss with your DM to figure out the impact it may have on your character and the campaign.

## KNIGHT OF THE ORDER (SCAG)

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**Proficiencies:** Persuasion, a gaming set or musical instrument, one of Arcana, History, Nature, or Religion

**Languages:** One of your choice

**Equipment:** Travellers Clothes, item representing your rank in the order, 10gp

**Knightly Regard.** May receive shelter and succor from members of your order or those sympathetic to its aims.

## MERCENARY VETERAN (SCAG)

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**Proficiencies:** Athletics, Persuasion, A gaming set, Land Vehicles

**Equipment:** Uniform of your company, insignia of rank, gaming set, 10gp

**Mercenary Life.** Able to identify mercenary companies by emblems, have a bit of knowledge of them. Easily find taverns and festhalls where they may be staying. Can find mercenary work between adventures.

## NOBLE

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**Proficiencies:** History, Persuasion, One type of Gaming Set

**Languages:** One of your choice

**Equipment:** Fine clothes, signet ring, a scroll of pedigree, 25gp

**Position of Privilege.** People are inclined to think the best of you. May be able to secure an audience with a local noble if needed.

## OUTLANDER

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**Proficiencies:** Athletics, Survival, a Musical Instrument

**Language:** One of your choice

**Equipment:** Staff, hunting trap, trophy from an animal, travellers clothes, 10gp

**Wanderer.** Excellent memory for maps and geography. You are able to find food and freshwater for you and up to 5 other people each day, assuming the nearby land is able to support it.

## URBAN BOUNTY HUNTER (SCAG)

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**Proficiencies:** Two from Deception, Insight, Persuasion, and Stealth. Two from a gaming set, a musical instrument, and thieves tools

**Equipment:** Clothes appropriate of your duties, 20gp

**Ear to the Ground.** In frequent contact with people in the segment of society that your chosen quarries move through, be it high society or the dirtiest slums.

## UTHGARDT TRIBE MEMBER (SCAG)

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**Proficiencies:** Athletics, Survival, One type of musical instrument or artisans tools

**Language:** One language of your choice

**Equipment:** Hunting Trap, token or tattoos marking your loyalty to Uthgar, travellers clothes, 10gp

**Uthgardt Heritage.** Excellent knowledge of your tribes territory, but also the terrain and resources of the rest of the north. Able to find twice as much food and water when you forage there

Can also call upon the hospitality of your people, and those allied with them.

## SAGE

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**Proficiencies:** Arcana, History

**Languages:** Two of your choice

**Equipment:** Black ink, a quill, small knife, letter from a dead colleague posing a question you don't have the answer to, common clothes, 10 gp

**Researcher.** When you try to learn/remember information, if you don't know it, you generally know where or whom to get it.

## SAILOR

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**Proficiencies:** Athletics, Perception, Navigators Tools, Water Vehicles

**Equipment:** Club, 50 ft Silk Rope, Lucky Charm, Common Clothes, 10gp

**Ship's Passage.** May be able to secure free passage on sailing ships.

## SOLDIER

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**Proficiencies:** Athletics, Intimidation, one type of Gaming Set, Land Vehicles

**Equipment:** Insignia of rank, trophy from an enemy, bone dice or deck of cards, common clothes, 10gp

**Military Rank.** You have a rank from your career, soldiers loyal to that military organization still recognize it. Lower ranks will defer to you. Can usually gain access to friendly encampments and fortresses where your rank is recognized.



## URCHIN

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**Proficiencies:** Sleight of Hand, Stealth, Disguise Kit, Thieve's Tools

**Equipment:** Small knife, map of the city you grew up in, pet mouse, token of parents, common clothes, 10gp

**City Secrets.** You know the secret patterns and flows to cities, and can find passages others might miss.

When not in combat, you can travel between any two locations in a city twice as fast as your speed would normally allow.

## WATERDHAVIAN NOBLE (SCAG)

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**Proficiencies:** History, Persuasion, One gaming set or Musical Instrument

**Languages:** One of your choice

**Equipment:** Fine Clothes, Signet Ring or Brooch, scroll of pedigree, Skin of Wine, 20gp

**Kept in Style.** While in Waterdeep or elsewhere in the north, your house sees to your everyday needs. Name and signet sufficient to cover inns, taverns, and festhalls.

## CUSTOM BACKGROUND

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You might want to tweak some of the features of a background so it better fits your character or the campaign setting.

To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in chapter 5. (If you spend coin, you can't also take the equipment package suggested for your class.)