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Dnd 5e farmer background

You are descended from a modest social rank, but you are meant for much more. Already the people of your home village consider you their champion, and your destiny invites you to stand up against tyrants and monsters that threaten the common folk everywhere. Source: Player's Guide to Skills Proficiencies: Animal Management, Survival Tool Proficiencies: One Type of Craft Tools, Vehicle (Ground) Languages: No Equipment: Artisan Tool Kit (one of your choice), shovel Value: 2gp Weight: 5lbs, iron pot Value: 2gp Weight: 10lbs, common clothes Value set: 5sp Weight: 3lbs, and a belt bag containing a 10gp defining event You previously sought a simple profession among peasants, perhaps as a farmer, miner, servant, shepherd, woodcutter, or gravedigger. But something happened to set you a different path and mark you more things. Select or randomly set up the defining event that marked you as a human hero. d10 Defining event 1 I stood by tyrant agents. 2 Save the people in a natural disaster. 3 I stood alone against the terrible monster. 4 I stole from a corrupt trader to help the poor. 5 I brought the militia to tear off the invading army. 6 I broke into the castle of a tyrant, and stole weapons to defend men. 7 I trained peasants to use farm implements as weapons against tyrant soldiers. 8 The Lord abolished the unpopular decree after I had led the symbolic act of protection against it. 9 A celestial, feminine, or similar creature gave me a blessing or revealed my secret origin. 10 Recruited to the lord's army, I rose to the leadership and was commended for his heroism. Rustic hospitality Since you are from the common folk ranks, you fit between them easily. You can find a place to hide, rest, or recover among other commoners unless you have shown yourself to be in danger of them. They will protect you from the law or someone else looking for you, although they won't risk your life for you. The folk hero is one of the ordinary people, for better or worse. Most folk heroes seem about their humble origins as a virtue rather than a flaw, and their home community remains very important to them. d8 Personality trait 1 I judge people by their actions, not in their words. 2 If someone gets into trouble, I'm always ready to help. 3 When I set my mind to something, I followed through no matter what gets my way. 4 I have a strong sense of fair play and always try to find the right solution to the arguments. 5 I am confident in my abilities and do what I can to build trust in others. 6 Thinking is for other people. I would like action. 8 I get bored easily. When am I going to continue my destiny? d6 Ideal 1 Respect. People deserve to be treated with dignity and respect. (Good) 2 Honesty. No one should get preferential treatment before the law, and no one is above the law. (Lawful) 3 Freedom. Tyrants must not be allowed to oppress people. If I become strong, I can take what I want – what I deserve. 5 Sincerity. There's nothing good to pretend to be someone I'm not. (Neutral) 6 Destiny. No one and no one can divert me from my higher call. (But) d6 Bond 1 I have a family, but I have no idea where they are. One day, I hope to see them again. 2 I have worked on the earth, I love the land, and I will protect the earth. 3 The proud noble time gave me a horrible beat, and I take my revenge on any bully I encounter. 4 My tools are symbols of my past life, and I will carry them in a way that I will never forget my roots. 5 I protect those who cannot defend themselves. 6 I wish that my childhood sweetheart came with me to seek her destiny. d6 Deficiency 1 Tyrion, who governs my land, will stop nothing to kill me. 2 I am convinced of the importance of my destiny, and blind to my shortcomings and the risk of failure. 3 People who knew me when I was young know my shameful secret, so I can never go home again. 4 I have a weakness for the vices of the city, especially for a hard drink. 5 Secretly, I think everything would be better if I were a tyrant, lordling over the ground. 6 I find it difficult to trust my allies. Nothing says summer, like fishing and farming. There are some homebrew backgrounds for farmers and fishermen out there online, but I wanted one to bring them together and make sense of Summerlands. This is part of my series of summer posts inspired by the June RPG Blog Carnival, hosted by tales about DM. Background: Fisher/Farmer You are the backbone of summerlands: fishing on the coasts, farming fertile valleys, or working on a small forest plot. All summerlands racing farm or fish members, so as to make sense of their surroundings, from coastal fishing to sea relatives to mountain steppe farming aarakocra. Even tunder, who have no land, can work the land on behalf of others. Farming and fishing take place all year round in summerlands, and the fruits of your work have always been a lot. Skill proficiency: acrobatics, Natural tool proficiency: One set of tools (select carpenter masonry tools or navigator tools), vehicle (choose land or water) Features: craft tool set (one of your choices) or navigator tools and fishing accessories, common clothing set, boat or stroller and animal project, and belt containing 10 gp crafts you have been raised in the profession, or working ground or pulling power from the sea. You parents have experienced this craft and they have trained you into it from an early age. While you've left that life behind, some of you always think of yourself as one of these. You can roll on the table below or choose the one that best suits your character. d6 Profession 1 Fisher 2 Kelp Farmer 3 Meadows Farmer 4 Forest Farmer 5 Hunter-Gatherer 6 Farmer Steppe Genre: Connected to the ground your success as a farmer or fisherman relied on your ability to draw attention to the natural world. You can Celestial signs and animal behavior around you accurately predict natural weather patterns up to 24 hours in advance. In addition, you have worked closely with one type of land long enough that you know your secrets. Choose one type of land (coast, forest, meadows, mountain or swamp). When you feed, you can find food and water for yourself and up to five other people every day. The characteristics offered you have a saying for each occasion, drawing from the wisdom of the folk of your family, and you tend to associate ideas and behavior with the natural world. When describing the plan, you can use metaphors related to the growing season or the piloting of the ship. You have great appreciation for people who work with their hands, even if you no longer do, or you can feel the sense of superiority left behind. d8 Personality trait 1 I left the house to prove that I could do great things, and I am determined to show my worth. 2 I would like my actions to speak for me, and use as few words as possible. 3 I connect everything that happens with the behavior of plants and animals in a certain way; it helps me make sense of the world. 4 I left the house because I wanted more adventure, and I could not wait to leave just life. 5 Although I am now an adventurer, I have long returned to the life I have left behind. 6 Someone or someone took my family farm or boat, and I vowed to regain it and protect others from the same deprivation. 7 I carry a variety of seeds or maps with me, and I always want to add to my collection. 8 I hold myself above my past, and try to hide my rustic origins. d6 Ideal 1 Respect. Without respect for the earth, companions or crew, no one can grow. (Good) 2 Community. We are just as successful as the society we build together. (Lawful) 3 Freedom. Give me a piece of your land or sea, and I can do everything with it, my own. (Chaotic) 4 Greed. Who controls the supply of food, controls power. 5 Nature. If we live in harmony with the world around us, he will take care of us as we care about him. (Neutral) 6 Aspiration. My family taught me to spend my back on any job I value, and nothing is more important to me. (But) d6 Bond 1 My ship is more than a tool – it's my home and my closest friend. 2 I have worked the land and will protect and take care of others who do the same thing. 3 I carry my past life tools with me, and look for ways to use them. 4 Predators of all kinds are a threat, and I will protect civilization from them. 5 I left the family and the house, but I miss them and have dedicated myself to protecting the families and homes of others. 6 My family has lost everything in a violent attack, and no one will ever accept anything from my strength. d6 Deficiency 1 I fly into anger when someone shoddys people who work on earth, and see them abused angers me even more. 2 The difference between the ship and the ship is very important to me, and if someone can't tell the difference, I against them. 3 I look down at the common folk because they remind me of what I could have been. 4 I still believe that nobility and dragons matters beyond my ability to comprehend. 5 I refuse to let other people do their work for me. 6 People who have never worked with their hands in the mud or sea are divorced from the realities of the world, and are inherently unreliable. Hacking Farmer/Fisher Although some parts of this background are built in Summerlands, for the most part it is portable. In the same way as a folk hero, it is something earthly that takes care of the relationship between the people and the land and the sea. At the same time, the purpose of the background is to provide stories of adventure, not reasons to avoid. You're not a farmer, you're a former farmer. This is an important difference. Why did you leave that life? Many background elements should be built to invite stories: My family was killed in Sahuagin, or reven wars destroyed on my farm is a good start. Such disasters can happen anywhere in the world, not just this one. This information also has a little more choice. I could have made a farmer option a fisherman, or vice versa, but the options only change the function – they don't affect bonds and ideals, and it seemed important to integrate those. Next time: Coastal allies and antagonists summerlands summerlands

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