

Character Backgrounds

This document functions as a way to collaborate character creation with everyone else. This is to help coordinate what other classes people are playing and your backstories. Character

Ben Summers

Character Name: Ormk the Lost Third (Orm from Norse for “Dragon” + k because it needed to sound more Kobold)

Class: Rogue

Subclass: Soulnife

Species: Halfling (Formerly Kobold)

Hometown: Drakkenheim

Background:

Before the meteor fell, Ormk served in Drakkenheim’s Kobold Korps, the servant class that built and serviced the sewer/underground network of tunnels in the city. After the meteor fell, he broke off with two other Kobolds as the Korps fell to disorganization. Ormk, Emerex, and Cobble always felt like the city gave Kobolds the short end of the deal, and following the Civil War, resolved to set things right by restoring the city for the Kobolds.

To accomplish this, the group discovered rumors of a dragon egg that had been found by the Queensmen and was to be delivered to a member of the nobility outside the city. The three Kobolds set a trap for the Queensmen, using their incredible skills of disguise, deception, and acrobatics to pilfer the egg. The maneuver was an absolute success, except that Ormk fell to the onslaught of arrows that followed them down and out of the sewers during the escape.

After the loss of their friend, Emerex and Cobble had to reassess their plans, believing that hope for a Kobold-ruled city was now potentially impossible. Emerex traveled to the mountains to find himself, and Cobble stayed near the city, running an exotic meats shop and bar for non-humans. Through a strange series of events, Ormk’s body was ferried out of the city, and he was eventually resurrected by a witch (?). Ormk, now in the body of a halfling, was forced to start a new life, deciding that the Kobolds’ failure was caused by starting too big and too fast. To learn more about the world he never really got to see, and with his newfound “short human” social status, he decided to enroll in the University. During this time, his worldview changed and he discovered that the true way to improve the circumstances of his kind was not to establish a new monarchy, but to improve the lives of individuals, teaching others to be kind, with the hope that this new “democracy” thing might turn out well.

After starting his studies, Ormk discovered that his resurrection imbued him with strange psionic powers. As he studied more, this psionic power grew, and he has found it profoundly useful for its telekinetic powers.

As he became more educated, Ormk also grew to see Elyria as a potential threat to the stagnant peace the continent enjoys. While he believes individual good is the best way to improve society, he believes that Elyria is slowly abandoning these tenets of their faith, resents Flamekeepers that charge for their services, believes the faith has become too entangled in politics, and has been casually investigating the Followers of the Falling Fire. Ormk believes that

the FFF should have been heeded more carefully, not because they're correct, but because their growth was condemned for what Ormk believes are purely political reasons.

Personality traits: I retain some Kobold traits, which manifest as tics; I see authority figures as no better than Sorcerer-Kings and prefer a communal lifestyle over a hierarchical one.

Character Flaws: I am not comfortable in many social situations, as I was raised in a social class lower than the lowest human, and I do not want to advertise this fact.

How they know Nox (Statler's Character): We formed a "study group" together mostly focused around investigating University secrets (although Ormk is mostly only interested in secret passages to the kitchen).

How they know ____ (Grace's Character): At some point, I tried to get her to join me on a raid mission (to the kitchen). Along the way, we bonded over the viewpoints we have about the Sacred Flame, and formed a real study group together.

<https://youtu.be/QsLN542nvGg?si=umCAiEn-9svSuUcs> this is what I thought of when I first read Ormk was a kobold - Grace

Statler Smith

Character Name: Nox

Class: Monk

Subclass: Way of the Shadow Hand

Species: Tiefling (Infernal)

Hometown: Drakkenheim

Background (can include bonds like organizations they have worked with, family/friends, enemies/rivals, hopes/fears):

The Meteorfall shattered more than just the city of Drakkenheim; it shattered Nox's family and his life. They were turned into monsters he thinks but is not sure. Everyone was in the city. Was training as a monk before the event. He was a child of the city, and the Cataclysm left him with nothing but the clothes on his back and the traumatic memories of that night. Nox spent the years since surviving in the dangerous wilds surrounding the ruined city. To stay alive, his spiritual training had to adapt. The peaceful meditations on light and purity he had been taught were useless against the terrors of the Delirium and the mutated creatures it spawned. Nox had to learn to move without a trace, to strike from the shadows, and to embrace the very darkness that threatened to consume him. His body became a weapon, and the night, his only ally. Of necessity, his training turned from embracing the light to mastering the darkness, believing that only by understanding his enemies could he defeat them.

Despite the darkness of his past, Nox chose a new path for his outward life. He enrolled at Altbruke University, not to find a cure for the world, but to find a way to live a normal, uncomplicated life. He chose to study the humanities, and in Professor Dunsby's class, he found a way to translate his raw survival skills into a more intellectual pursuit. Nox adopted a

lighthearted demeanor, a mask he wears to cover the scars of his past. He laughs at jokes, makes friends easily, and rarely, if ever, talks about the difficulties he's faced. This facade serves a dual purpose: it keeps people from asking too many questions, and it reminds him that there's still a part of him that hasn't been corrupted by the shadows.

However, the reports Dunsby has been receiving—the vanishing artists, the bizarre hallucinations, the whispers of an insidious darkness—feel like a horrifying déjà vu. They echo the early signs of the madness that consumed his home, and Nox knows, with a chilling certainty, that this is not just a series of isolated events. He is too familiar with these problems to believe they are anything but the beginning of a spreading plague. His time as Dunsby's intern was supposed to be a new start, a way to escape his past. Instead, it has put him on the front lines of a conflict he's been running from his entire life, forcing him to choose between the lighthearted future he's tried to build and the dark past that has returned to haunt him.

Personality traits: Nox is quite lighthearted and sociable, if not very emotionally available. A fun person, but not one that gets too close. Due to his past he is very observant and pragmatic.

Character Flaws: Difficulty forming close relationships and trusting people. Morals have given way to practicality. Survival trumps pretty much everything else.

How they know Ormk the Lost Third (Ben's Character): Might have seen or heard of the raid for the dragon's egg, but wasn't close at the time. Classmates, mostly.

How they know ____ (Grace's Character): Classmates. Knows she's naive, and is wondering why Professor Dunsby invited her along with the dangers I know are in Drakkenheim.

Grace Smith

Character Name: (Devero is the last name of Geldstadt Mayor if you kept it)

Class: Apothecary

Subclass: Exorcist

Species: Half-Elf

Hometown: Geldstat

Background (can include bonds like organizations they have worked with, family/friends, enemies/rivals, hopes/fears): Her family is deeply ingrained in the light of the sacred flame and tend to be "concerned" (definitely not judgmental) about those who reject the teachings. Her father was mayor of their town with the perfect idyllic family, until she was born with pointy ears. The family claimed it was due to a very distant ancestor but none of her siblings have the trait. On top of that she had random bursts of magic from a very young age. She always blamed her father's distaste for her on this wild power so she went to church and studied very intensely to hope to control it. The issue was she would get distracted trying to figure out how the sacred flame and magic worked and forget to study actual scripture.

When she was 15 her mother got very sick and had to be quarantined in her room until she died a year later. A week before her death, NAME snuck into her room to check on her, taking all sanitary precautions she knew to, and saw her mother standing by the window. Her mother

turned around and NAME saw that she wasn't sick, but mutated. One key thing she remembered was seeing a her moms earrings glow by her head. (That is if delirium glows). With mom dead her father completely iced her out and eventually kicked her out. With her tome of hymns and holy symbol in hand, She left to go find somewhere to live and joined the academy. **She would have been readily accepted given her family name. Though she is very smart and has the merit to be there, others might view it as nepotism.** There she began to study about plants and science in hopes to find a way to stop mutations and darkness from spreading.

The Devero family acquired great wealth during the Glimmer Mountain gold rush and established themselves in Geldstadt as a prominent noble house. Their riverside manor is known as the wealthiest and most opulent house in an already wealthy city. Known for collecting rare artifacts, and old tomes, the house is somewhat a museum of ancient literature and historical antiques. The walls are lined with world renowned paintings. Four times a year, Gorman opens his house to the public, allowing paid tours where he boasts about the history of the items in his collection.

The Devero family also were early investors in Altbruke University, and one of the main study halls is named after them. Many Devero, and their cadet branch the Veers, have studied at Altbruke, becoming some of the most renowned apothecaries in the continent.

Personality traits: She is very friendly towards everyone. She treats all people the same and believes the best of everyone. She is very smart but doesn't always see the hidden meanings in peoples words and actions. She has an innate curiosity that gets her into trouble sometimes. Punishment never ends up too severe because she likely genuinely had no clue that there were even rules against whatever she's done if they weren't explicitly explained to her.

Character Flaws: She is so naive it hurts. This leads her to be easily manipulated. If she learned tomato's were a fruit she would put them in a smoothie. She also gets very distracted by things that aren't necessarily important and it can lead to things taking so much more time.

How they know Ormk the Lost Third (Ben's Character):

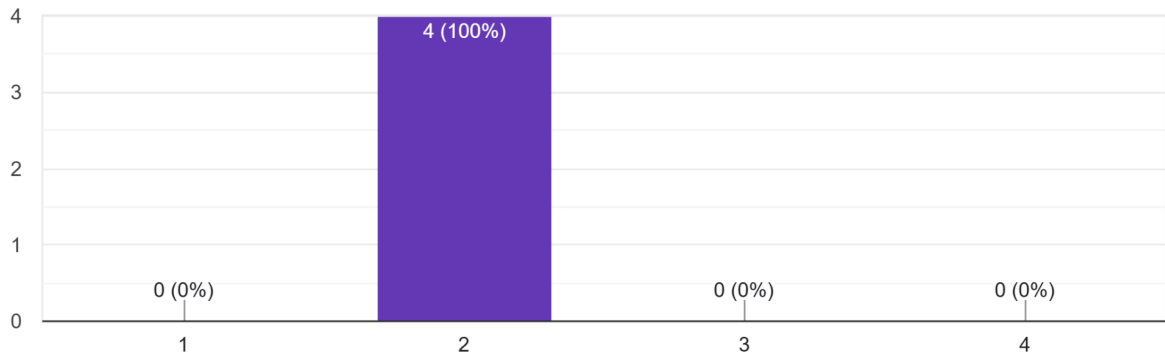
How they know ____ (Statler's Character):

Sensitive Topics Results

TLDR: Hard line topics include child harm, rape/sexual assault, substance use/addiction. Veils are sex/intimacy, and real-world politics. We will talk more about politics and how that plays into the world at session 0.

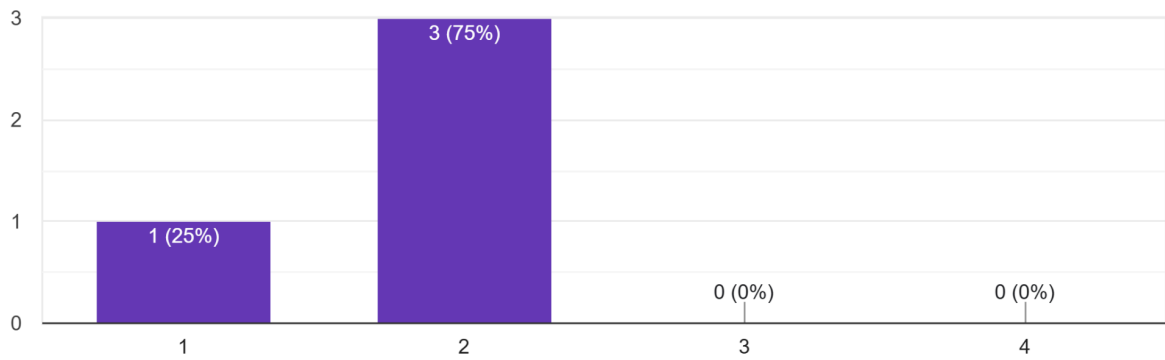
Sex/Intimacy

4 responses



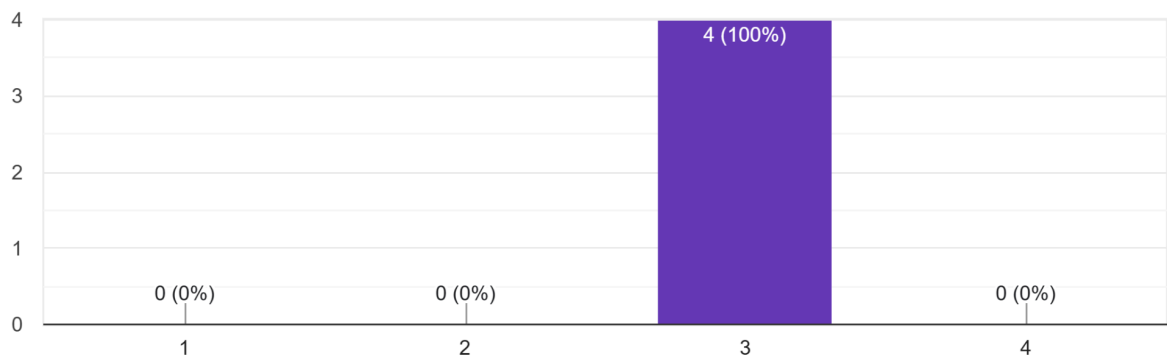
Child Harm

4 responses



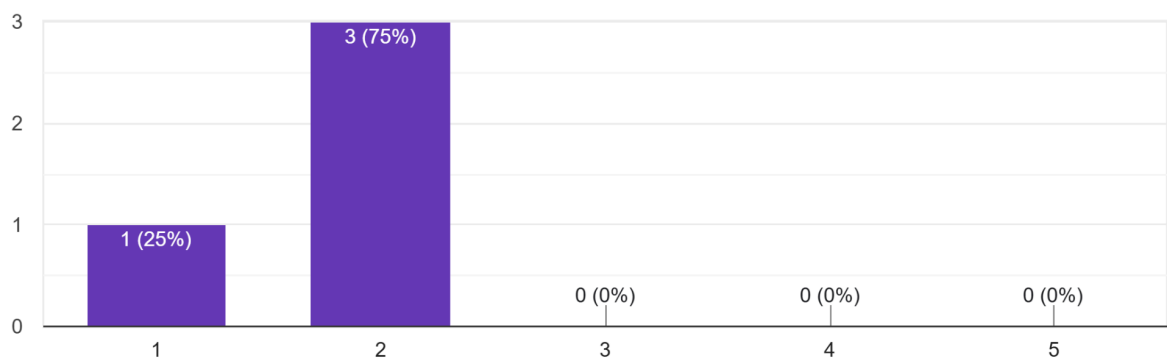
Animal Harm

4 responses



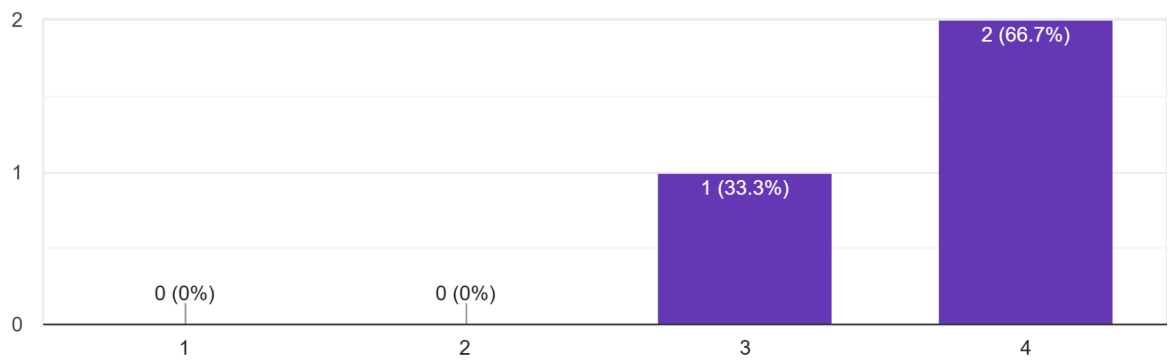
Rape/Sexual Assault. DMs what is your stance on this topic? Are characters allowed to have had this happen in their background/past? Maybe you do j...rm these acts? If so, is it done only 'off-camera'?

4 responses



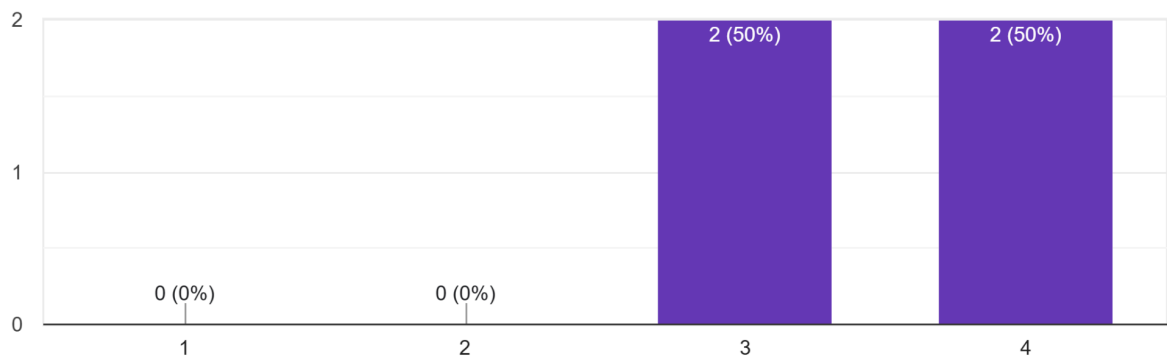
Graphic content: Torture, detailed violence, gore, or body horror.

3 responses

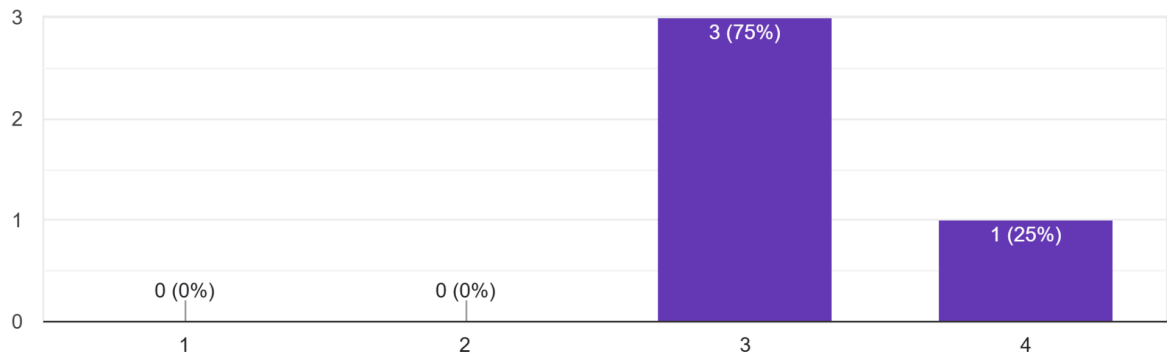


Racism. Previous editions of DND had themes of racism towards certain races (Orcs, goblins widely considered evil and the classic antagonism between...obolds having been traditionally looked down on.

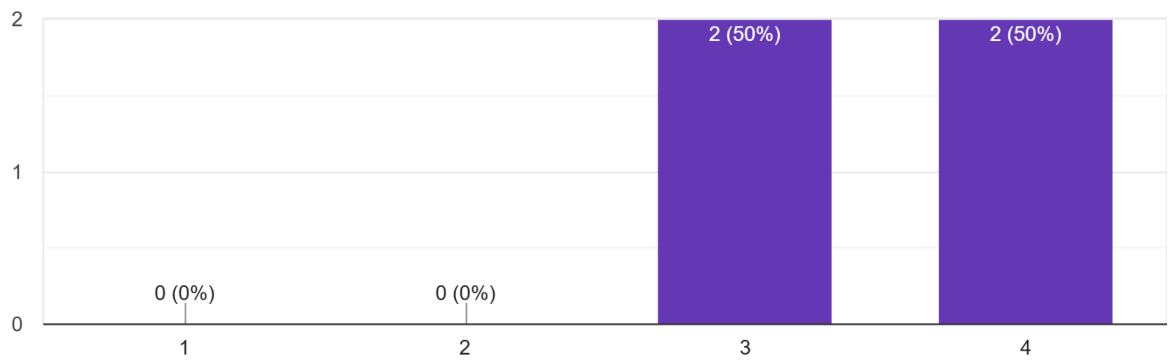
4 responses



Slavery. Can PC expect to encounter enslaved NPCs? Can PC become enslaved, or does it only happen to NPCs? Can this be a part of the PCs backg...lave race, similar to house-elves in Harry Potter?
4 responses

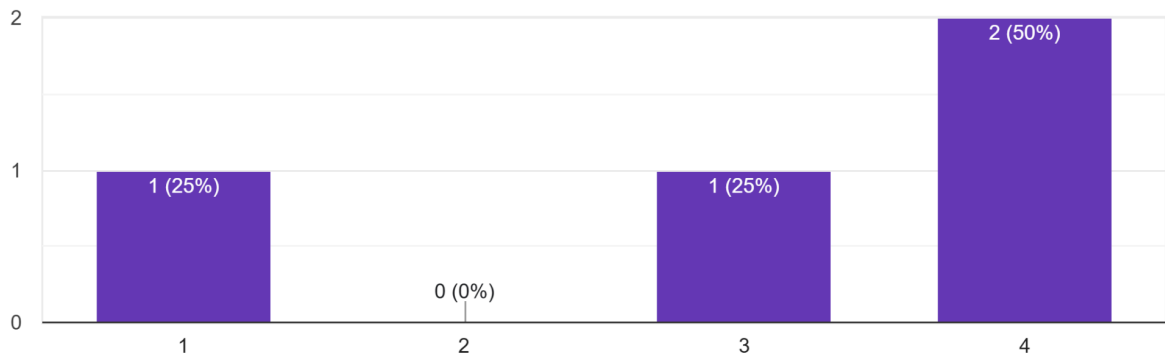


Mental and physical health: Portrayals of mental illness, addiction, suicide, or disease.
4 responses



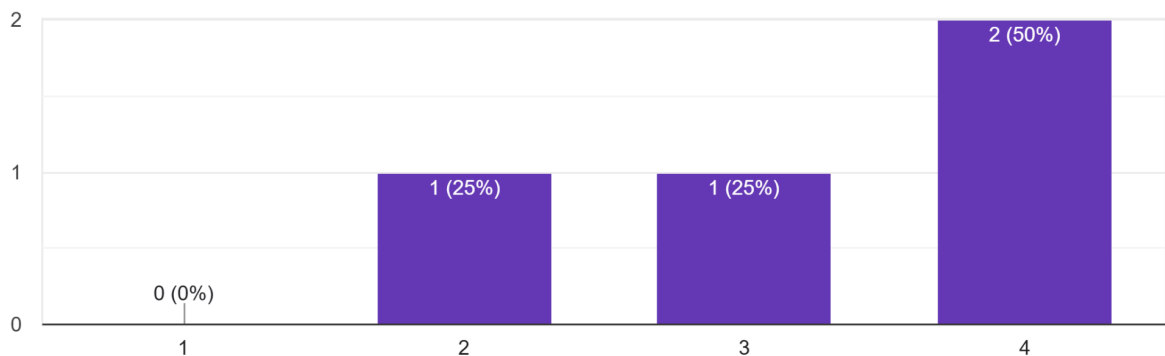
Substance Use/Addiction

4 responses



Real-World Politics or religious Themes. (I added the star/heart/like because of recent world events. I had initially had a major NPC in the early part of...ok with this being in the campaign, use a thumbs up)

4 responses



*1 comment mentioned the “thumbs up” didn’t work so they mentioned wanting to avoid modern politics. I’ll take this as not wanting to include the direct debating as an encounter. However, monarchy v democracy is something important in general but I will try to avoid including overt comparisons to real life. It will be more focused around the rich trying to protect their financial interests etc. and won’t be the primary focus of the campaign.

General Questionnaire

Question 1: TLDR- very different favorites but exploration is generally on the lower end of favorites.

1. Combat, Role Play, Exploration, Puzzles (I like all of them though)
2. Puzzles, Role Play, Exploration, Combat
3. Role play, combat, exploration, puzzles
4. Puzzles in Combat, Puzzles, Combat, Exploration, Role Play

Combat 11, Role play 11, Puzzles 10 , Exploration 8

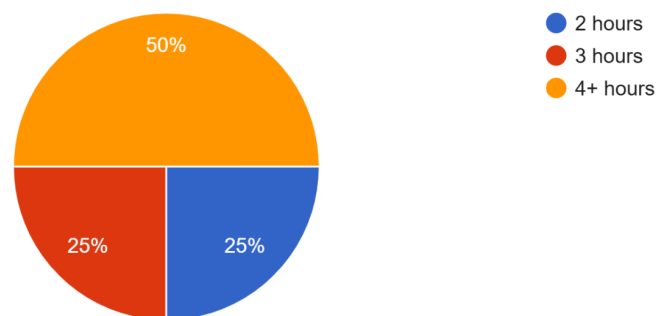
Question 2: Overall responses reported highs of their campaigns were actually cool roleplaying and making campaign-defining important choices. However, many remarked that combat is consistently fun.

General strengths of the group involve creativity and interacting with NPCs, acting as a voice for indecisive parties, and a good grasp on the rules. From my experience playing with all of you, I would say your strengths are respect for the rules and avoiding metagaming, turning failures into story points instead of getting mad (something I need to work on as a player), rules experience. I also appreciate how you all delve deep into the world and characters even if it is a silly non-serious campaign or 1 shot.

Meeting every other week looks like it works best for most people. Starting after 7 seems like it could be a good compromise considering time zones. To accommodate Ben who is further away, playing on Saturday would be best since he is two hours ahead since everyone seems pretty flexible on the day. Three hours a good compromise given responses?

How long should a session last?

4 responses



1. People not paying attention at pivotal moments.
2. People not being ready on their turns (if you are asked "what does your character do?", you should be either answering or deciding, not pulling up your character sheet or calculating what your attack modifier is).

3. Being told no when something is "not realistic". Not being told no if it breaks the rules or is ridiculous, but being dismissed if it's not completely logical
4. When a DM shuts down a creative idea because it's not what they had envisioned

Leveling up will be milestones.

DM will roll behind the screen for perception checks. (x3 5/5, 1 3/5)

What are your values?

I think everybody should have a spotlight for some of the campaign, but also have time to come together and solve problems as a group. I like being able to laugh and enjoy our company.

I value story and discovery. I don't want to know everything and want to either figure things out or be surprised by things including things like backstory and things in the world. I really enjoy playing characters with a flawed view of the world.

Player trust is critical. If we all agree that having the most fun is the most important, then the DM should trust us to homebrew on the fly for rule of cool.

Rule of cool can be more than "I slide down the monster's back and stab it!"; creativity should be rewarded: "DM, if I pass an athletics check to slide down the monster's back, can I get an extra 1d6 to damage?" Gambles can increase the stakes, but they need to have risk, reward, and creativity, and the DM needs to be able to trust the players

What are your expectations?

To have fun! Have some fun combat, make some good memories with my wife and friends, and just overall have a good time.

I'm playing a naive character in a dark world so I expect her to be wrong and about a lot of things and face consequences for it.

I'm pretty flexible on most of my answers here. Ex: if you want saving throws to be secret from the party because the pc will turn into a secret zombie if failed then I won't bat an eye.

If you need to change up how we do certain things to have an interesting pay off then I'm all for it.

I'm hoping for a sort of serialized adventure that contains an overarching plot, like Adventure Time: at the start, each adventure was self-contained, but over time, as we saw the characters develop, so did the world and the adventures.

As for rolling death saving throws, this was an equally mixed response so we can do it based on the players preference who is in deaths throws.