

NPC goons in service to PCs now get sheets AND may be poached! Each of the following backgrounds allows for the creation of one or more NPCs that characters may make use of as they build their empires to execute objectives and gain their master acclaim.

When you take one of the following backgrounds, you'll benefit from the following in addition to the standard rules of the background. Staff reserves the right to deny any set of statistics that are too power gamed. This system is intended to allow a pc to flesh out their surroundings and engage in more complex world building.

Camp

From Ravnos packet

This background represents a local camp or carnival that moves through your area of influence. It can be used in the following ways: To mimic 1-5 levels of allies, contacts, or herd. One special note on the herd is if you possess the Dracian's Ancestry background you may use these levels to refresh your Dracian's Ancestry Pool.

Each level in the background provides a named Camp member with base stats from the Cult/Followers template below. Each additional point of Camp may optionally be used to add 5XP that can be added to the character sheet, instead of providing another named Camp member. XP may not be spent on backgrounds or merits. Camp members may also be ghouls, benefiting from ghoul creation template rules detailed below, instead of the normal Cult member template.

Camp members may spend 5 XP on any of the listed powers below. A Camp member may never possess more than one such power.

Camp Powers Include but are not limited to

- Medium Merit
- Shaman Merit
- Prophetic Merit
- Aura Perception
- +2 to Melee and Athletics

Cult/Followers

Each level in the background provides a named cultist with base stats below. Each additional point of Cult may optionally be used to add 5XP that can be added to the Cultist character sheet, instead of providing another cultist. XP may not be spent on backgrounds or merits. Cult members may also be ghouls, benefiting from ghoul creation template rules detailed below, instead of the normal Cult member template.

Traits	Abilities	Virtues	Humanity/ Willpower	Health
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6/4/3	5	7	2/ 2	0 0 0 0
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Cult members may spend 5 XP on any of the listed powers below. A Cult member may never possess more than one such power.

Cult Powers Include but are not limited to

- Medium Merit
- Shaman Merit
- Prophetic Merit
- Aura Perception

Truly Bizarre Cult Powers cost 10 XP. These are usually acquired through the worship of awful things. The following are examples:

- Path of Enlightenment (Evil Revelations, Lilith, etc)
- Tentacles (+3 trait bonus to grapple challenges. Human who see them flee)
- Hypnotism (As Mesmerism)
- Control Ghosts (As Mesmerism but only works on Ghosts the character can see)
- Level 4 Psychic Numina
- Level 4 Hedge Magic Path

Retainers

Each level in this background provides the pc with a retainer selected from the following templates. As an option to this, additional points of the Retainer background may be used to provide the template with additional points of experience at 5XP allocated for every point in Retainers after the first. Animal retainers do not have trait maximums.

The Enforcer

Physical 9	Social 6	Mental 8
Brawny x3 Quick x3 Tough x3	Charismatic x2 Manipulative x2 Alluring x2	Perceptive x3 Intuitive x2 Wily x3
Abilities	Disciplines	Traits
Alertness Brawl x2 Dodge Drive Firearms x2 Intimidation Investigation Medicine	Potence x2 Celerity x2 Fortitude x1	Blood Willpower 2 Conscience 2 Self control 3 Courage 4 Humanity 4 Health: 0 0 0 0 0 0 0 0

Melee x2 Occult Stealth Streetwise		
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The Trusted Valet

Physical 4	Social 9	Mental 9
Brawny Quick x2 Tough	Charismatic x3 Manipulative x2 Alluring x4	Perceptive x3 Intuitive x3 Wily x3
Abilities	Disciplines	Traits
Academics Alertness Computers Crafts Drive Empathy Etiquette x2 Finance Firearms Leadership Linguistics Medicine Melee Occult Subterfuge	Potence x2	Blood Willpower 2 Conscience 2 Self control 3 Courage 4 Humanity 4 Health: O O O O

Wolf

Physical 9	Social 4	Mental 6
Brawny x3 Quick x3 Tough x3	Charismatic x1 Manipulative x1 Magnetic x2	Perceptive x3 Intuitive x2 Wily x1
Abilities	Disciplines	Traits
Alertness Athletics Brawl x3 Dodge Empathy Intimidation	Potence x2 Fortitude x1	Blood 10 Willpower 3 Health: O O O O O O Bite & Claw: 3 lethal

Stealth		
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Rat

Physical 4	Social 4	Mental 8
Brawny x1 Quick x1 Tough x2	Charismatic x1 Manipulative x2 Magnetic x1	Perceptive x3 Intuitive x3 Wily x2
Abilities	Disciplines	Traits
Alertness Brawl Dodge Empathy Investigation Stealth x3	Potence x1 Fortitude x2	Blood 10 Willpower 3 Health: O O O Bite: 1 lethal

Bird of Prey

Physical 5	Social 4	Mental 7
Brawny x1 Quick x3 Tough x1	Charismatic x1 Manipulative x1 Magnetic x2	Perceptive x3 Intuitive x2 Wily x2
Abilities	Disciplines	Traits
Alertness x3 Athletics Brawl Dodge Empathy Intimidation	Celerity x2 Fortitude x1 Flight Speed: 25-50mph	Blood 10 Willpower 3 Health: O O O O O Claw: 1 lethal Bite: 1 lethal (desperation)

Big Cat

Physical 9	Social 5	Mental 6
Brawny x3 Quick x3 Tough x3	Charismatic x1 Manipulative x2 Magnetic x2	Perceptive x2 Intuitive x2 Wily x2

Abilities	Disciplines	Traits
Alertness Athletics Brawl x2 Dodge Empathy Intimidation Stealth x2	Potence x1 Celerity x2	Blood 10 Willpower 3 Health: O O O O O O Bite: 4 lethal Claw: 2 lethal

Large Dog

Physical 7	Social 5	Mental 5
Brawny x3 Quick x2 Tough x2	Charismatic x2 Manipulative x1 Magnetic x2	Perceptive x2 Intuitive x2 Wily x1
Abilities	Disciplines	Traits
Alertness Athletics Brawl x2 Dodge Empathy Intimidation x2 Stealth	Potence x1 Fortitude x2	Blood 10 Willpower 3 Health: O O O O O O Bite: 3 lethal Claw: 2 lethal

Alligator/Crocodile

Physical 9	Social 4	Mental 6
Brawny x4 Quick x2 Tough x3	Charismatic x1 Manipulative x2 Magnetic x1	Perceptive x3 Intuitive x2 Wily x1
Abilities	Disciplines	Traits
Alertness Athletics Brawl x2 Dodge Intimidation Stealth x2	Potence x2 Fortitude x1	Blood 10 Willpower 3 Health: O O O O O O O O O Bite: 5 lethal Tail Slap: 3 lethal

Large Snake

Physical 7	Social 4	Mental 6
Brawny x2 Quick x3 Tough x2	Charismatic x1 Manipulative x2 Magnetic x1	Perceptive x2 Intuitive x2 Wily x2
Abilities	Disciplines	Traits
Alertness Athletics Brawl x2 Dodge Investigation x2 Stealth	Potence x2 Celerity x1	Blood 10 Willpower 3 Health: O O O O O O Bite: 2 lethal Grapple: 3 lethal

Spirit Slave

A spirit slave is a wraith in service to the pc for whatever reason. Their stats are determined with a starting Wraith the Oblivion character sheet and from there, 5 XP is applied to the character sheet. For each additional level of this background the pc has, an additional wraith is retained. With storyteller permission, additional points in the background may instead be used to improve the stats of the Wraith by 5xp. A Spirit Slave may not possess Advanced Arcanoi.

Spirit Retainer

A character must have the ability to communicate with spirits in order to purchase this background. Each additional point spent on this background grants either 3 points to divide among the Spirit's traits or an additional Charm. Only charms from Laws of the Wyld may be purchased. Anything else requires storyteller approval.

The basic statistics for a spirit retainer are as follows:

Rage	Gnosis	Willpower	Charms	Essence
3	3	3	Airt Sense	9

Kinfolk

In addition to the numbers already provided by the background, each level of the background provides an exceptionally competent Kinfolk who has statistics. The characters are made as follows:

Traits	Abilities	Willpower	Health
21 Total	15	4	○ ○ ○ ○

For each additional point of Kinfolk dedicated to the individual, the character gains either 5xp or one Numina or Gift.

Bystander

In addition to the numbers already provided by the background, each level of the background provides an exceptionally competent Bystanders who has statistics. The characters are made as follows:

Traits	Abilities	Willpower	Health
21 Total	10	2	○ ○ ○ ○

Thralls

Each level in the background provides named Thrall with base stats below. Each additional point of Thrall may optionally be used to add 5XP that can be added to the Thrall character sheet, instead of providing another Thrall. XP may not be spent on backgrounds or merits.

Traits	Abilities	Virtues	Humanity/ Willpower	Health
6/4/3	10	7	2/ 2	○ ○ ○ ○

Cult members may spend 5 XP on any of the listed powers below. A Cult member may never possess more than one such power.

Military Force

In addition to the numbers already provided by the background, each level of the background provides two exceptionally competent agents with statistics. The characters are made as follows:

Traits	Abilities	Willpower	Health
18 Total	10	4	〇 〇 〇 〇