

Backstory Sheet

Gateway to Perdition: Version 3

Welcome to your character's backstory! Please click **File**, then **Make a Copy** to save a version of this sheet for yourself. Once completed, please submit this document along with your character sheet and consent checklist in your ticket.

We love a good backstory! We've found there are four things that every PC needs to be successful in this format of play. Make sure to consider the following when creating your character and their backstory:

- *A reason to be in town*
- *A reason to stay in town*
- *A reason to go on dangerous quests*
- *A reason to talk to people*

Backstory Guidelines:

- **Keep your backstory appropriate for your character's level:**

If your character is level one, they shouldn't be a master assassin, guild leader, or world-renowned figure. Level one characters are just starting their journey, and their backstory should reflect this. Avoid making your character a "Chosen One" who has already saved the world—remember, that part of their story lies ahead.

- **Don't make an evil or lone wolf character:**

Characters with evil motivations often disrupt party cohesion and isolate players. This is a cooperative game where relationships matter, so focus on creating a character who can work with others in a united adventuring guild. A violent loner or evil jerk who refuses to cooperate will not fit into this setting.

- **Restrictions on portrayals of severe mental illnesses:**

If you wish to include severe mental illnesses in your character's backstory (e.g., Dissociative Identity Disorder, Schizophrenia, Alzheimer's, etc.), you must get approval from an admin. This helps ensure sensitive topics are handled respectfully.

- **Respect the setting's and server's lore:**

Feel free to incorporate anything from Eberron Lore and our Server Lore into your character's story. However, avoid "Kanon" (Keith Baker's personal lore) if it's not explicitly part of our campaign's allowed sourcebooks. And don't break the setting—your character shouldn't have modern items (like an Iron Maiden t-shirt) or come from other universes (like Star Wars).

- **Define secrets in your backstory, even if your character doesn't know them:**

Having a secretive or mysterious character can be fun, but those secrets shouldn't be kept from the GM. Your backstory serves two purposes: it helps you roleplay your character and helps the GM create a richer game experience. If your character has mysteries or unresolved questions, make sure to include the answers for the GM's reference even if your character doesn't know the answers or doesn't wish to share them with others.

Answers to all questions are required.

Character Name: Sor Ezaell "Easy"

Character Pronouns: He/Him

Race: Hexblood (Satyr)

Age: 26 Years Old

Height: 5'7

Starting Level: 3

Class: Warlock

Subclass: Pact of the Fiend

(If you do not have a subclass yet, list what subclass you plan on taking.)

Faith: Agnostic

(Characters in the world either have faith in something [like a god or deity], are Agnostic [do not worship a specific god but believe in the respect of powers greater than themselves], or are Atheistic [which also includes the Blood of Vol].)

Lifestyle: Comfortable ▾

(Lifestyle should be in line with the selected background and backstory. Select in the drop-down box between Wretched, Squalid, Poor, Modest, Comfortable, Wealthy, and Aristocratic. The baseline lifestyle is Modest.)

Personality Traits by Alignment

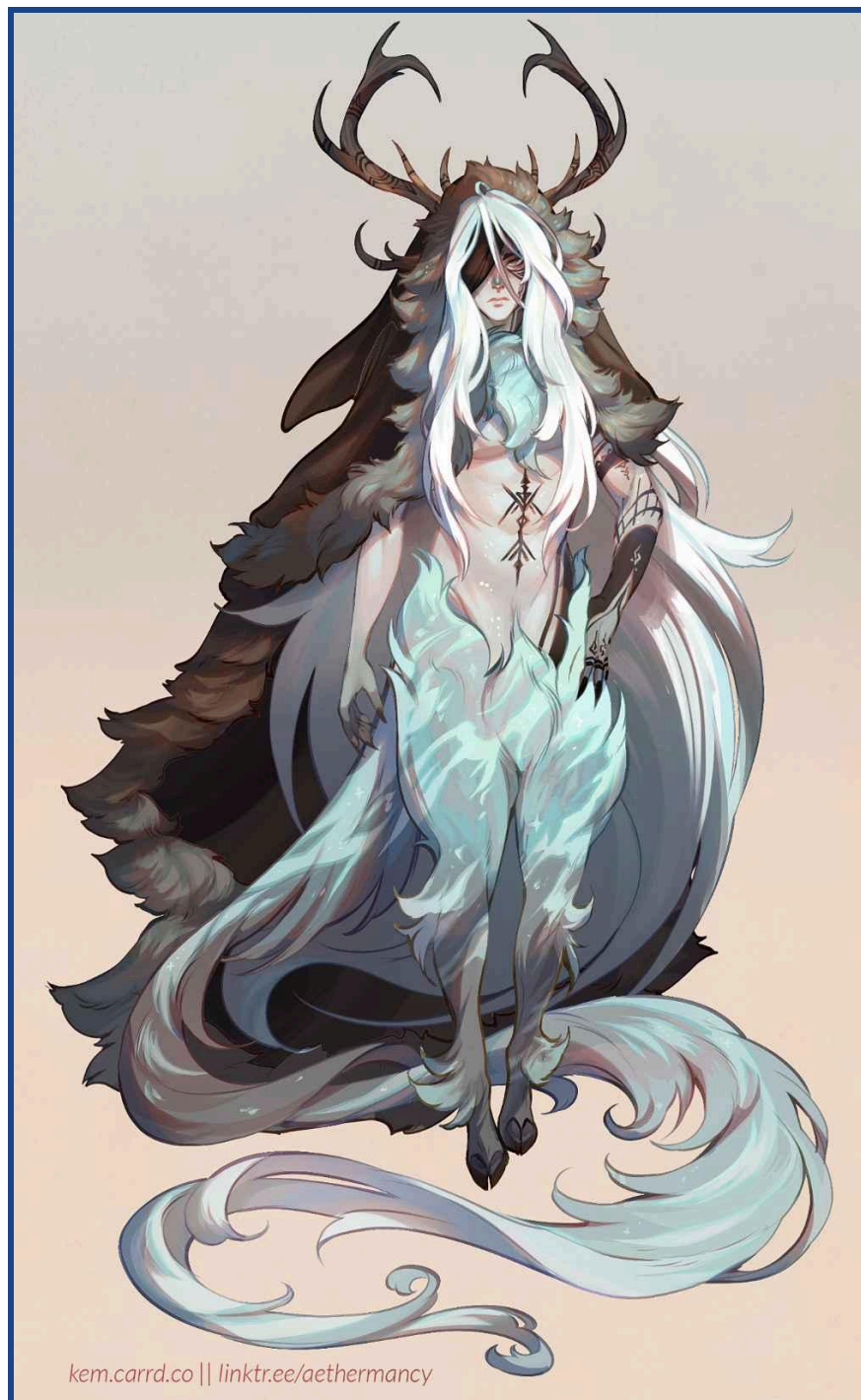
(Highlight 3-5 traits in the following boxes to identify which sections of alignment your character leans towards. Then select that alignment in the drop-down. Evil is presented for perspective only. If your character has multiple traits in the evil section, please discuss with the admin what can be done to ensure the character succeeds in this server.)

Alignment: True Neutral ▾

<u>Chaotic</u>	Boastful	<u>Good</u>	Compassionate	<u>Evil</u>	Power Hungry	<u>Lawful</u>	Honorable	<u>Neutral</u>	Selfish
	Impulsive		Helpful		Vindictive		Loyal		Detached
	Rebellious		Honest		Cruel		Judgemental		Flexible
	Self-Absorbed		Kind		Immoral		Law-abiding		Practical
	Independent		Forgiving		Manipulative		Reliable		Apathetic
	Defiant		Protective		Greedy		Traditional		Indecisive

Insert your character's face claim below. A face claim is an image you use to depict your character's appearance.

(We try to make sure people's face claims are not the same image or depicting the exact same character as another.)



What led your character to become their current class? How did they gain these skills?

Artificer:

Was their talent for crafting and invention nurtured in a guild's workshop, sparked by the discovery of ancient technology, or self-taught out of necessity or curiosity? Describe the journey that led them to blend magic and mechanism, including any mentors, inventions, or pivotal moments that were key to their development.

Barbarian:

What drives your character's primal rage? Was it shaped by their culture, a specific trauma, or a fierce survival instinct? Describe what they focus on or feel when they unleash their rage.

Bard:

Do they have a natural talent nurtured in the courts or taverns, a formal education in a renowned conservatory, or perhaps a magical instrument that unlocked their latent abilities? Share how they learned to blend magic with music or oratory, highlighting any influential figures, experiences, or personal motivations that shaped their art.

Blood Hunter:

Did a personal vendetta that led them to this dark bargain, a necessity to combat a greater evil, or an initiation into a secretive order that practices these forbidden rites? Describe the events that led them to embrace the blood hunter's curse, including their sacrifices and their impact on their view of the world.

Cleric:

How did your character come to serve their deity? Was it a calling felt from a young age, a perceived divine intervention or miracle that altered the course of their life, or a conscious choice driven by personal conviction? Include who their chosen deity is and why they chose this path.

Druid:

Were they chosen by nature itself, trained in a sacred grove, or did they inherit this path from their family? Describe your character's connection to the natural world and any significant events that deepened this bond.

Fighter:

Did they receive formal training in a military academy, learn from a seasoned veteran, or were they self-taught through personal challenges? Explain the origin of their martial prowess and what led them to pick up a blade.

Monk:

Were they raised in a monastery or nomadic community seeking enlightenment, or did a life-changing event push them towards this discipline? Discuss their journey and how it has shaped their abilities.

Paladin:

What inspired your character to take up the mantle of a paladin and swear their sacred oath? Was it a vow in response to a life-changing event, a personal calling, or a commitment to a cause or deity that embodies their core beliefs? Please list what oath you swore or will swear, and the tenants of that oath.

Ranger:

Were they trained by a mentor in the wilderness, are they a self-taught survivalist, or do they have a deep-seated bond with the land or a specific creature? Describe their relationship with the natural world and any defining moments in their training.

Rogue:

Were they a street urchin who learned to survive in a harsh urban environment, trained by a thieves' guild, or did they have a mentor who taught them the art of stealth and deception? Share the story of how they honed their craft.

Sorcerer:

What is the source of your character's magical power? Were they born with it from a potent lineage, or did a cataclysmic event bestow these powers upon them? Explain how they came to understand and control their inherent magical abilities.

Warlock:

How did your character forge their pact with their otherworldly patron? Was it a deliberate seeking of power, a pact made in desperation, or an inheritance from a family legacy? Detail the circumstances under which the pact was made, including what your character sought or offered in exchange, and the nature of their relationship with their patron.

Wizard:

Did they apprentice to a master wizard, or uncover ancient tomes that sparked their curiosity of the arcane? Was their intellect awakened by a unique event? Describe the journey your character took to master their spells, including any significant mentors, discoveries, or challenges they faced along the way.

Born in Thelanis, Ezaell always had a tinge of magic within him. It was wild however, and untended, it was only when Ezaell was put through the harshest challenges, seeing the people he grew up with, he fell in love with, and whomst he considered a family to die, and be captured by the destructive wild Court of Teeth for him to awaken the power that's been promised to another. As Ezaell cried for a way out, for a way to avenge and destroy the Court of Teeth itself, a voice sang to him and Sora Kell herself appeared before him. She mentioned not of the fate of Ezaell's family, nor of the pact that was made that made him look the way he did, instead, she offered him a Pact. She would offer him her assistance, her power, and in exchange, he would assist her daughters, and serve Droaam through his life.

Overtaken by grief, and anger, Ezaell agreed and was given the Fiend's magic.

Why is your character joining the Deathsgate Adventuring Guild?

In order to enhance the perception of the people of Breland with Droaam, and to better the relationship between Droaam and Breland, Sor Ezaell was sent to Sharn, as an ambassador. The daughters believe the importance of sending their perceived "son", will tell the government of Breland that they are serious about this. Sor Ezaell believes that by joining the Deathsgate Guild, he can portray a facet of care, and worry about the people, and show that not every "beast" from Droaam are wild.

In reality, Ezaell knows that the members of the Deathsgate Guild and Rook and Rose have been captured before by the Court of Teeth. He believes that by being part of the guild, he has a higher chance to too be brought in, and hopefully take his vengeance sooner, or at least disrupt their plans further.

What did your character do before they joined the guild? What is their background? How did they get their skills?

(Explain their previous jobs and any relevant background information, ensuring that their proficiencies and languages align with this role.)

Before the guild work, Ezaell held in his past two positions:

- Advisor to Princess Fyrelle: Ezaell served as a lover and advisor of Princess Fyrelle, the middle child of the previous King of the Court of Winter. Ezaell considers the Court of Winter to be part of him, and his family. Treated as royalty, Ezaell never had to ask for anything, he earned an aptitude for languages, learned to sing, and how to forage in the forests around the Winter Court. Within the court, Ezaell also learned how to work through Fae politics, customs and how to make his place matter within the Court itself.
- Son of the Daughters of Sora Kell: Ezaell earned the name Sor Ezaell, and was paraded around as a child made out of the Daughters of Sora Kell. He was their voice when they were too busy, their ears when he was tasked with visiting groups and other nations. He lived well, and did the best he could to do right by everyone without betraying the Daughters trust. The pact made with Sora Kell itself remained hidden to the major populace. And his origins, even more so.

What motivates your character?

(Use the "Highlight" function to highlight 1-3 options.)

- **Mercy (Helping others)**
- **Justice (Serving a cause or ideal)**
- Enlightenment (Knowledge or inner peace)
- Wanderlust (Discovery, adventure)
- Wealth (Money or worldly possessions)
- **Power (Physical/magical prowess)**
- Status (Political or social power)
- *Other

If you chose 'Other', please explain your motivations:

Where did your character grow up, and why are they in Sharn? What significant relationships or attachments do they have?

(Outline the important places, people, or events from their past, where they currently live in Sharn, and any family, friends, allies, or enemies they have.)

Sivi and Leif, were in Cyre before the Last War; part of the ir'Gathael nobility, they struggled to give birth to a child despite their desire for it. They prayed, but no god answered, magic did not help and as their desire grew, so did their desperation. Sensing this, and their potential, a great Fiend, Sora Kell, offered them a deal. She would give them a child of their own, not one, but three. However, when the first one would be born, she would come to collect. The ir'Gathael were so desperate they would have said yes to anything. The pact was made, and it came to be, however, when Sivi was pregnant, Thelanis happened to be coterminous, and the pair used that to visit Thelanis. Unaware of its dangers. Whilst there, Sivi gave birth to Ezaell, but before the pair left with him, unaware to them, Ezaell was exchanged with a changeling by the Court of Winter, and the child taken in and put into work at the Court. Their fates are left in the dark, dead or alive, Ezaell does not know what has happened to them or even who they are. They could have all died in the Day of Mourning, or could all be alive still.

At a young age, Ezaell, a name given to him by the King of the Court of Winter himself, was put as an aide and friend to young Fyrelle, the King's second daughter. Through time they became close, extremely so, and eventually became one of Fyrelle's lovers.

It was in the last years however that the Court of Winter went through a slippery slope of happenstances. From the Court of Dusk intruding in affairs, to statuses changing due to remarrying, and eventually the Court of Teeth take-over that pushed Ezaell to a position where the love and life he had grown so accustomed to, was put at risk. In a single swing of a blade, it felt like the ropes that held the young fey alive suddenly collapsed. Fyrelle was imprisoned,

and the boy escaped underneath eyes that looked for better targets. Enraged at the chaos brought upon by the courts to his own, Ezaell screamed to the skies, calling upon the attention of Sora Kell, unbeknownst to him. Feeling the pull of that which was promised to her, and a way to get what she desired, Sora Kell offered him a deal. She would give him power, she would make him stronger and help him in his quest for vengeance, to remove the wild courts and bring back the Court of Winter to its former glory, with Fyrelle on its ranks, if he first assisted her with her goals back in the Material Plane. Ezaell to this point had been mostly a pacifist. Had not ever raised a blade and the skill with the bow was something to glance over. Believing no other choice was to be given, and after being told time here would pass much slower, he agreed.

When Ezaell arrived to Khorvaire, he did so in Droaam. Where Sora Kell guided him to the Great Crag. They had been expecting him, and after a long discussion and talks a plan was formulated. Ezaell was told that his vengeance would come the day Droaam becomes an independent nation accepted by all other nations. To do so, he had to run the lie that he was a son of the Daughters of Sora Kell, that he was no son alone of one, but rather of three, to do so would put him as a Prince where to a degree he could get the treatment he had been so accustomed to, as well as an ease to do Sora Kell's bidding without a whole lot of questioning.

With a belief that everyone should be free, and with a comparison of Droaam to a simple Court that just wanted to be accepted, Ezaell ate up from the fictional soup fed to him, and played the role incredibly well. He learnt of the culture of Droaam and internalized it wholly, he learnt of the politics, and how to act to other Droaamites, as well as the history of Droaam and Khorvaire. He learnt how to better control his powers from Sora Teraza, and how to be more physically apt from Sora Maenya. In all everything, Ezaell became Sor Ezaell, Sor as a brief mention to the daughters themselves, and the lack of "A" for not being a hag himself rather a part of them.

Nobody knew Ezaell's true birth and circumstances. Only that he was a son kept hidden until ready to help the people of Droaam.

With the current happenings of war, Droaam sees itself once again at a crossroad where it can try to earn its independence, and with Sora Kell on his shoulders, his "grandmother" as he calls her, he has been tasked to head to Sharn, to Breland, and build up a relationship and reputation for Droaamites, so that when the war ends, dependant on the conclusion, Droaam has earned a reputation of being strong, and honourable and more than just "monsters", and who better to sell this than the "Prince of Great Crag".

What secrets does your character have? Alternatively, what is their greatest fear?

(Don't skip this because you think your character has none. Come up with something! You can choose to answer only one or both if you'd like.)

Sor Ezaell is in fact a fey, or half fey, he does not know he is a child of a Hags deal, but believes himself to be a full fey. Thus the horns, the crown, and the goat legs. His secret is that he is not a child of the Daughters of Sora Kell, but rather a fey of the Winter Court.

Sor Ezaells greatest fear is to see those he loves in shackles, to see freedom being torn asunder from those who deserve it the most. To see a world destroyed by tyranny and fear.

What was a defining failure for your character? What was a meaningful success for them?

(Don't skip this because you think your character has never failed or succeeded in something that matters. Come up with something!)

Ezaells greatest failure has been that of which led to him being alive and free and the ones he loves being imprisoned and captured by the horrid Court of Teeth. He regrets not accepting those lessons, picking a sword, and perhaps doing more, and hopes that with Sora Kells assistance -- he will be able to save them in time.

One of the most meaningful success for Ezaell is just how easy he took on the persona he is meant to have, how well he has been able to accept and nurture the Droaamite culture and cemented himself as a figure known in the Great Crag.

Intelligence

1d4	High Intelligence	Low Intelligence
1	Decisive	Artless
2	Logical	Illogical
3	Informative	Uninformed
4	Curious	Frivolous

Wisdom

1d4	High Wisdom	Low Wisdom
1	Serene	Rash
2	Considerate	Distracted
3	Attentive	Oblivious
4	Wary	Naive

Charisma

1d4	High Charisma	Low Charisma
1	Charming	Pedantic
2	Commanding	Humorless
3	Hilarious	Reserved
4	Inspiring	Tactless

Strength

1d4	High Strength	Low Strength
1	Muscular	Weak
2	Sinewy	Slight
3	Protective	Self-conscious
4	Direct	Indirect

Dexterity

1d4	High Dexterity	Low Dexterity
1	Lithe	Jittery
2	Dynamic	Clumsy
3	Fidgety	Hesitant
4	Poised	Unsteady

Constitution

1d4	High Constitution	Low Constitution
1	Energetic	Frail
2	Hale	Squeamish
3	Hearty	Lethargic
4	Stable	Fragile

What is your character like?

(Describe their personality, flaws, ideals, bonds, quirks, etc)

Personality

Ezaell is a freedom loving soul with a heart that is filled with rage and adoration for others. He is a person who is often quiet but will speak for others when he feels that injustice is being committed against them. He is charming, yet has some issue with his confidence, he is not too proud, but also quick to anger.

Ideals

Ezaell believes that everyone should be free of their own choices, but also to be kind and good to one another, and that freedom comes often with consequences. To be precise, Ezaell believes that injustice should not prevail, and will fight tooth and nail, though more often with words, to make sure the goodness of others wins.

Flaws

Ezaell is a very idealistic person, naive to a fault, to a point where it is difficult for him to see things, even if they are directly explained to him. He is charming, but lacks confidence to really follow through when directly challenged. A way that the Daughters would usually test him, would be by putting two direct opposites in front of him, two direct opposites he wants, but must only pick one, and when challenged, he would concede to what is picked for him. Ezaell is also a very quick to anger person and will lash out without thinking, and then deeply regret harmful actions almost instantly.

Bonds

Ezaell holds dear onto a small ring lying on his pinky finger, a white stone from the realm of Thelanis, a ring held by Fyrelle given to him as a token of her love for him. It is called "Snowdrop Tears". The love for Thelanis and the freedom of the Courts grounds him, given he is not in Thelanis, he must make do with the independence and acceptance of Droaam and Droaamites.

What is your character's appearance?

(Describe their appearance, including features like hair and eye color, height, build, clothing, and any distinctive characteristics.)

Slim yet lean, Ezaell looks like a strange humanoid. Standing at 5'7ft, the pale skinned fey has markings over his body, symbols made to him in ink that does not look natural. Instead of legs, he has hooves, like a goat's, with light blue fur. His eyes have an icy blue colour to them, and his face has a sharp angular shape. With a nearly perfect complexion, the man looks young in age. Large deer like horns extend from the sides of his head which makes entering doorways quite difficult at times, and his hair is exceedingly long, reaching all the way down to his lower back. Funnily enough, he also has a long tail which makes him look quite more beastly than human. He keeps his appearances quite clean, showers and bathes often and takes pride in the way he looks. By all aspects, he looks quite regal, had it not been for the other more "monstrous" parts.

Write in 3-5 Character Growth Goals:

(Include at least a few in-character (IC) goals and any out-of-character (OOC) goals you might have for them.)

- To discover Fyrelle's fate, destroy the Court of Teeth and return the Court of Winter to its former glory (IC)
- To make Droaam an independent nation accepted by all nations (IC)
- To discover the source of his pact with Sora Kell and what Sora Kell wants with him (OOC - Sora Kell is aiming to take over his body or give it to another creature more loyal to her and more powerful than him, once he has grown strong enough, though this detail is hidden from Ezaell)