

FARMER

You have worked the land and hand—raised livestock from birth to feed the mouths of many. As a farmer, you woke up before the sun came in from working the fields after it set. You have left behind a mundane life to seek adventure for thrill or fame or fortune. Work with your DM to determine the types of livestock and crops you had on your farm.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A relative's recipe for homemade stew, an iron pot, 50 feet of hemp rope, 2 gp worth of trade goods (your choice), a set of common clothes, and a belt pouch with 5 gp

FEATURE: FARMHAND

When you are not adventuring you are able to provide a modest lifestyle for yourself by working on another's farm. You might sleep in the hayloft or in a spare room. By working this way, you also ingratiate yourself to the farm owner, who gives you free food for your adventures. Local farmers value your work ethic, and as such will easily share with you all the latest news and rumors of the surrounding area.

SUGGESTED CHARACTERISTICS

Farmers are defined by the simple life—you haven't had as much excitement in your life as others. Before your adventuring career began, you may have never left your village or town. A farmer could be eager, scared, or naive on adventures, but all are defined by their strong connection to the farm where they were raised.

2d8 Personality Trait

- 1 I have a rural catch phrase I use whenever I am surprised.
- 3 I often lose the point of the story I am telling.
- 4 I have a tick I can't control when I am scared or excited.
- 5 I often sing the songs of my homeland without provocation.
- 6 I look forward to eating and enjoy every bite of every meal.
- 7 I stare openly at that which I have never seen before.
- 8 I laugh very loud and clap my hands when amused.
- 9 I would kill to acquire a noble title.
- 10 I am overly curious and concerned with the private lives of others.
- 11 I have developed a weakness for strong drink and pipe weed, vices common to farm hands.
- 12 I have trouble trusting allies that don't seem capable of a hard day's work.
- 13 I'm afraid of cities and big buildings. When I'm in such places, I tend to behave skittish or paranoid.
- 14 You are self-conscious about your social flaws and breaches of etiquette.
- 15 I really enjoy talking about and spending time with domesticated animals.
- 16 I am frightened/sickened by the suffering of others.

d8 Ideal

- 1 **Faith.** I have left the farm to bring my religion to others. (Any)
- 2 **Freedom.** I want to experience everything I can. (Chaotic)
- 3 **Knowledge.** I have learned all I can about the world on the farm, it is time to leave and find out more. (Any)
- 4 **Manners.** I conduct myself in public with the utmost respect for all people around me. (Lawful)
- 5 **Generosity.** I am happy to share whatever I have with those less fortunate. (Good)
- 6 **Destiny.** I was meant for more than the simple life. (Neutral)
- 7 **Change.** Life is like the seasons, in constant change, and we must change with it. (Chaotic)
- 8 **Aspiration.** I'm determined to make something of myself. (Any)
- 9 **Community.** Those I travel with are my family. (Lawful)
- 10 **Balance.** Everything has his place in the world, and nothing has precedence over anything else. (Neutral)

d8 Bonds

- 1 My parents have fallen on hard times and I have vowed to help them repair the farm.
- 2 My best friend is betrothed to the woman I secretly love.
- 3 I will get vengeance on the monsters that destroyed my village.
- 4 No one else is going to have to endure the hardships I've been through.
- 5 My family, clan, or tribe is the most important thing in my life, even when they are far from me.
- 6 One day I will return to the farm and show them that I have become someone great.
- 7 I wish my childhood sweetheart had come with me to pursue my destiny.
- 8 I worked the land, I love the land, and I will protect the land.

d10 Flaws

- 1 I sometimes wander off without telling anyone.
- 2 I am easily fooled and believe whatever I am told.
- 3 I lie to others to appear more experienced than I am.
- 4 I ask rude, abrasive questions to strangers.
- 5 I spend coin too quickly.
- 6 I do not open my mind to the ethics and morals of others.
- 7 You are self-conscious about your social flaws and breaches of etiquette.
- 8 I have trouble trusting allies that don't seem capable of a hard day's work.
- 9 I daydream and sometimes wonder off in mid sentence.
- 10 I'm never satisfied with what I have—I always want more.