

THE SURVIVOR

You are a survivor. Your life has been altered by the terror and hardships of the world, and you are inexorably changed by the experience. Your sanity may be diminished, but you are hardy, and ready to continue struggling for the next dawn. It is your wisdom and knowledge that will see you through another day, but that doesn't necessarily endear you to others. You may have a soft spot for those who were once like you, less inured to the world and its challenges, so you may occasionally find compassion for them. You do not, however, suffer fools.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: One type of artisan's tools (your choice)

Languages: One of your choice

Equipment: A simple weapon, a tent, a knife, a set of traveler's clothes, and two days worth of rations.

FEATURE: NOT ON MY WATCH!

You are so paranoid that you regularly set simple traps before you sleep. Anyone trying to sneak up on you while you sleep does so at a disadvantage. If they succeed, you can act during the surprise round with disadvantage on all of your attack rolls. Additionally, you are considered awake for half of the 8 hours while you are asleep, as you have trained yourself to rest with your eyes open, and at times even while standing!

This feature does not work if you are inebriated when you go to sleep, or if you have another person sleeping next to you.

SUGGESTED CHARACTERISTICS

Survivors have experienced a great deal of emotional trauma, which makes it difficult for them to form emotional attachments. They can be suspicious, possibly to the point of paranoia. Some survivors have difficulty thinking about the future, dwelling on the past and their regrets. Other survivors plan for any contingency, hoping to avoid future tragedies.

d8 Personality Trait

- 1 I cannot betray my emotions until I am alone.
- 2 I am a realist, and the worst is something to expect.
- 3 Be ready for life, because it certainly is ready for you.

- 4 laughter can unnerve your enemies. A quick wit even more so.
- 5 I don't know how to turn off the instincts of a warrior.
- 6 Logic is my god, and I worship him with my words and actions.
- 7 Plans are my area of expertise.
- 8 Sadness and anger are the cups from which I drink.

d6 Ideal

- 1 Aspiration. Only my efforts can mitigate disaster. (Any)
- 2 Power. Control is the only comfort I know, and the only guarantee of success. (Evil)
- 3 Vengeance. The best revenge is a well laid trap. (Evil)
- 4 Live and Let Live. Don't bother me. Conflict only attracts danger. (Neutral)
- 5 Anarchy. Rules and law have failed. Only chaos can survive. (Chaotic)
- 6 Community. Only by watching each other's backs can we hope to fight back. (Lawful)

d6 Bond

- 1 Those around me keep me calm. Solitude is maddening.
- 2 I failed to help others once. Never again.
- 3 I'm running from something, and I don't like talking about it.
- 4 My mentor taught me everything I know.
- 5 My family is safe somewhere. I just need to find the tools to make them safer.
- 6 Killing makes the world better, if you kill the right things.

d6 Flaw

- 1 I only myself and one other person, and that person is dead.
- 2 Death fascinates me.
- 3 Strangers are trouble waiting to happen.
- 4 The trauma of my past causes me to have flashbacks at bad times.
- 5 My life is unimportant, if I can take my enemies down with me.
- 6 People call me eccentric, when I let them talk.

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