



THROUGH THEIR OWN EYES

NEW PERSONALITY FEATURES FOR FANTASY RACES

MORE THAN A HUMAN WITH POINTY EARS

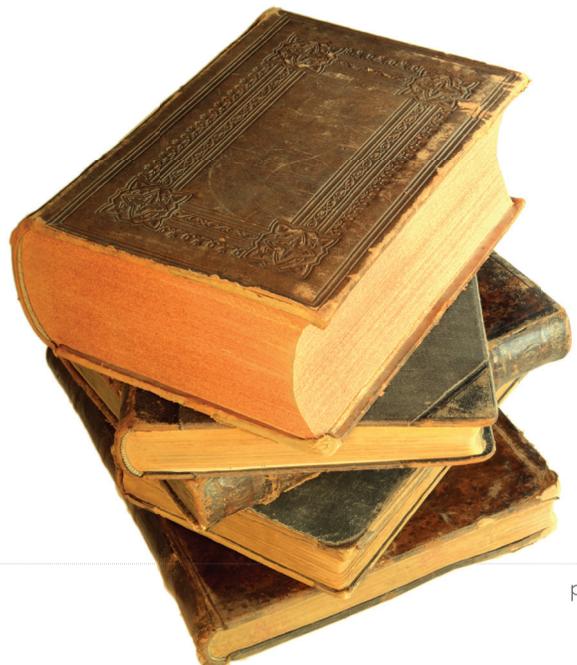
The races of fantasy are more than funny-shaped humans. See them in a whole new light with this collection of personality features, customized to each race, which you can use in place of or in addition to the personality features from your background. For GMs, when you're creating a new culture of each race, just select a few items from each collection as the culture's dominant outlook to put a new spin on an old classic.

Here you'll find personality features for elves (including drow), dwarves, gnomes, halflings, half-orcs, dragonborn, tieflings, aasimar, goblins, and kobolds.

HOW TO USE THIS COLLECTION

When you select a background for your character, you would normally choose or randomly determine two personality traits, one ideal, one bond, and one flaw. After consulting with your DM, either pick 2-3 additional personality features from your race's entry, or replace 2-3 of your background's features with features from this collection.

As with personality features in other backgrounds, many of these generate roleplaying friction with other characters at the table. Approach in-character conflict with care, and remember that nothing on your character sheet gives you permission to be a jerk. (That goes both ways: no one else at the table has permission to be a jerk to you.) If a personality feature would just cause your character to leave the party or quit adventuring, pick again or explore how that element of the character's personality might change over the course of the campaign. Remember that personal loyalty to one's friends sometimes overrides even the most deeply-held beliefs.



DWARVES

Dwarves are more than gruff and greedy miners. They pride themselves on their tirelessness, but long life and long memory can drown them in sorrows. So many of their homes and forges have fallen to enemies, or have been abandoned, that their future as a people is in question. Show them through their own eyes by revealing their doubts and vulnerabilities, especially to trusted friends.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 I spend hours each day maintaining my tools, armor, and weapons, in that order.
- 2 I dinna quite trust the open sky. Give me a good cavern any day.
- 3 I don't love gold. I just tell it that to get it in bed. -- paraphrased from Sir Terry Pratchett
- 4 I collect trophies from every honorable or worthy foe I defeat.
- 5 Once I've shared a pint with someone, I trust them with my life.
- 6 I can trace my lineage back to Moradin himself - and will, given half a chance.
- 7 Until we reclaim our ancestral halls, I don't completely trust anyone except for another dwarf.
- 8 I'm always planning - and talking about - my next great creation.

IDEALS

D6 DESCRIPTION

- 1 Legalism: Even a thane or king cannot overturn a thousand years of precedent. (Lawful)
- 2 Self-sacrifice: I do not pray for lighter burdens, but for broader shoulders. (Good)
- 3 Greed: The natural home of gold is among the dwarves. (Evil)
- 4 Rebirth: Only bold ideas and deeds can reverse the decline of the dwarves. (Chaotic)
- 5 Clannish: I'll do everything in my power to aid another dwarf, even when they're in the wrong. (Neutral)
- 6 Glory: I want my clan to sing tales of my deeds until the end of days. (Any)





BONDS

D6 DESCRIPTION

- 1 I will light once again the forge-fires of my people.
- 2 I will not raise a hand against another dwarf, save for the duergar and the derro.
- 3 The dwarves owe debts to the other races, and I am bound to pay them.
- 4 Every trial of the world is like a refiner's fire.
- 5 Everyone who cheated me will regret their treachery.
- 6 Countless dwarf-made treasures were looted from our halls - I must reclaim them.

FLAWS

D6 DESCRIPTION

- 1 My appetites control me more than I control them.
- 2 My memory for treachery is much longer than my memory for kindness.
- 3 I'm easily goaded with any slight to my courage or honor.
- 4 I am full of bitter sorrows for the time I led my kinsmen into a trap.
- 5 We must return to the traditions that once made us strong, no matter the cost.
- 6 I wounded (or killed) one of my kin, and was exiled for it.

ELVES (SURFACE)

Elves are famed for their grace and arrogance, thanks to their long lives and aesthetic refinement. On the other hand, that's obnoxious within a PC group, so let your elven characters value their friends and treat them as equals. Show them through their own eyes by emphasizing their sense of honor, obligation, and fatalism.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 I know bits and pieces of ten thousand years of elven poetry and song.
- 2 I often mention elven heroes of a lost and distant age as exemplars.
- 3 Nothing can shake my sorrowful awareness that the fate of elf-kind is sealed.
- 4 I knew the grandparents of many of the humans I meet - and sometimes forget that their memories do not extend so far.
- 5 I savor good food and drink above gold and jewels, but it often falls short of my standards.
- 6 I am cold and collected even in moments of great danger.
- 7 It infuriates me to see someone fail to appreciate artistic achievement - no matter who the artist was.
- 8 I am tediously fastidious in dining and personal grooming.

IDEALS

D6 DESCRIPTION

- 1 Vitality: To resist the twilight of my people, I live every moment with passion. (Neutral)
- 2 Freedom: I recognize no authority above me save the elven monarchs and Corellon. (Chaotic)
- 3 Honor: Once I speak the words of an oath, I will move heaven and earth to see it fulfilled. (Lawful)
- 4 Obligation: As the eldest and most civilized folk, it falls to elves to lead the others to civilization. (Neutral)
- 5 Greater Good: If this is to be the end of the elves, then let it be such an end that the forces of evil shall never forget us. (Good)
- 6 Fatalism: To die would be a great adventure. (Any)

BONDS

D6 DESCRIPTION

- 1 I am driven to revisit places from my youth that have now fallen into enemy hands.
- 2 I will never take the life of another elf, and only shed their blood when truly desperate.
- 3 I honor the alliances my people made with other races by showing them deep respect.
- 4 I will face any challenge, to be a final bright star before the long night of the elves.
- 5 An injury to the forests is a like an injury to my own body, and shall be equally avenged.
- 6 The treasures of ancient elven artisans must be kept safe.... and secret... and mine.

FLAWS

D6 DESCRIPTION

- 1 My people have been so often betrayed, and my memory is long: my trust is hard-earned.
- 2 The rage of a fading people is my first response to most threats.
- 3 I hide a secret that would bring shame to my family - or even all of elf-kind.
- 4 I am unwilling to rethink even the strategies and philosophies that failed my people, out of a sense of tradition.
- 5 I secretly work to fulfill an oath of awful power and consequences, handed down from the dawning of my people.
- 6 The grudge of an ancient enemy of my people (dragon, fiend, genie, or the like) falls upon me.



ELVES (DROW)

Drow are stereotypically mad, bad, and dangerous to know: if they aren't loner rebels, they're team-killing sociopaths. What if these behaviors are just survival mechanisms in a cruel theocracy? Reveal another side to the drow by showing their pursuits of pleasure to relieve stress and fear, and their constant struggles with trust.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 I grew up in a sybaritic lifestyle, and now I just enjoy making surface-dwellers squirm.
- 2 I never say two words when one will do, and never one when a gesture would suffice.
- 3 All of my relationships are based on clear, contractual obligations.
- 4 Hospitality is sacrosanct, and there are no rules when it comes to avenging a violation of it.
- 5 I couch every kind of unpleasantness in euphemisms.
- 6 I don't see why other races are so bothered by the undead. It's every individual's decision to make.
- 7 I collect artwork obsessively, moving from one culture or artist to another on a whim.
- 8 Having lived decades underground, the open sky unnerves me still.

IDEALS

D6 DESCRIPTION

- 1 Pleasure: I am an excellent host, as I dedicate myself to the physical comfort and pleasure of others. (Good)
- 2 Greed: Everything has been taken from us, so everything is ours to reclaim. (Evil)
- 3 Deception: I don't owe the truth to anyone except clergy or my direct superiors. (Chaotic)
- 4 Independence: I left the laws of my homeland behind, and they can do far worse to me than surface-dweller laws... (Chaotic)
- 5 Vitality: Death lurks around every corner in the Underdark. Enjoy life while you can. (Any)
- 6 Honor: My honor is my House's honor, and I am prepared to defend both with my life. (Lawful)





BONDS

D6 DESCRIPTION

- 1 We lost the war against the surface elves. It's time we got the hell over it, rather than re-fighting it each century.
- 2 My enemies among the drow are the most important people in my life.
- 3 Anyone who cheats me will learn the error of their ways with a swiftness.
- 4 I want to show other races the truth: surface elves have manipulated everyone.
- 5 I want to build a new and glorious legacy for my people to follow.
- 6 When our mad goddess plunges into the Abyss for the last time, then I can rest.

FLAWS

D6 DESCRIPTION

- 1 The Matron of my House has spies everywhere and judges all of my actions. Paranoia is just a good start.
- 2 I recognize that my homeland is a nightmare, but I look back to a probably-fictional noble past.
- 3 I dismiss anyone I find lacking in social graces.
- 4 I have a hard time adapting to ways of doing things that are less than a century old.
- 5 I risk death, and surrender to temptation, just to stave off ennui.
- 6 Once I have a goal, I abandon other needs in my life to pursue it.

PRESENTATION OF DROW CULTURE

These features are intended to present drow from their own point of view, particularly those drow who would break the rules of their society and turn against its corruption and cruelty. The features draw heavily from evil or despotic regimes of real-world history: Paris during the French Revolution, Nazi Germany, the slaveholding South before and during the American Civil War, and others.

Whether you're the player of a drow character or a DM presenting a drow culture, give thought to how the drow in your campaign got that way. Present them as real people, with virtues as well as flaws, rather than caricatures.



HALFLINGS

Whether they are happy-go-lucky adventurers or homebodies forced to take to the open road, halflings are easy to get along with in a party. Their egalitarian, pastoral society tends to be highly idealized. Add depth to halflings by showing how they deal with the fact that the world treats them as nearly irrelevant and the butt of jokes.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 I obsess over pairing the right wine, beer, or mead with every meal.
- 2 I am the voice of reason and compromise, even between the fiercest foes.
- 3 Flattery is both my favorite tool and my secret weakness.
- 4 I trust in the gods and my native luck to see me through terrible risks.
- 5 What I lack in height, I make up for in hidden depth (...and maybe breadth).
- 6 As long as I can indulge one minor gluttonous vice, I can endure any hardship.
- 7 I pepper my speech with malapropisms, either from ignorance or to see if you're listening.
- 8 Revenge is a dish best served cold, and from below.

IDEALS

D6 DESCRIPTION

- 1 Mercy: I can't stand by and watch someone else in sincere need - even a former foe. (Good)
- 2 Independence: I'll go it on my own instead of being patronized by Big Folk. (Chaotic)
- 3 People: Highfalutin ideals aren't for me - my loyalty is to individuals. (Neutral)
- 4 Gluttony: With the gods as my witness, I will never go hungry again, no matter the cost. (Evil)
- 5 Fairness: Our community collapses if we turn on one another or won't do our share. (Lawful)
- 6 Respect: Money and status have nothing to do with whether I should treat you with respect. (Good)





BONDS

D6 DESCRIPTION

- 1 I set my feet upon the road, and discovered I loved seeing the world.
- 2 I will show the Big Folk just how much they're missing by ignoring us.
- 3 As long as my village endures, I have the strength to go on.
- 4 The gods made halflings to bring the world hope when hope seemed foolish.
- 5 My word is my bond - not because of honor, but because I hate disappointing people.
- 6 The true history and purpose of the halflings is a mystery I intend to solve.

FLAWS

D6 DESCRIPTION

- 1 Twenty gold says you will not make a "short" joke I haven't heard before.
- 2 I can resist anything except temptation.
- 3 Carnivorous monsters think I'm the most delicious thing they've ever smelled.
- 4 Curiosity killed the cat. The cat learned it from a halfling. I'm doomed.
- 5 I need my creature comforts, even when it's impractical.
- 6 I have no experience with devious people, so I'm easily outmaneuvered and tricked.

DRAGONBORN

As one of the newer and rarer races in the fantasy canon, dragonborn don't have the strong, widely understood stereotypes that many of the other races do. These features emphasize their cultural connection (and possibly personal history) with dragons, the ways they emulate true dragons, and their mercenary or imperious natures.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 I look for every opportunity to demonstrate excellence in my trade.
- 2 I speak fondly of long-dead dragons, as humans would of aunts and uncles.
- 3 I acknowledge the gods, but invoke their aid only grudgingly and as a last resort.
- 4 I frequently make plans that extend beyond my own expected lifespan.
- 5 I keep my finances with precise care, and know the value of my hoard to the last copper.
- 6 The blow-by-blow details of long-ago battles between dragons seem current and exciting to me.
- 7 Religious schisms and conflicts are largely lost on me, and I treat every faith with similar tolerance.
- 8 I hoard words like coins. I never say two words when a gesture could suffice.

IDEALS

D6 DESCRIPTION

- 1 Power: I believe I should be in charge, and often challenge those in positions of authority over me. (Chaotic)
- 2 Greed: I think of myself as a completionist. (Evil)
- 3 Clannish: The security and comfort of my clan or adventuring band is all-important. (Neutral)
- 4 Destiny: The dragons, in their wisdom, have a higher purpose for my life. (Any)
- 5 Mercy: There is more to life than a tooth for a tooth. (Good)
- 6 Honor: My honor is my clan's honor; a stain to either is a stain to both. (Lawful)

BONDS

D6 DESCRIPTION

- 1 I will never break faith with the dragon that I serve.
- 2 For king and country! It matters not that they are not of my own kind.
- 3 I desperately seek a cause worth dying for - and I dread that I might die without finding it.
- 4 I once served a mighty dragon. Now I hunt down her killers.
- 5 I was falsely accused of bringing shame to my clan. I will clear my name or die trying.
- 6 I will become the greatest practitioner of a particular skill that the world has ever known.

FLAWS

D6 DESCRIPTION

- 1 My greed for gold and gemstones has a nearly religious fervor.
- 2 Failure, or the expectation of it, sends me into a spiral of recriminations.
- 3 Pride in my self-sufficiency (or that of my adventuring band) often leads me into peril.
- 4 My unfettered ambition is considered unacceptable by other races, for some reason.
- 5 I still carry the grudges of my distant draconic forebears.
- 6 I've never settled on a trade to master - acceptable for a child, potentially embarrassing for an adult.



GNOMES

Forest gnomes are a hidden, secretive people, often in conflict with more warlike small humanoid races, such as goblins and kobolds. Rock gnomes are chiefly characterized by their fondness for devices and displays of cleverness. Show them through their own eyes by finding joy and creative passion in a life of constant threat.

Note: The subraces of the gnomes have divergent outlooks in some regards, but closely related in others. To reflect this, when you randomly generate a forest gnome's personality features, resolve the die roll normally, or if choosing features, ignore the last two options of each table. When you randomly generate a rock gnome's personality features, add 2 to each die roll, or if choosing features, ignore the first two options of each table.

PERSONALITY TRAITS

D10 DESCRIPTION

- 1 I think everyone's motives are ultimately as simple as those of my animal friends.
- 2 I'm not really comfortable anywhere that I can't easily hide.
- 3 There's no tale so heroic that I won't embellish it a little further.
- 4 I want giant piles of gems and gold, mostly for aesthetic appeal.
- 5 I've never been at a loss for a good pun. Well, <i>a</i> pun.
- 6 Grandiloquent verbiage cascades forth from me unstintingly.
- 7 I'm dangerous to myself and others if I don't have a mystery to keep my mind occupied.
- 8 I'm never really happy if I don't have a good secret to keep safe.
- 9 I have sketches of projects on every spare scrap of paper.
- 10 I have all kinds of half-finished projects in my room, my backpack, and my pockets.

IDEALS

D8 DESCRIPTION

- 1 Nature: The rhythms of the natural world should guide our steps and thoughts. (Neutral)
- 2 Fairness: Jokes and pranks should never target someone who would actually be hurt. (Lawful)
- 3 Creativity: With more than three centuries to spare, I'll fill my life with big new ideas. (Chaotic)
- 4 Power: The Big Folk will treat us as equals only when we have the strength to compel them. (Evil)
- 5 Peace: All people desire self-determination. Let's not get in the way of each other. (Neutral)
- 6 Freedom: The Big Folk ignore us, so we gnomes will make our own way in the world. (Chaotic)
- 7 Respect: I've been misjudged before, and treat others with respect so I don't make the same mistake. (Good)
- 8 Aspiration: I want to prove that I'm one of the cleverest minds of my people. (Any)

BONDS

D8 DESCRIPTION

- 1 I will fight to my last breath to defend the living world from its despoilers.
- 2 I will find new places to keep gnome-kind safe from every kind of threat.
- 3 Nothing is more important to me than the well-being of the other gnomes of my warren.
- 4 The world is a miraculous and wonderful place, and I want to know every inch of it.
- 5 I want to prove myself to the elders of my warren, who pushed me out for "my own good."
- 6 I'll teach the other races of the world to find the joy in life, as gnomes do.
- 7 It may take a century to perfect my project, but once it's done, I expect stunned silence, and maybe a standing ovation.
- 8 The innovations of the gnomes are too dangerous to fall into the hands of Big Folk.

FLAWS

D8 DESCRIPTION

- 1 I found out the hard way that the Archfey don't have a sense of humor. I'm always looking over my shoulder.
- 2 I can't conceal a lie - it makes me giggle uncontrollably.
- 3 My one-upsmanship is going to get me in big trouble one of these days.
- 4 Once I have a goal in mind, I can't bear to part with it, or really think of anything else.
- 5 While I'm far from home, if another gnome asks for something, I don't ask enough questions about why.
- 6 I like my traveling companions... but I'll only ever really trust my own kind.
- 7 The problem with being bite-sized is pretty self-evident. I'm scrumptious!
- 8 I'm bitterly envious of inventors and crafters more successful or famous than I am.



HALF-ORCS

Nasty, brutish, and fearsome is enough description of half-orcs for most. They are the ultimate survivors, though, raised by one of two races that are locked in perpetual conflict – a conflict forced upon them by circumstances of wealth, land, and divine wrath. From their own perspective, they are assumed to be whatever the viewer despises in orcs or humans, so highlight their path toward self-definition and their knowledge of the worst that human and orc culture have to offer.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 As much as possible, I express myself without speaking, through looks, gestures, and actions.
- 2 When I make a new friend or ally, I challenge them to some sort of contest.
- 3 I tell stories about each and every one of my scars.
- 4 Once I've made a friend, I'm there for them no matter how bad things get.
- 5 I never shy away from hard work - it's nothing compared to what I've been through before.
- 6 I don't judge others' views or traditions - they're no worse than Groomsh.
- 7 My dining habits are disturbing to civilized folk and always make a mess.
- 8 A dwarf's artistry is metalwork - mine is bloodletting.

IDEALS

D6 DESCRIPTION

- 1 Truth: I shatter the illusions and falsehoods that others build their lives on. (Chaotic)
- 2 Power: For the good of the tribe, all must obey the hierarchy - even at the end of a spear. (Lawful)
- 3 Tribalism: One who takes sides against her own tribe is lower than kobold dung. (Neutral)
- 4 Change: Dragons, elves, dwarves, and humans each had their golden ages. Behold the age of the orc. (Chaotic)
- 5 Justice: I repay kindness with greater kindness, and cruelty with swift revenge. (Neutral)
- 6 Mastery: Live hard, die young, dance on the corpses of as many enemies as possible. (Evil)





BONDS

D6 DESCRIPTION

- 1 I will discover, and teach others, the true history of orc-kind.
- 2 I will always provide a weapon to those with the will to fight.
- 3 I must demonstrate the dignity and strength of my ancestors to our traditional foes.
- 4 I must slay in single combat the chieftain who cast me out and shamed me.
- 5 I will recover the battle-standard of my tribe, that I may seize command over them.
- 6 My one true love is not of my own kind, but I will find a way to be with him/her.

FLAWS

D6 DESCRIPTION

- 1 Calling me a coward can goad me into anything.
- 2 I feel helpless and confused in big cities, and that makes me dangerous.
- 3 Whenever I have a little money I spend it immediately, on the first thing to catch my eye.
- 4 When I argue, I want to force my opponent to back down more than I want to be right.
- 5 I've been cheated before, and I'm quick to accuse others of trying to cheat me.
- 6 I evaded sacrifice at the hands of a powerful warlock, and he'll never forgive me for fouling his ritual.

AASIMAR

These features assume that aasimar have a culture, and aren't all solitary individuals within human culture. Instead, enough people know what aasimar are, and what they look like, to develop further preconceptions and biases about them, as happens with any minority population in a society. In general, society sees aasimar as self-righteous troublemakers or violent zealots. Given how many of them become adventurers, this is not entirely unearned.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 Pleasure is a good thing in moderation, though the line of "moderation" gets blurry when I drink...
- 2 I know the common name of my angelic progenitor, and invoke it casually.
- 3 I prefer the company of the scum of the earth, who need me more than the wealthy do.
- 4 I'm always working like I'm running out of time.
- 5 My archaic speech patterns imitate holy scriptures.
- 6 In times of stress, I curse in the Supernal tongue, which gets me in trouble with the Powers that Be.
- 7 I let my parentage define me, and I assume that everyone else does the same.
- 8 I forgive a first offense against me, but a second affront receives no mercy.



IDEALS

D6 DESCRIPTION

- 1 Purity: I reject worldly and materialistic corruption, violently if necessary. (Evil)
- 2 Vitality: The gods put a lot of interesting things into the world, and I want to experience them all. (Neutral)
- 3 Freedom: What is the will of a mortal ruler compared to the will of Heaven? (Chaotic)
- 4 Fairness: Law is only just when it protects everyone equally - even from my wrath. (Lawful)
- 5 Charity: The purpose of my life is to give my life away. (Good)
- 6 Harmony: Good and evil are outmoded perspectives - I go where chance takes me. (Neutral)

BONDS

D6 DESCRIPTION

- 1 I seek to redeem the Fall of my angelic progenitor.
- 2 I will bring down the corrupt and usher in a new age of justice.
- 3 I must establish an enclave for my people in the world, so that we won't be alone anymore.
- 4 I will sacrifice my own innocence to protect the innocence of others.
- 5 I will cleanse the world of every foul thing, to make way for the manifestation of the gods in the world.
- 6 If wealth and status are all that the world understands, I will accrue them and turn them to better ends.

FLAWS

D6 DESCRIPTION

- 1 I'm terrible at keeping secrets about myself, especially when it matters.
- 2 I have a wit so dry and biting that it causes conflicts I could have avoided with some tact.
- 3 Desire to protect my allies from harm causes me to risk myself too much and jeopardize the whole group.
- 4 Planning for long-term goals often gets in the way of short-term decisive action.
- 5 My mistrust for authority figures gets in my way, even when they are on my side.
- 6 My health and safety are my angelic progenitor's great vulnerability.

PRESENTATION OF AASIMAR CULTURE

These features assume that aasimar have a culture, and aren't all solitary individuals within human culture. Instead, enough people know what aasimar are, and what they look like, to develop further preconceptions and biases about them, as happens with any minority population in a society. In general, society sees aasimar as self-righteous troublemakers or violent zealots. Given how many of them become adventurers, this is not entirely unearned.



TIEFLINGS

Much like half-orcs, society assumes the worst about tieflings, expecting them to be as diabolic or demonic as their distant progenitors. Unlike half-orcs, most tieflings don't have a second parent culture that lives in the Material Plane and offers a fallback plan, even a dangerous and undesirable one. Show a deeper dimension to their natures by playing up gratitude toward those who show kindness, and by exploring how society's assumptions trap tieflings in a cycle of misery and violence.

PERSONALITY TRAITS

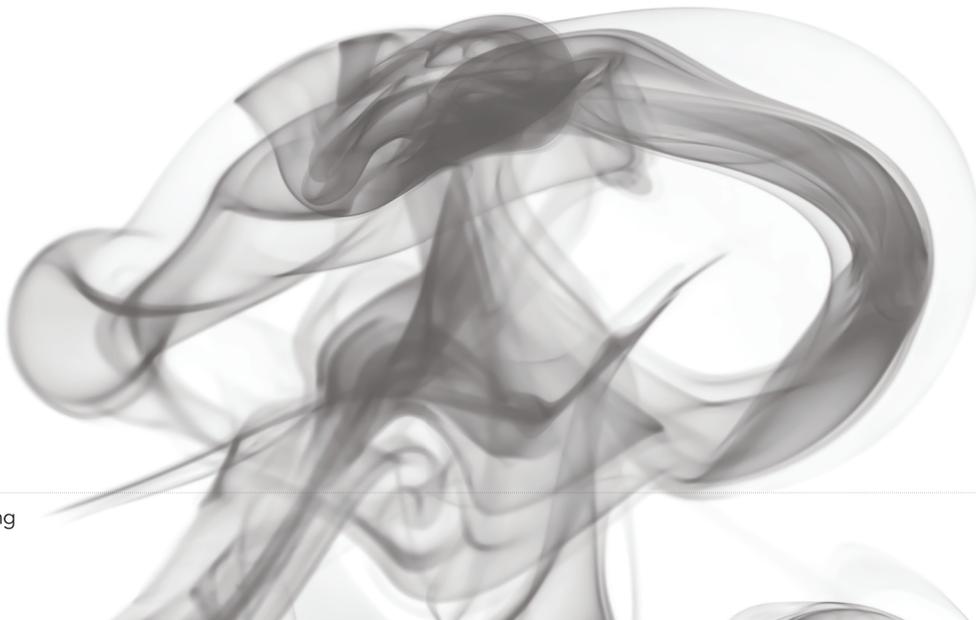
D8 DESCRIPTION

- 1 Since I can't fit in, I might as well enjoy making humans uncomfortable with the way I dress.
- 2 I know the common name of my fiendish progenitor, and invoke it casually in oaths.
- 3 I usually give a fake name if I don't know someone well.
- 4 Life is short and death is around every corner. Why plan ahead?
- 5 Never back me into a corner. When I have nothing left to lose, I am at my most dangerous.
- 6 In times of stress, I curse in the tongues of fiends. This may have unintended consequences.
- 7 I don't worry about insults, but if you break a deal with me, the gods themselves couldn't save you.
- 8 I approach even hated enemies with honeyed words, if only to see what they'll do.

IDEALS

D6 DESCRIPTION

- 1 Honor: I will get my hands dirty to protect innocents from what must be done. (Evil)
- 2 Greed: I grew up in deprivation, so now I never part with a copper piece unnecessarily. (Neutral)
- 3 Hope: By showing my valor and virtue, I will change how the world sees tieflings. (Good)
- 4 Fairness: I reserve my wrath for when wrongdoing can be conclusively proven, because I know the price of false accusation. (Lawful)
- 5 Independence: I've already rebelled against the will of the Nine. Why would I listen to you? (Chaotic)
- 6 Transcendence: The world's harshest trials only strip away my impurities and bring me to greatness. (Any)





BONDS

D6 DESCRIPTION

- 1 I collect bits and pieces of ancient prophecy, to learn the destiny of my people.
- 2 I will build an empire on the ashes of those who have wronged me and my people.
- 3 My people have one safe haven in all the world, and I would die to protect it.
- 4 I would do anything for the religious order that took me when I was an orphaned outcast.
- 5 I've been accused of a lot of things, but I actually didn't do this one, so I must clear my name.
- 6 I pursue wealth and status to give my loved ones the comfort that I never had as a child.

FLAWS

D6 DESCRIPTION

- 1 I have a deep dread of the gods, because they are punishing tieflings for ancient sins.
- 2 Call me a freak one more time, and you'll finally learn who you're dealing with.
- 3 I've never met a vice I wouldn't try at least... oh, eight or nine times.
- 4 You say "overweening ambition" like it's a bad thing.
- 5 My mistrust for authority figures gets in the way even when they are on my side.
- 6 Wherever I go, bad luck and trouble seek me out, like a hound on a trail.

GOBLINS

Goblins are one of the most scorned and downtrodden races in most of fantasy literature, used as cannon fodder by more powerful antagonists, while protagonists treat them as vermin to be slaughtered. This low status causes them to be seen as crude, stupid, and savage, so these features attempt to draw out their virtues. To see them through their own eyes, emphasize their desperate hunger for something better, their cleverness and patience, and their understanding that life is short and unkind.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 My pockets are always full of forgotten pieces of things I encounter in my travels.
- 2 I speak in heavily accented Common... the specific accent changes constantly.
- 3 My table manners are shocking: I take tea like a noble, but wolf down my food.
- 4 Of course I kick 'em when they're down, it's the best time to kick 'em.
- 5 No bathing. I ain't going in the soup!
- 6 My sense of humor appeals to everyone. Well, everyone under the age of ten.
- 7 I can spend hours telling stories that I heard from my great-great-aunt Matilda.
- 8 Goblins don't get too attached. In the tribe, we're all disposable.



IDEALS

D6 DESCRIPTION

- 1 Community: The survival of the tribe is more important than any dozen goblins. (Lawful)
- 2 Change: Goblins been gettin' the short end of the stick since forever. That's gonna change soon. (Chaotic)
- 3 Might: It doesn't matter what I have to do, as long as it makes me stronger than our enemies. (Evil)
- 4 Greater Good: The world's a shithole, and all we have is each other to climb out of it. (Good)
- 5 Beauty: "We are all in the gutter, but some of us are looking at the stars." -- Oscar Wilde (Neutral)
- 6 Vitality: Life is short and we may be forgotten. Hold nothing back for tomorrow. (Any)

BONDS

D6 DESCRIPTION

- 1 My tribe is indebted to a big scary. I'm looking for a way to erase that debt.
- 2 No one else should have to endure what goblins go through.
- 3 My tribe got wiped out by a bunch of heroes. Payback may take years, but it will come.
- 4 I owe my life to the arbitrary mercy of an adventurer. I plan to repay her in full.
- 5 I believe that goblins built wondrous, mighty things once, and I mean to find and repair them.
- 6 The gods made us to be their playthings, and I seek a way to return the favor.

FLAWS

D6 DESCRIPTION

- 1 If I'm outmatched, I'll try to surrender or escape rather than fight to the end.
- 2 Fair fights are for when there are too many goblins in the tribe. Never fight fair.
- 3 I wouldn't completely trust me own grandmother. Why in the hells would I trust YOU?
- 4 Whenever I lose a wager, I can't help but follow it with, "Double or nothing?"
- 5 I'm convinced that any number of unsavory things are going to be delicious.
- 6 I just really, really like to see other creatures bleed a bit.



KOBOLDS

Kobolds exist so that something can be even lower on the food chain than goblins, and the whole world knows it. What others see as cowardice is a way of life beaten into them from birth – but still they survive and thrive at the dark corners of civilization. Show them through their own eyes by demonstrating how much they can grow when offered a modicum of security, loyalty, and trust.

PERSONALITY TRAITS

D8 DESCRIPTION

- 1 Personal valor is overrated. I don't go anywhere alone.
- 2 I'm obsessed with my hoard of small knick-knacks, and I go Big Dragon on anyone who tries to take them.
- 3 I'm the kind of kobold who talks about going Big Dragon on an enemies, strangers, and inanimate objects.
- 4 At mealtimes, I just about insist on a bite... or two... of everyone else's food.
- 5 I don't worry too much about defense. I'd rather get my enemy down on the ground and start the kicking early.
- 6 I get gods and dragons mixed up in conversation.
- 7 I fervently collect recipes so that someday I can go home and improve my tribe's cooking.
- 8 Setting people up to underestimate me is a cherished cultural virtue.

IDEALS

D6 DESCRIPTION

- 1 Tradition: The gods and dragons have watched over us for ages, and we owe them obedience and sacrifice. (Lawful)
- 2 Creativity: Like a miner attacking bedrock, I'll work at a problem from every angle for my whole life if I have to. (Any)
- 3 Greed: I had to share everything when I lived with my tribe. Now, what's mine is MINE. (Evil)
- 4 Honesty: If you would lie to your own family or tribe, you are lower than beetle dung. (Lawful)
- 5 Generosity: Willingness to share freely - even when you have almost nothing - is all that keeps the tribe alive. (Good)
- 6 Transcendence: If I can cheat death and gather enough power, I won't have to be afraid ever again. (Neutral)

BONDS

D6 DESCRIPTION

- 1 I was born in filth and squalor. I won't retire until I have one perfect, beautiful thing of my own.
- 2 I want to show the metallic dragons that they should have kobold tribes of their own.
- 3 I want to find a new protector for my tribe. I'm even willing to consider non-dragons.
- 4 I'm the last survivor of my tribe, and our protector died, so I'm responsible for carrying on our stories and traditions.
- 5 I got separated from my tribe in a disaster, and I will spend my life searching for them if I must.
- 6 I want to explore the world more than a few miles from our caves, unlike the rest of my tribe.

FLAWS

D6 DESCRIPTION

- 1 Groveling and sniveling are time-honored tactics among my people when we're outmatched.
- 2 I try to go Big Dragon whenever we have someone outnumbered - even in peaceful situations.
- 3 I reflexively spit and bare my teeth whenever gnomes are mentioned.
- 4 My self-preservation goes out the window when powerful magic is afoot. It's just... so... interesting!
- 5 I don't do well with complicated plans. I throw out the plan and go with instinct, every time.
- 6 I would do anything to earn a dragon's favor.





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