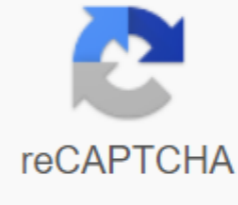




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Mercenary veteran background 5e

How to sell a sword that fought battles for a coin, you are well acquainted with risking life and limbs for a chance to share a treasure. Now, you look forward to fighting enemies and reaping even greater rewards as an adventurer. Your experience makes you familiar with all and out of the life of mercenaries, and you're probably harrowing about the history of events on the battlefield. You may have served with a large outfit such as zhentarim or Mintarna soldiers, or a smaller group selling swords, maybe even more than one. With the Section Of the Mercenaries of the North below is a collection of possibilities. Now you are looking for something different, perhaps a greater reward for the risk you take, or the freedom to choose your own activities. For some reason, you leave behind a life of a soldier for hire, but your skills are undoubtedly suitable for combat, so now you are fighting for a different Athletics Skills, Persuasion Skills Tool One type of game set, vehicles (land) languages No Equipment Uniform of your company (traveller's clothing as), a sign of your rank, a game kit of your choice, and a bag containing the remainder of your last salary (10 GP) Feature A: The mercenaries of the North Countless mercenary company are working up and down the sword coast and throughout the North. Most are small-scale operations that use between a dozen and a hundred folk who offer security services, hunt monsters and robbers, or go to war in exchange for gold. Some organizations, such as the Burning Fist, and the Mintarn Nation, have hundreds or thousands of members and can provide private armies to those with sufficient funds. Here are a few organizations operating in the North: Cold. The cold and mysterious Lurkwood serves as home to numerous groups of goblinoids who have merged into a tribe called Chill. Unlike most of its kind, Chill refrain from forays into the people of the North and maintains a relatively good relationship so they can hire them themselves as warriors. Few city-states in the north are willing to submit an army near the Cold, but some are happy to quietly pay the Cold to fight Utgard, the Orcs, the Evermur trolls and other threats of civilization. It's raining quiet. Consisting exclusively of elves, Silent Rain is a legendary mercenary company operating from Everesk. Caring for little about gold or fame, Silent Rain only agrees to jobs that either contribute to elven causes or are associated with the destruction of ores, gnolls, and the like. Potential employers should leave a written word (in Elvish) near Everesk,

and The Silent Rain sends a representative if it's interesting. Bloody Saxons. Founded in Sundabar almost two centuries ago, the Bloodaxes were originally a group of dwarves out of their clans for crimes against the teachings of Moradin They started hiring mercenaries as mercenaries. someone who in the North will pay them. Since then the mercenary company has expanded its membership in other races, but every member of exile, criminal, or inconsistency is some kind of looking for a new start and a new family among the bold Bloodaxes. Characteristics: A mercenary life you know is a mercenary of life as the only one who has experienced it can. You can identify companies of mercenaries by their logos, and you know a little about any such company, including the names and reputations of its commanders and managers, and who hired them recently. You can find taverns and festivals where mercenaries observe in any area, as long as you speak the language. You can find mercenary work between adventures enough to maintain a comfortable lifestyle. Suggested characteristics Use tables for soldier background as the basis for your traits and motivations, changing entries when appropriate according to your personality. Your connection may be related to the company you have traveled with previously, or to some of the comrades you have served with. The ideal you accept depends largely on your worldview and your motivation to fight. As you sell a sword that fought battles for a coin, you are well acquainted with a very risky life as well as a limb for a chance to share the treasure. Now, you look ahead to fight enemies, and reap even greater rewards as an adventurer. Your experience makes you familiar with all its ins as well as the life of mercenaries and perhaps you would like a harrowing story about events on the battlefield. Maybe you're served with a great outfit like zhentarim or Mintarn soldiers or whether a smaller group sell swords it might be more than one too. To get a collection of possibilities you can see the section of The Mercenaries of the North, which is mentioned below. Skills Skills : Athletics, Persuasion Tool Skills : One type of game set, vehicles (land) languages: No equipment : Form your company (traveller's clothing as), signs of your rank, a game set of your choice, and a bag containing the remainder of your latest salary (10 GP) Suggested characteristics : Basically, you should use tables for mercenary veteran von 5e features, or you can try below the tables If the lower table doesn't work, then you should use 5e soldiers background tables only. Your connection may be related to the company you have traveled with before, or some of the comrades of those with whom you have served. The ideal that you have accepted will largely depend on your worldview as well as your motivation to fight. Personality Traits : D8Options for Personality Traits 1I would like to show, especially if there is a chance to get a job offer in it. 2I is always gregarious and cheerful, regardless of the situation, as long as I paid well. 3 For me, whispering steel and clashing arms is as nice as any amount of gold. 4I always train, because training leaves a person ready even in a moment of respite or weakness. 5Y I adhere to a strict code of ideals. 6Y I hmima personal property in secret places that are known only to me. 7Y will do everything to protect my arms hands, because I know it will protect me in return. 8I do nothing, don't move your finger or blade if I hear the sound of coins crackling. Disadvantages : d6Options for flaws 1I will do something for the coin, damn the consequences. 2 Because I pretend to like to fight, I secretly hate hurting others. 3 I have crippling debts that my job barely pays off. 4I will never let me down in my tasks, even if I have to resort to less honorable means to complete them. 5I would send an innocent man to face his death if it means I win the fight. 6 Someone powerful will do anything to my head, so I lash out to get his or her head first. Ideals : d6Options for the perfect 1Golden soul: I fight for money and nothing else. (Neutral) 2 Great Advertising: I'll be known for my chores sooner rather than later. (Any) 3 Power or Death: In my profession, the strong live and the weak starve. (Evil) 4N-sold honor: I never break my promises. Nver. (Legal) 5War and Crime: Whenever chaos thrives, so does my job. (Chaotic) 6 Good for Sale: I'm a sellsworder who shakes his arms just in the name of goodness. (OK) I don't hee Bonds: d6Options for Bond 1I became a mercenary to support my family, who would probably be starving in the slums somewhere if it weren't for me. 2I fight for a lover who knows little if nothing about me. 3Y was inspired by a great hero to become a mercenary. 4I treat my respected comrades as brothers, and I do not care that they are not subjected to insults or injuries. 5 I'm stealing to protect something very important to me by keeping it a secret, so you better forget what you just heard. 6I never disrespect the employer if they never disrespect me or stop giving me money. We have different types of kits in our tool section you can check out Smith Tools 5e of these tools feature: The Mercenaries of the North countless companies of mercenaries work up and down the coast of the sword and throughout the north. Most of them are small-scale operations that employ between a dozen and a hundred folk those who offer security services and hunting monsters, as well as robbers or go to war in exchange for gold. Some of the organizations such as Chengtarim, The Flaming Fist, and the nation mintarn have hundreds of thousands of members, and can also provide a private army for those who have enough funds. Below are some of the organizations operating in the north of the country. Cold: The cold as well as the mysterious Lurkwood serves as home to numerous groups of these goblinoids who have merged into a tribe known as Unlike the sort of cold will refrain from riding people in the north, and they maintain a relatively good relationship that they can hire themselves as like warriors. Some of the few urban states in the north are ready to hand over the army along with the cold. But most of these few are happy to quietly pay the cold to fight Uthgardt, ores, trolls evermoors, and other threats to civilization. Silent Rain: Comprised exclusively of elves, Silent Rain is a legendary company of mercenaries operating from Everesk. Caring little about gold or about fame here, the quiet rain will only agree to jobs that either contribute to elven causes or include the destruction of oatmeal, gnolls, as well as so on. Potential employers should leave a written word (It's in Elvis) near Everesk, and this quiet rain will send a representative if he is interested. Bloodaxes: It was founded in ice cream almost two hundred years ago these blood cells were originally outlier from their molluscs those for their crimes, as well as against the teachings of Moradin Soulforger. They began to hire as mercenaries to someone in the north would pay them. Basically, you know the best mercenary life as the only one who has been experienced he can. Always you can recognize the mercenary company by their logos, you know a little about any such company including, reputation, as well as the names of their commanders as well as leaders, and of course who have been hired by them very recently. Taverns and festivals can be found by you where once mercenaries observe in any area, as long as you speak the language. You can even find 5e mercenary veteran work between adventures that are sufficient to maintain a comfortable lifestyle. Lifestyle.

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