

Cook

To you food is more than just sustenance and pleasure. A great meal is great art which brings people together for consumption. You might have worked in a tavern, a bakery, as a personal chef to a family or noble, or within a military unit as they marched or set sail. Decide what kind of cook job you had or roll on the table below.

Something has called you away from full-time cooking and into the world of adventuring, but you still take pleasure in the craft. Preparing and cooking food is a big part of who you are and how you communicate with others.

d10	Cook Job
1	Tavern cook
2	Fancy restaurant chef
3	Baker
4	Street vendor
5	Personal chef
6	Candy maker
7	Military cook
8	Caterer
9	Cheesemaker
10	Brewmaster or vitner

Tool proficiencies: Any food-related set of artisans tools
Skill proficiencies: Deception, Persuasion
Languages: One language of your choice spoken by another civilized race
Starting Equipment: A set of common clothes, a set of artisan's tools related to your craft, an iron pot, a book of recipes you've gathered over the years, and a belt pouch with 10 gp.

Feature: Through Their Stomachs

You are able to earn a comfortable living during your downtime by working as a cook. In addition you are able to feed your adventuring companions modest meals each day for free. You are also able to use your talents to arrange meetings with anyone interested in a free meal. By offering to a cook a free meal for someone who would appreciate it (at the DM's discretion), you are able to get a meeting with him or her over that meal.

Suggested Characteristics

Just like a sculptor understands clay, you understand ingredients. You appreciate a great meal and are interested in the science and finesse of your craft. You might be a bit of a snob when it comes to what you eat, or you may be fascinated by any dish, even that which others find vile. Through years of selling your edible creations to others you are a sly salesman, and able to work wonders on any tough customers, especially if they're eating something you cooked.

d8	Personality Traits
1	When I eat something I critique the dish aloud.
2	I multitask very well.
3	I let others know I expect others to work as hard as I do.
4	I make non-verbal noises which indicate my mood while I eat.
5	If insulted I hurl even greater insults back.
6	I like to take my time and savor each bite when I eat.
7	I try to keep things as clean as possible.
8	I am constantly on the lookout for new and exotic ingredients.

d6	Ideals
1	Creativity. I don't follow a recipe, I improv with what I have on hand. (Chaotic)
2	Knowledge. I want to learn everything I can about the food of other cultures. (Neutral)
3	Hierarchy. I listen to those above me and expect those below me to take orders. (Lawful)
4	Generosity. Everything I cook is for others to enjoy. (Good)
5	Community. I feed the people who feed me. (Neutral)
6	Fame. I will be known across these lands at all costs. (Evil)

d6	Bonds
1	My grandmother had a secret recipe I'm trying to duplicate perfectly.
2	There is a world famous chef who's techniques I respect above all others.
3	I'm putting together a book of recipes I've gathered in my travels.
4	There is no food like the signature dish of the place of my birth.
5	I still use the techniques my mentor taught me even when preparing the simplest dish.
6	I always have some of my favorite herbs and spices on hand.

d6	Flaws
1	I'd rather eat nothing than something bland.
2	I am easily pulled into competition with others.
3	I take charge in situations when someone else is the clear leader.
4	When I am physically uncomfortable I complain quite a bit.
5	Frivolity is a waste of time and I do not like unnecessary fun.
6	I have a hard time trusting others with tasks.

Item	Cost	Weight
Baker's supplies	5 gp	9 lb.
Candy making supplies	5 gp	5 lb.
Cheesemaking supplies	2 gp	4 lb.
Vitner's supplies	25 gp	8 lb.

Demolitions Expert

You assemble, dismantle, and use explosives and weapons of destruction, including siege weapons. Maybe were in the military, and you built bombs that you threw into the throngs of invading hordes, launched boulders from catapults into enemy towers, or drove a mech through the front line of an enemy army. Or perhaps you belonged to an organization of criminals or rebels, and you were the one who blew up the safe or caused the buildings of oppressors crumble. Whatever the case, you know the power of weapons of destruction and harnessed them to make structures and enemies fall.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Bomb-Makers Kit

Languages: One of your choice

Equipment: A bomb-makers kit, a collapsible 10-foot pole, a piece of shrapnel from unique explosive you haven't been able to identify, a set of common clothes, and a belt pouch containing 10 gp

Feature: Bomb Sniffer

Because of your experience with weapons of destruction, you know the best place to find explosives, siege weapons, and ingredients for making bombs. These items are not always readily available for free, but if an orc raid happens, you know right where to go, be it a secret underground black market, or the local barracks. Your DM can rule their may be no such weapons around. The team you worked with, military or criminal, may be able to sometimes provide you with rare bomb ingredients you need at the DM's discretion.

Suggested Characteristics

As a demolitions expert, you really know your way around explosives and siege weapons. As such, you have seen more destruction and death in one moment than some may ever seen in a lifetime. This experience has shaped the way you view the world and you know better than most how fragile life really is.

d8	Personality Traits
1	The act of destruction is an art form to me, and I enjoy watching structures topple and break.
2	I am a weapon content to take orders from others.
3	I talk nonstop about the various ingredients in bombs and I constantly make metaphors using explosions.
4	I'm a stickler for safety and make sure at all times no one is doing something to unnecessarily jeopardize the well-being of themselves or others.
5	I love to experiment with different types of flammable materials to see if I can make a better bomb.
6	Life's too short to worry about what others think of me, so I speak my mind at all times.
7	I could be dead tomorrow, so I party hard today.
8	I love to tell others the stories of my demolitions, but only when they ask.

d6	Ideals
1	Fun. I love a good explosion - they're hilarious. (Chaotic)
2	Power. I blow things up so people know I could end them at any moment. (Evil)
3	Protection. In a world of enemies and monsters, I believe the best defense is a better offense. (Neutral)
4	Freedom. Sometimes those in power can only be removed if you have the better weapon. (Chaotic)
5	Hierarchy. People get hurt when the wrong person is giving the order to light the fuse. (Lawful)
6	Greater Good. I only use explosives when there is no other option left to save innocent lives. (Good)

d6	Bonds
1	There's one type of explosive I fear more than any other because it has literally scarred me.
2	I am haunted by the memories of innocent people one of my explosions accidentally killed. I will make it up to their families.
3	I will be better at my craft than my mentor ever was.
4	I built an enormous explosive and lost it. I'm searching for it before it gets used by the wrong people.
5	I would do anything for the people I worked with long ago.
6	There is a settlement that was unkind to me and my family. I will return there and burn it to the ground.

d6	Flaws
1	I am too quick to anger and use weapons of destruction as the solution to a problem.
2	I am obnoxious and have a difficult time doing anything quietly.
3	I believe I am only good at one thing and all other tasks are beyond me.
4	I really like fiddling with explosives - too much.
5	I enjoy practical jokes which result in the physical harm of others and their property.
6	I am so nervous and cautious it often prevents me from taking action when I should.

Doctor

You were a surgeon, barber, country doctor, field medic, nurse, or other medical professional. Healing wounds, treating diseases, and creating medicines for others in need was how you spent your days. While illness and injury make many uncomfortable, they are areas in which you thrive. When others panic, you're working on a cure or stopping the bleeding.

Skill Proficiencies: Investigation, Medicine

Tool Proficiencies: Herbalism Kit, Poisoner's Kit

Equipment: A preserved medical anomaly (such as a deformed skull or appendix), an herbalism kit, a set of traveler's clothes, and a belt pouch containing 15 gp.

Feature: The Doctor Is In

If you work as a healer during your downtime from adventuring you are able to afford a comfortable lifestyle for yourself. In addition, whenever you and your allies are in a civilized settlement, you are able to provide them with free medical care and hospital beds, provided they are sick or injured. This is provided as a professional courtesy from your others in the field of medicine.

Suggested Characteristics

Many doctors share a passion for healing the human body, whether or not they have bedside manner. Their studies and experiences have given them an edge and they are often the smartest person in the room. This quality can make some haughty know-it-alls, but those who are kind are often mentors who are sought out for advice by others. Many societies hold their healers in high esteem for good reason. It's up to you if this goes to your head or not.

d8	Personality Traits
1	I often talk about bodily fluids and other subjects most find gross, but I do not.
2	I constantly give out unsolicited medical advice.
3	Where there is a problem I cannot solve or diagnose, I talk it through until I figure it out.
4	I can never give an answer with 100 percent certainty because nothing is certain... I think.
5	When I give instructions I just tell people what to do, never why.
6	I stare openly at people who have medical ailments.
7	When I see a problem which needs solving I become obsessed with finding the answer.
8	I speak up whenever I see a person doing anything I don't like.

d6	Ideals
1	Reason. There are no coincidences because everything can be explained with logic. (Lawful)
2	Charity. All creatures have a right to proper medical care. (Good)
3	People. Governments do not have the best interest of their people at heart. (Chaotic)
4	Knowledge. True power over the anatomy can fix any problem. (Neutral)
5	Mercy. To take the life of any creature without first exhausting all other options is unthinkable. (Good)
6	Independence. I only provide help to those who ask for it. (Neutral)

d6	Bonds
1	A relative owns a scalpel I covet which has been in my family for generations.
2	An incurable disease took a loved one and now I'm determined to find a cure.
3	I am devoted to the school where I learned my trade and hope to return as a professor someday.
4	Whenever I'm in civilization, I feel draw to other medical professionals and seek out their company.
5	I have a fascination with a particularly specialized field of medicine, such as leeching or amputation.
6	I have a precious research diary which contains all my medical observations and thoughts.

d6	Flaws
1	My opinion is always factually correct.
2	If someone asks me a question and I don't know the answer I'll lie rather than say I don't know the answer.
3	Whenever someone does something even a little foolish I can't help but berate them.
4	I do not have a sense of humor, especially when it comes to jokes at my expense.
5	I am very worried about the long term effects of magical healing, but I will rely on it in a pinch.
6	In cases of extreme suffering I will take the life of patients even when it is against their wishes.

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 and 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. It might have been pigs and corn, or perhaps you raised deep rothe and mushrooms in The Underdark.

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 hempen rope, 2 gp worth of trade goods (your choice), a set of common clothes, and a belt pouch with 10 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. Before leaving on an adventure you are given enough food for you and your party to eat for a week while traveling and adventuring.

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, naive, overcompensatingly boastful, or all of those, but all are defined by their strong connection to the farm where they were raised.

d8	Personality Traits
1	I really enjoy talking about and spending time with domesticated animals.
2	I have a catch phrase which I use whenever I am surprised.
3	I often lose the point of the story I am telling.
4	I have a nervous tick which 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 loudly and clap my hands whenever I am amused.

d6	Ideal
1	Manners. I conduct myself in public with the utmost respect for all people around me. (Lawful)
2	Generosity. I am happy to share whatever I have with those less fortunate. (Good)
3	Destiny. I was meant for more than the simple life. (Neutral)
4	Faith. I am left the farm to bring my religion to others. (Any)
5	Freedom. I want to experience everything I can. (Chaotic)
6	Knowledge. I am learning everything I can about the world. (Any)

d6	Bond
1	My dog ran away when I was irresponsible with its care.
2	My parents have fallen on hard times and I have vowed to help them repair the farm.
3	My best friend is betrothed to the woman I secretly love.
4	I will get vegance on the monsters who destroyed my village.
5	I can only get my favorite food in the town of my birth.
6	I have a prize farm animal I love to show off to others.

d6	Flaws
1	I sometimes wander off without telling anyone where I am going.
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.

Harvester

You were a lumberjack, miner, oil driller, or had another profession which gathers resources nature created. Nature has a lot to offer, and you saw taking those resources as a way to make a living. This kind of labor is hard work, which shaped the person you became today. Decide the nature of your profession (or roll on the table below), the specific resource you harvested, and decide why you left this life to make a career as an adventurer.

d6	Profession
1	Metal Miner
2	Gem Miner
3	Lumberjack
4	Oil Driller
5	Fungus and Herb Collector
6	Fur Trapper

Skill Proficiencies: Athletics, Nature

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A work knife, 50 feet of hemp rope, an ancient copper coin found in the wilderness, a set of common clothes, and a belt pouch containing 10 gp.

Feature: Appraisal

Other harvesters respect your life of hard labor, and are willing to consult on the value of non-magical gems and art objects for free. In addition, when you find an object of value which relates to your profession (for instance a chest of adamantine found by a metal miner), you are able to know the value of the object yourself and where to find an interested buyer.

Suggested Characteristics

Whether you value a hard day's work or not, you know what that kind of life is like. While some harvesters can be lazy and do what they can to get out of work, many are the first to step up and perform a task that needs to be done, even if it requires a few hours of backbreaking labor. Often a harvester is proud of the work that they do, but some have changes of heart and believe people are taking too much

and that soon nature will revolt against them.

d6	Ideal
1	People. My friends and family come before everyone else. (Neutral)
2	Power. I take from the land as I would take anything from anyone too weak to resist. (Evil)
3	Community. When I work with a team I am stronger and collect more rewards than I would alone. (Good)
4	Survival. I earn everything I get and others need to do the same. (Neutral)
5	Generosity. The rewards I get from the land are for all to share. (Good)
6	Creativity. I don't care how I approach a job, as long as it gets done. (Chaos)

d6	Bond
1	I plan to be married to another as soon as I have enough money.
2	My prize harvest was stolen by a rival and I am still tracking it down.
3	My best friend is in prison for a crime he did not commit.
4	I will restore the lands from which I harvested too much.
5	I always have a job waiting for me back home.
6	My work gloves were given to me by a family member who was also in the business and has now passed away.

d6	Flaws
1	I often drink too much when I feel I've worked hard.
2	I do not give in, even when I know I am wrong.
3	I secretly worry about the effect my harvests have on the land.
4	I borrow money with no intention of paying it back.
5	I do not ask for help when I need it.
6	I make fun of people for not knowing the things I know.

d8	Personality Traits
1	I am always telling people that I work harder than anyone else I know and I believe it.
2	I am usually worried about money.
3	I prefer to listen to everyone else's opinion before I give my own.
4	I enjoy learning about new technologies in my field.
5	I believe every good job deserves a good reward.
6	When I am in large crowds of people I am fidgety and uncomfortable.
7	I am always using sayings my parents told me.
8	I love a good dirty joke.

Legendary Lineage

You have heroes in your family background and the story of your ancestors is known far and wide. Perhaps your parents were a famous adventuring duo, or a grandparent hunted and killed many great evils. Maybe your heroic bloodline has many heroes within it going back as far as any can remember. Whatever the case, the deeds of those who came before you are great and the public's expectation of your accomplishments is even greater. The weight of your family name affects all you do.

Skill Proficiencies: Athletics, History

Tool Proficiencies: One type of gaming set, vehicles (land)

Equipment: A set of traveler's clothes, a wood figure made in the likeness of an ancestor, a signet ring, a gaming set in which you are proficient, and a belt pouch containing 15 gp.

Feature: Good Reputation

Since your family name is well known, you can reap many benefits by flying the flag of your heritage. People in positions of power and privilege are more willing to take a meeting with you and grant you a favor since your family name is synonymous with legendary deeds. For instance, an invitation to a party of nobles or a meeting with the queen can be arranged for you because of your lineage. The DM decides the extent and effect of these favors, but they should not involve lavish gifts or great personal risk to the granter.

Suggested Characteristics

You've lived a different life than those less famous and probably don't know yourself as well as you should. Since birth you've been told you are special and destined for greatness, which is an idea you may be eager to prove or disprove. You're used to being under pressure and to folks talking about you both to your face and behind your back, since that has been your whole life. As you start your adventuring career you have a choice to make. Most people of a heroic lineage either embrace the family name or try to get out there and make their own name mean something beyond the family title. The result, however, is the same - a determined hero trying to show the world they are something more just a lucky baby birthed to the right

d8	Personality Traits
1	I am polite and humble to all who fawn over me.
2	I'm sure you've heard of the great heroes of my family, but let me tell you anyway.
3	I tend to be pretty quiet in public and don't enjoy being noticed.
4	I boast often about how I will put the deeds of my ancestors to shame.
5	I am attracted to people who don't fawn over me right away.
6	I often find reasons to excuse myself from large groups of people who love me for my name.
7	I am able to fake smile for anyone, even if I hate that person.
8	I am always asking for people to give me free stuff because I can.

parents at the right time.

d6	Ideals
1	Family. My name means everything and I intend to uphold it. (Lawful)
2	Might. I was born better than everyone and so I deserve better than everyone. (Evil)
3	Individuality. I am not my family's name and will make my own legend. (Chaotic)
4	Leadership. I feel a call beyond my heritage to protect the people who look to me. (Good)
5	Aspiration. I just want to make the people who believe in me proud. (Neutral)
6	Generosity. I was lucky to be born into this family and I will give back to those less fortunate. (Good)

d6	Bonds
1	I wield the same weapon my ancestor used to slay many monsters.
2	No one knows the real me like my childhood best friend.
3	A parent will not respect me until I have made good on the family name.
4	I would do anything to protect the town where I grew up.
5	I have my eye on a quiet cottage to which I plan to retire.
6	Sometimes I feel like the only person who really gets me is my dog.

d6	Flaws
1	I can only handle so much fawning before I explode in anger.
2	If I am not constantly praised, I doubt myself.
3	If you speak ill of my ancestors, I will punch you in the face.
4	I prefer to have someone else fix my personal problems.
5	I put down others to boost my own confidence.
6	If something is trendy or fashionable I will avoid it at all costs.

Variant Sailor: Sky Sailor

You live the life of the sailor, but the skies are your seas. [Ornithopters](#) and [airships](#) are the places where you feel most at home, soaring above the hubbub of the world, isolated in the freedom of flight. You might have served in the military as a scout or in some sort of sky navy, you might have worked for a merchant captain or passenger vessel, or perhaps you were a sky pirate who raided the ships of others.

If you decide to take the Sky Sailor background, you have proficiency in vehicles (air) instead of vehicles (water). In addition your Ship's Passage feature applies to airships instead of seafaring vessels.

Tinkerer

You have crafted mechanical marvels and improved existing technologies. You know that nothing in this world is perfect and everything could be improved. You're often the one finding ways to improve them. You might have a workshop filled with categorically organized projects and plans, or just a crate filled with random, half-complete inventions you'll get to someday. Whatever the case, you know the best way to make a mark is to leave a lot of physical things behind which others appreciate.

Skill Proficiencies: Arcana, Investigation

Tool Proficiencies: Two types of artisan's tools

Equipment: A set of artisan's tools (one of your choice), a bottle of black ink, a quill, a puzzle-box containing the plans to your next creation, parchment, a set of common clothes, and a belt pouch containing 10 gp.

Feature: My Finest Creation!

You have a creation that works so well, you are almost never without it. Work with your DM to create a unique invention which has a mundane purpose that gives you a slight advantage in exploration or social interaction. Some examples might be - an iron claw which can retract and extend up to 10 feet and lift 5 lbs., a palm-sized perfume dispenser which can create four unique smells of your choice, a mechanical teddy bear which can be wound up and walk on its own with a speed of 10 feet for one minute, or a small music box which can be used to record songs as well as play them back.

By showing off your prized possession at taverns and inns, you can receive free meals and lodging from the owner of the establishment as long as you demonstrate your creation during each night of your stay to entertain travelers.

Variant Feature: Spare Parts

Most adventurers ignore the old pots, worn leather boots, ratty blankets and other trinkets they find in dungeons in favor of more sparkly treasure, but you know there is a benefit to that which is left behind. By collecting discarded, worn out, and broken materials you are able to trade cost for time while crafting mundane items during your downtime. When you craft an item, at the DM's discretion, you may choose to spend only 1/3 the item's market price, but must spend 50% more time crafting the item than you normally would.

Suggested Characteristics

To be a tinkerer is to see the world differently than others. Whether motivated by profit, power, ambition, knowledge, or benevolence, you are able to identify ways to make the world a more convenient place to live. Think about how constantly seeing all the world's inconveniences affect you. You might be scatter-brained and unable to focus on one problem at a time, you might be weary of all the ponderous inventions you see in the world, or you might get a visceral thrill when solving a problem.

d8	Personality Traits
1	When faced with a problem, I talk out the solution to myself.
2	I have a hard time focusing on conversations when I see an object which requires my expertise.
3	I give unsolicited advice to anyone who will listen.
4	I never do anything technology could do for me.
5	I whole-heartedly believe science is better than magic.
6	I treat everyone as a potential client - you never know who might be convinced to invest in an exciting technology.
7	I get my best ideas when I am drinking.
8	I am unable to relax and must always be working on something.

d6	Ideals
1	Knowledge. I can never know all there is in the universe, but I can try. (Any)
2	Power. When I solve a problem I have dominion over it. (Neutral)
3	Logic. I can fix all the inconveniences in the world by applying reason. (Lawful)
4	Creativity. The only way I invent something new by breaking the rules. (Chaotic)
5	Charity. I just want the things I make to help others in need. (Good)
6	Might. With the right invention I can make the world bow at my feet. (Evil)

d6	Bonds
1	My rival took credit for an invention that was mine.
2	My parents think I'll never make anything of myself as an inventor.
3	My tools were given to me by world-famous mentor.
4	I will return to the place of my birth a show them all I was a success.
5	I idolize the teachings of a legendary inventor.
6	I look to my friends for feedback on my creations.

d6	Flaws
1	I am terrified that life might be meaningless.
2	Nothing I make is ever good enough for me.
3	I never throw anything away and tend to carry more than I can handle.
4	I give into flattery very easily.
5	I am easily distracted.
6	I bad talk anyone who gets more praise than I.

Group Backgrounds

Group backgrounds are an optional feature which can apply to your entire party at your DM's discretion. If your DM allows you to choose a group background, decide which background you want with the rest of the players at the table. Your group's background should be a choice you all make together as it applies to all the characters within your adventuring party.

Group backgrounds give you a background feature which the DM can deem is either in addition to or in place of your current background feature.

Military Unit

Your party is made up of characters who were all part of the same government military unit or mercenary army. Your camaraderie was built during training and your trust in one another was forged on the battlefield. Think about the kind of military you were in, why your unit left, and the battles you fought together. Are you the last surviving members of your unit? Are there others who were in your unit out there? Did you go rogue? These decisions are up to you and your party.

Feature: Secret Code

You and your party know a secret, coded language which is only shared with others of your former unit. This language is both spoken and written. It uses an alphabet of your DM's choosing (and may be unique).

Religious Order

Your party is made up of characters who are all part of the same religious order be it a monastery, cult, or temple. You share devout beliefs in the same gods, studied religion together, and are friends who share common morality. Together you walk the world, doing deeds in the name of your religion. Think about why your group has chosen to adventure and how you might differ in the interpretation of your gods' wills.

Feature: Converts

An army of believers is better than one. If your party spends time doing missionary work and proselytizing in a civilized area, some people will see the light of your gods and worship as you do. At the DM's discretion, these fellow worshippers will be able to grant you aid such as room, board, and mundane supplies. Over time you may be able to open your own temple of your religion with the support of others.

Secret Society

Your party is made up of characters who work for an organization with inner-workings which remain a secret to

the public. Your society might be spies for a government, a cabal of assassins, a band of hidden protectors of nature, a team of vigilantes, a group trying to divine the secrets of the world, an organization bent on world domination, or something else. Whatever the case, you have a secret mission to carry out. This secret bonds you and your party together in trust.

Feature: Communication Ritual

If you and two or more members of the secret society are together, during a short or long rest you can perform a magic ritual which allows you to communicate with one other member of the secret society who's name you know, provided that person is willing to receive the message and on the same plane of existence as you.

Family

Your party is made up of characters who are all part of the same family. Not everyone needs to be blood-related. Some might be related through marriage or adopted. Others might be servants or friends so close they might as well be family. Whatever the relation, you have spent a significant portion of your lives together and that time has created a familial bond. Remember that families have their own problems and rivalries and you should work those relationships out with your party.

Feature: Favor Exchange

If someone outside the family owes a family member a favor they can repay the debt to any member of the family. Any NPCs consider your family one close unit and as such will grant favors and friendship to all members of the party equally at the DM's discretion.