

LABOURER

You are no stranger to hard work. No great city, castle or ship was built without the tireless work of labourers like you. You lived your life doing simple work for honest pay. You may have been employed by your home city to shift building materials for new construction, or perhaps loaded freight on and off of ships in a busy port.

When you choose this background work with your Dungeon Master to find out what sort of labour you performed and where you worked. Did animals or vehicles factor into your duties? What caused you to leave this work behind? Are there any notable structures or enterprises that owe at least a small portion of their success or grandure to your back breaking work?

TIRELESS WORK

What feat of construction or enterprise did you toil under to bring it to success? You can work with your DM to determine the exact fruits of your labour, or you can choose to roll on the table below to determine the outcome of your tireless work.

d8 Tireless work

- 1 The great walls of an unconquerable city.
- 2 The docks of a famed and bustling port.
- 3 The road and mountain tunnel of an invaluable trade route.
- 4 The entirety of a village famed for its award winning produce.
- 5 The deforestation of a vast region due to logging.
- 6 The running of a prominent noble family's homestead.
- 7 The transportation of ore and rubble from a renowned dwarven mine.
- 8 No grand venture to speak of. You took work wherever it could be had.

FEATURE: LOOK BUSY

You spent years perfecting the art of looking busy. After spending at least one hour observing a group of labourers you can blend in with them while performing relevant tasks. Your Dungeon Master determines the difficulty of the tasks, if any. Because you aren't a true member of the work force you cannot gain access to restricted areas using this feature.

Skill Proficiencies: Choose 2 from Athletics, Animal Handling, Insight, Perception, and Intimidation

Tool Proficiencies: Choose one from cart, wagon, and row boat

Languages: One standard language

Equipment: A set of common clothes, a mess kit, a block and tackle, a set of bone dice or a deck of cards, and a pouch containing 5gp.

SUGGESTED CHARACTERISTICS

Labourers are a diverse lot. Their duties may vary greatly depending on where they apply their craft and

how hard they are willing to work, or appear to be working.

d8 Personality Trait

- 1 I can carry everything in one trip. Always.
- 2 I'm always the first to point out that a fancy education means nothing when they can't manage something physical.
- 3 When I'm on my break I don't like to be bothered.
- 4 As long as the job gets done in time, who cares what time I start work?
- 5 Look after your tools and they'll look after you.
- 6 Jokes and pranks are how I show affection to my closest friends. The more brutal the better.
- 7 I think my coworkers should be able to fend for themselves, but if you abuse the work animals you answer to me.
- 8 I keep my head down and get my job done. Work time is for work, my time is for me.

d6 Ideal

- 1 **Solidarity.** If we work together we can get anything done. (Good)
- 2 **A Job Done Right.** If you're going to do a job then do it properly. (Lawful)
- 3 **Don't Kill the Job.** When you're getting paid by the day you make the job last as long as you can. (Chaotic)
- 4 **I Get Paid Regardless.** Factors outside of your control are exactly that. Not your problem. (Neutral)
- 5 **Claim the Credit.** Why break a sweat when you can break someone else and take the credit? (Evil)
- 6 **It's Not Forever.** One day I'll save up enough to retire. (Any)

d6 Bond

- 1 An old timer who showed me the tricks of the trade got injured and can't work anymore.
- 2 I hid something incredibly valuable in the construction of a project. I need to get it back before it is found.
- 3 I'm going to use my new talents and success to fight for better lives and conditions for working folk.
- 4 I took bad loans from even worse people, and I'm overdue on payments.
- 5 A noble saw potential in me and gave me jobs more suited to my skills. They still call in favours from time to time.
- 6 I'm proud of what I helped build. I don't take kindly to people abusing it.

d6 Flaw

- 1 I'm prone to spending most of my pay the day that I get it.
- 2 Nobody knows a hard day's work like I do, and I'll point it out given any opportunity.
- 3 After a few drinks I look for any excuse to get into a fight.
- 4 I accept any job I'm offered. You never know how long it will be between jobs.
- 5 Bosses factor in materials going missing on a job. I might as well profit from some "missing items" myself.
- 6 I don't like clever people. They think they're better than me. I mock them by mimicing what they say in a stupid voice.