

RACES

WESSELS

Once feral creatures of the forest, wessels came to reject their savage nature and take seats of nobility and as high-ranking officials. Their small, woodland nature makes them look innocent and harmless, but a wessel has the prowess to be the exact opposite of that. Most wessels thereby choose to act more serious and unfaced to not reveal their primal nature.

ONCE AN ALLY, ALWAYS AN ALLY

Wessels are incredibly trusting in those they call friends. To them, a friend can quickly become family with little persuasion. If a wessel is befriended, they will do their best to help their compatriots, as long as it is within the law. If their trust is betrayed wessels often become hurt, but they will easily overcome these feelings and rejoin their betraying ally. Wessels are very sharing with their material objects, and will often without question share their rations, water from a waterskin, or weaponry with an ally.

MAGICALLY INEPT

Wessels are fighters at heart, fighting with martial and simple weapons whenever possible. However, wessels are biologically inept at any magic, be it magic that is taught at academies, or inert from their cores. It is not known why this is, but it is theorised that this comes from their yet strong connection to their predecessors. Despite their inert magical weakness, there are wessels that are still able to use magic. The difference between these wessels and other beings is that a wessel has worked twice as hard to become a spellcaster as their fellow spellcasters of similar skill.

“GRGGH-”

Although fully capable of thought like other similar beings, wessels still have a strong primal connection. A feral wessel is the opposite of the more civilised wessel that most beings in the Reclaimed Realms have gotten used to. They steal, rummage, vandalise, and sometimes even kill without reason. This type of wessel isn't as common and become less and less common with each passing year, but their mere existence makes wessels a feared race in certain towns and cities, with some guards ordered to kill them on sight, or hunt them if notice of wessels simply roaming around the area. A feral wessel is often beyond reason but can sometimes be soothed if given what they crave at the most fundamental level: food, water, and shelter.

WESSEL NAMES

Each wessel has a civil name and a forest name, but some wessels are born with a primal name as well. A civil name is usually the name of the first being they met of a different

race. This means that wessels have a wide range of civil names, ranging from human names to tiefling names. Forest names is simply based on the forest they were born in. In recent years, as some wessels have begun moving to live in settlements, these forest names have been substituted for the settlement name. A feral name is the name a wessel was assigned up until they met the first being of a different race. These names are often disregarded by wessels as fast as possible due to the embarrassment of their race's past.

Wessel Feral Names: Tekkyr, Grodda, Eldgro, Fringo, Reggra, Progor, Drig

Forest Names: Silvertops, Redbrush, Wailing Tree, Pinegrowth, Oakpack

WESSEL TRAITS

Your wessel character has the following racial traits

Ability Score Increase: Your Dexterity score increases by 1.

Age: Wessels mature very early in their lives, at the age of 6. They live to approximately 60, but can sometimes live up to 100

Alignment: Wessels are very noble beings who most often are lawful. However, some Wessels are more primal in nature and are in those cases leaning more chaotic.

Size: Wessels aren't much taller than their predecessors. Your size is Small.

Speed: Your base walking speed is 30 feet.

Keen Hearing and Smell: You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Nimble: You have proficiency in the Acrobatics skill. You also have advantage on Dexterity (Acrobatics) checks when grappled.

Languages: You speak Common.

Subrace: As wessels came into society, some decided to heavily integrate into the noble and upper class to prove to the world that they are to be respected regardless of their feral history. Others decided to stay in the forests and in their roots, becoming more feral.

NOBLE WESSEL

A wessel raised in civilisation has a strong sense of etiquette and mimic the town noble's mannerisms as far as possible. Most noble wessels are military in nature and act

in accordance with the province's laws, but this depends on the first civil being they got attached to.

Ability Score Increase: Your Charisma score is increased by 1.

Etiquette: Choose either History, Religion, or Insight. You now have advantage on any check of that type.

FERAL WESSEL

Feral wessels have a strong attachment to their predecessors. Chaotic as they are, they are driven to the most primal of needs by any means necessary to them. Feral wessels have a strong disregard for the societal norms, and act within self-interest to get what they want.

Ability Score Increase: Your Wisdom score is increased by 1.

Bite: Your sharpened teeth are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

BITTLES

In days long past, the ancestors of the bittles were tiny, dirt-dwelling creatures who mindlessly lived off of leaves and seeds. Now, having risen to consciousness and joined society, the bittles live simple lives compared to their more civilised brethren.

SHORT LIVING

Although evolved from their simpler pasts, bittles are cursed with a shorter lifespan compared to races like humans and wessels. A bittle matures quickly, approximately 3 months after birth. They don't live long lives, which leads to many bittles deciding to make the most of the life they have been given.

ARCANE IMPACT

The common theory is that bittles took after the elves after Yishu's Rebirth. Early in the bittle's history, they turned to the arcane in the hopes of extending their lifespan. Although this yielded poor results, magic as a result quickly became a cultural teaching to bittles of future generations. The few bittles that live in nobility mostly act as arcane advisors to their local city's governing bodies.

HOPELESS, YET HAPPY

In modern days, the bittles have come to terms with their short lifespans. With such a short lifespan, bittles look for how they can have an impact on this world before they are rid of it forever. If a bittle sets up a business, they often do so with the plan of their children and grandchildren taking over the business when they eventually pass. If they own land, the deed is passed on to their most capable child in the hopes of it being developed into something impactful.

BITTLE NAMES

Bittles have no time for family names or complicated proper names. Instead, they are named after what is often the first thing they interact with after birth. Being born close to the ground means that bittles take names that are related to the ground they walk on and what they find immediately under the ground.

Bittle Names: Mound, Worm, Leaf, Grass, Heap, Dirt, Stick, Root, Mud

BITTLE TRAITS

Your bittle character has the following racial traits

Ability Score Increase: Your Wisdom score and Constitution score both increase by 1.

Age: Bittles have shorter lifespans than most, maturing at only the age of 3 months. They live to approximately 10, but not longer than 15.

Alignment: Bittles are a worker race who don't find it useful to live a short life civilly. This makes Bittles more often than not chaotic.

Size: Bittles have grown substantially since they became civil. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 60ft of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Tremorsensitive: You can detect and pinpoint the origin of vibrations within 20ft. You are vulnerable to thunder damage within that same range.

Languages: You speak Common.

BACKGROUNDS

CITY FOLK

You have lived your entire life in the urban jungle you call your hometown. The outside world doesn't matter to you, only what happens inside the city walls matter.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of common clothes, a gaming set (one of your choice), a canteen of a drink of your choice (water, mead, etc.), and a belt pouch containing 10gp

HOMETOWN

What is your hometown like, and how big is it? Roll on the table below to create a hometown, and work with your DM to flesh out your hometown.

d6 Hometown

- 1 A small coastal village of 400-800 people, surviving on its fishery business
- 2 A mining village of approximately 1000 people, surviving on its iron sales
- 3 A small foresting town of 3000-5000 people, thriving on its lumber sales
- 4 A military town of approximately 6000 people
- 5 A city of 12000-16000 people, acting as a commercial hub in the region
- 6 A metropolis/capital city, inhabiting 28000 people

FEATURE: LANGUAGE OF THE CITY

Having grown up in the city, you have picked up on some archetypes in the cities you visit. Before even talking to an NPC, you can slot the person into one or two of the following categories: Rude, Friendly, Gullible, Dull, Wild, and Cautious. Additionally, others who have grown up in the city have an easier time conversing with you.

SUGGESTED CHARACTERISTICS

City folk live mundane, yet hectic lives that work by the life of the village. The customs of the city may be tough for a seasoned adventurer, but for city folk it is almost second nature. This does however come with the disadvantage of not knowing much about the outer world and living of the land, but it can't be that hard, right?

d8 Personality Trait

- 1 I am very straight-forward and let people know when I think they're rude.
- 2 I know everyone, and everyone knows me.
- 3 I have at least 10 things to do at all times and if I don't, I surely have forgotten to do something.
- 4 I exaggerate and lie when telling stories to keep people interested.

- 5 When asked about my hometown, I cannot stop talking about it.
- 6 I'm the most comfortable when I hear the city bustling and see its people simply existing.
- 7 I dislike people from the countryside and anyone who cannot keep up with the speed of the city.
- 8 I immediately pick a side without hearing the other argument and if the opponent's side brings up a good point, I insult their mother.

d6 Ideal

- 1 **Kindness.** Fostering a community leads to a more enjoyable homestead for everyone. (Good)
- 2 **Community.** Everyone must do their part to strengthen the bonds and the security of the community. (Lawful)
- 3 **Non-Conforming.** City life becomes boring when everyone eats the same, shops the same, lives the same. (Chaotic)
- 4 **Power.** When I'm in power, everyone in the city can and will do whatever I want them to do. (Evil)
- 5 **Friends.** I'm committed to the people closest to me, and I'll travel to the ends of the world for them. (Neutral)
- 6 **Information.** The city never sleeps, and so I learn everything about what happens, when it happens. (Any)

d6 Bond

- 1 I crossed eyes with the love of my life in the city, and I long to find them once more.
- 2 I will give blood, sweat, and tears for my city.
- 3 I found refuge in the city after my previous home was burnt to the ground by bandits - I will do my best to protect my new home.
- 4 A criminal ruined my life a long time ago, and I am certain that the guards are protecting him - I aim to stop him, no matter the cost.
- 5 The people of the city are like my family, but they are vulnerable. I seek to help them at the first sight of harassment.
- 6 I seek to redeem myself in the eyes of the city after I was caught committing a crime.

d6 Flaw

- 1 I'm known to easily lash out at the most minor inconvenience.
- 2 I'm incredibly jealous of anyone who is of a higher class than me.
- 3 I am suspicious of strangers and always expect the worst of them.
- 4 I turn tail and run when things look bad.
- 5 I know nothing of nature and am terrified of any sounds it makes.
- 6 If I were to be overwhelmed, I would immediately give up.

LABOURER

You have given blood, sweat, and tears to earn an honest living. When the sun rises, you get to work, and you will not stop until the sun once again has set.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of artisan's tools, one type of gaming set

Equipment: A set of common clothes, a gaming set (one of your choice), a tool of the trade (a sledgehammer, a miner's pick, a shovel, or a crowbar), a waterskin, and a belt pouch containing 5gp

TRADE

Where do you work? How does your place of work affect your behaviour and day-to-day life? Roll on the table below to pick a job or work with your DM to decide what trade would work the best for your character.

d8 Trade

- 1 Lumberjack
- 2 Miner
- 3 Farmhand
- 4 Fisherman
- 5 Carpenter
- 6 Docker
- 7 Blacksmith's Apprentice
- 8 Butcher

FEATURE: WORKERS' UNION

With sweat still in your brow, others who work long and tedious shifts accept you easily into their fray. In exchange for at least a day of work, you can be given lodgings and rations for a week, as well as some additional coin. The lodging ranges in quality, from poor to modest.

SUGGESTED CHARACTERISTICS

A labourer lives a life perfectly suited for adventuring. They work physically exhausting jobs, see gruesome sights, and avoid dangerous situations daily. For them to put down the tool of their trade, all that is needed is that final push – that call of adventure.

d8 Personality Trait

- 1 I show no emotion with my face, and I speak in a very monotonous tone.
- 2 I dislike laziness, and people who have never worked a 12-hour workday.
- 3 If given the option of sleeping in a cushioned bed or on a bed of nails, I will pick the latter option.
- 4 I follow my regiment strictly and if something upsets that regiment, I will amend it as best I can.
- 5 I have never seen a magical creature; therefore, they do not exist.
- 6 I scoff at extreme conditions, regardless of how much they hurt me.
- 7 I am a slow learner and would prefer it if you didn't even try.

- 8 When I work, not even the end of the world can disrupt me.

d6 Ideal

- 1 **Family.** I work hard for my family to survive and work harder for my family to thrive. (Good)
- 2 **Duty.** It is my duty to never let the work go undone. (Lawful)
- 3 **Skillful.** I already am the best at what I do, I work to not let my skills become dormant. (Neutral)
- 4 **Greed.** I work only for the money. (Evil)
- 5 **Adventure.** I swing axes every day, how different is that from swinging battleaxes? (Chaotic)
- 6 **Hard Work.** If someone can do my work in two hours with magic or inventions, I will just do it in one by myself. (Any)

d6 Bond

- 1 My workplace is the harshest place in the world, but it is my workplace, and I will fight for it.
- 2 A guild artisan has asked me to gather the best materials in the land for a project. I won't let him down.
- 3 I was offered a job at my lowest point. Now, my boss is the most important person in my life.
- 4 I was laid off from my last job. I work to prove them wrong.
- 5 I reluctantly left my family to find a job to sustain them. I wish to see them again soon.
- 6 I work so future generations don't have to.

d6 Flaw

- 1 People who can't take care of themselves get what they deserve.
- 2 I follow orders, even when I think they're wrong.
- 3 I'm known to easily lash out at the most minor inconvenience.
- 4 I accidentally killed someone at work – I hope to die with that secret unearthed.
- 5 I'm quick to assume that someone is trying to cheat me.
- 6 If I cannot talk about my work, I cannot carry a conversation.