Welcome to Eberron

- 1. A World of Magic including Dragonmarked Dynasties.
- 2. The Last War has Ended because of the Mourning.
- 3. Lands of Intrigue on a Continent of Adventure.
- 4. Ancient Mysteries and Alien Forces.



Character Creation Overview

- Background: (roll 1d20, 1d6, 1d6)

 "What did you do during the war?"

 "Where are your roots?"

 "Where were you on the Day of Mourning?"
- Affiliations: (roll 1d4, 1d4) "Who do you serve?"
- D&D Options: (roll 1d20)
 Race, class
- Motivations & Personality (Alignment): "So what's your story anyway?" "Why do you need 200 gold right now?"
- Relationship with key NPC "How do you know Kalli?"



Background

- 1. Acolyte
- 2. Archaeologist
- 3. Charlatan
- Criminal
- 5. Entertainer
- 6. Folk Hero
- 7. Gambler
- Gladiator
- 9. Guild Merchant 18. Urchin

10. Hermit

11. House Agent

12. Knight

13. Noble

14. Outlander

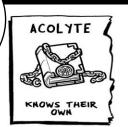
15. Sage

16. Soldier

17. Spy

19-20. Other

"Tell me then, what did you do during the war?"



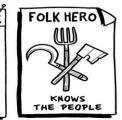


GUILD ARTISAN

SAGE

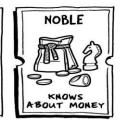
























Affiliations

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Group Patron	Religion
Dragonmarked house	Sovereign Host
Head of state (Aundair, Breland, Karnath, Thrane)	Church of the Silver Flame
Newspaper (Korranberg Chronicle)	Undying Court
Religious Order (SH, CoSF, UC, DoK)	Druids of Khorvaire
Other: Adventurers Guild, Crime Syndicate, Espionage Agency, Immortal Being, Inquisitive Agency, Military Force, University	Other: Dark Six, Blood of Vol, Cult of Dragon Below, Path of Light, Spirits of the Past. Atheism

"Who do you serve? Oh, Everyone serves someone, dearie..."



Dragonmarked Houses



- Cannith
- Ghallanda Sivis

- Lyrandar
 Vadalis
- Medani

- Orien
- Denieth Phiarlan
- JorascoTharask
- Kundrak Thuranni



























Faiths

- Sovereign Host
- Silver Flame
- Undying Court
- Druids of Khorvaire
- Dark Six
- Blood of Vol
- Khyber Cult
- Path of Light



Race

• Race (about half of persons in the world are human; some races may have more difficulty in certain social situations)



Bugbear, <u>Changeling</u>, Dragonborn, Dwarf, Elf, Gnome, <u>Goblin</u>, Half-Elf, Halfling, Hobgoblin, Human, <u>Kalashtar</u>, <u>Orc</u>, Half-orc, <u>Shifter</u>, Tiefling, <u>Warforged</u>, (<u>dragonmarked options</u>)



Class

• Class (check out the subclasses for classes that benefit from your racial bonuses and see if they inspire)

Artificer (int), Barbarian (str/wis), Bard (cha), Cleric (wis),

Druid (wis), Fighter (str), Monk (dex/wis), Paladin (str/cha),

Ranger (dex/wis), Rogue (dex), Sorcerer (cha), Warlock (cha), Wizard(int)



Personality/Motivation/Alignment

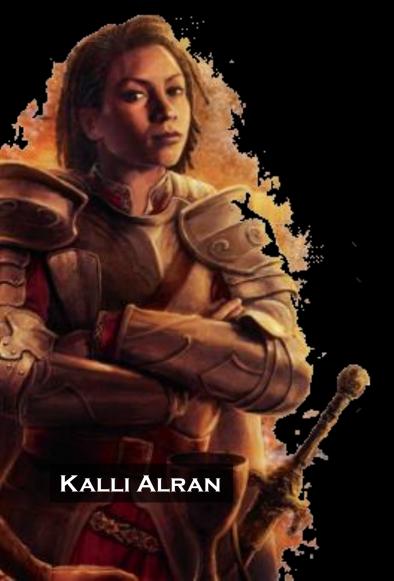
- Story of loss?
- Story of gain?
- Story of love?
- Story of pain?

• Why do you need 200 gold now?

"So, what's your story anyway?"



Relationship to a Key NPC



CONNECTIONS TO KALLI

d8 Connection

- Kalli saved you from a kneecapping at the hands of Boromar clan extortionists in the alleys of Sharn.
- You and Kalli were lovers. You promised each other you would meet again one day for old times' sake.
- 3 Kalli loaned you a single gold piece, which you invested to start a whole new life for yourself.
- 4 You and Kalli served as sappers in the Last War and went through hell together.
- 5 You and Kalli grew up in the same town or city and were childhood rivals.
- 6 You and Kalli had a con that you would pull on unwitting traders, but the heat got too much.
- 7 Kalli murdered your corrupt commanding officer in the Last War, and you covered for her.
- Kalli is your estranged daughter / sister / mother.

"Tell me...
how do
you know
Kalli?"

