

Acolyte

You have spent your life in service to a temple, learning sacred rites and providing sacrifices to the god or gods you worship. Serving the gods and discovering their sacred works will guide you to greatness.

You gain a point of inspiration whenever you achieve one of the following goals. A single goal may only grant a point of inspiration a maximum of once per session. You may only have up to 4 points of inspiration at a time. If you would earn an inspiration point while at your maximum, you instead earn 100 exp.

- **Blessed's Final Rest.** Observe funeral rites for a recently-deceased creature.
- **Divine Pilgrimage.** Accept a quest from someone who shares your faith.
- **Fate must Wait.** Restore a dying or dead ally to life.
- **Forgotten Halls.** Enter a temple or shrine dedicated to a deity you have not entered a temple or shrine of before.
- **Needs of the Many.** Give alms to those in need.
- **Sanctuary!** Provide safety for those in danger.
- **Save the Lost.** Persuade a wavering soul to have faith.
- **Solemn Divinity.** Pray at a temple, shrine, or other holy place.
- **Those for whom the Bell Tolls.** Kill or assist in the killing of an undead creature.
- **Tithes unto Thee.** Give away 100% of a reward you recently gained.
- **Acolyte at Heart.** *At the end of a session, tell the group of something acolyte-like you did. Collect this goal only if you haven't collected any other goals this session.*

Artisan

When you were old enough to apprentice, you learned to create basic crafts of your own, as well as how to sweet-talk the occasional demanding customer. Repairing and discovering rare crafts will bring new inspiration.

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- **An Acquired Taste.** Drink a potion or attune to an item without identifying it.
- **Blood, Sweat, and Tears.** Create an item or contraption from raw materials.
- **Encourage Local Arts.** Commission an art piece or item.
- **How Does it Work?** Intentionally trigger a trap.
- **Masterpiece.** Sell an item worth - in gold pieces - at least 100x your character level (200gp for a level 2 character).
- **New Inventory.** Acquire a magic item.
- **One Man's Trash.** Repair a broken or damaged item.
- **Pen to Paper.** Plan out and execute a project.
- **Right Tool for the Job.** Use a set of artisan's tools.
- **Trade Routes.** Pilot or otherwise take control of a vehicle.
- **Artisan at Heart.** *At the end of a session, tell the group of something artisan-like you did. Collect this goal only if you haven't collected any other goals this session.*

Charlatan

You're an expert in manipulation, prone to exaggeration and more than happy to profit from it. Bending the truth and turning allies against each other will lead to greater success down the road.

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- **A Better Offer.** Convince an enemy to betray their allies.
- **Anything for Profit.** Steal a valuable item from someone's person without getting caught.
- **Bones in the Closet.** Use blackmail to get your way.
- **Cheese Your Way Through.** Talk your way past a combat encounter.
- **Devil's Advocate.** Hear someone out, even if you have no intention of following through.
- **Flexible Diplomacy.** Betray a temporary ally.
- **Grave Prospector.** Break social convention to turn a profit - such as robbing a casket.
- **One of Us.** Infiltrate an enemy location without drawing attention to yourself.
- **Shuffling the Board.** Rig a situation in your favor.
- **Snake Eyes.** Cheat a game or deal without getting caught.
- **Charlatan at Heart.** *At the end of a session, tell the group of something charlatan-like you did. Collect this goal only if you haven't collected any other goals this session.*

Criminal

You have a history of breaking the law and surviving by leveraging less-than-legal connections. Profiting from criminal enterprises will lead to greater opportunities in the future.

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- **A Fine Fortune.** Steal an item worth - in gold pieces - at least 100x your character level (200gp for a level 2 character).
- **Always a Back Door.** Trespass into a restricted area.
- **A Sound Douceur.** Pay someone else to do your dirty work.
- **Blood Price.** Murder an innocent civilian.
- **Culling the Weak.** Use poison or other methods to kill an unconscious creature.
- **Escape Artist.** Escape from confinement or arrest.
- **Jailbreaker.** Smuggle someone out of capture.
- **Open for a Surprise.** Trigger a trap on a chest or other loot-containing object.
- **Personal Payroll.** Sell a stolen item.
- **War Profiteer.** Collect the belongings of someone you didn't kill.
- **Criminal at Heart.** *At the end of a session, tell the group of something criminal-like you did. Collect this goal only if you haven't collected any other goals this session.*

Entertainer

You live to sway and subvert your audience, engaging common crowds and high society alike. Preserving art and bringing joy to the hapless and downtrodden heightens your charismatic aura.

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- **A Very Tall Tale.** Tell a dramatic, overblown story.
- **Blabbermouth.** Convince someone to tell you a secret.
- **Life of the Party.** Perform during a celebration.
- **Living Legend.** Find a story that you once told being told by someone else.
- **Made you Look.** Talk your way past a combat encounter.
- **Personal Invitation.** Be allowed entrance to a private event.
- **Share the Stage.** Teach someone else the way of story or song.
- **Take the Spotlight.** Distract a crowd with your performance.
- **Tales of Yore.** Piece together information to find out a secret.
- **The Art of Agony.** Compose a dirge or elegy for a tragedy, such as a ruined town or a fallen ally.
- **Entertainer at Heart.** *At the end of a session, tell the group of something entertainer-like you did. Collect this goal only if you haven't collected any other goals this session.*

Farmer

You grew up close to the land. Years tending animals and cultivating the earth rewarded you with patience and good health. Tending to the earth and its inhabitants will reward you with nature's blessings.

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- **A Beast of Burden.** Acquire a mount, a pet, or otherwise tame an animal.
- **Early Bird.** End the adventuring day at sundown and begin the next before sunup.
- **Haymaker's Hand.** Provide food and company for someone.
- **Milk and Honey.** Take your leisure after a hard day's work.
- **Reap What You Sow.** Receive help or harm from someone you helped or harmed long ago.
- **Scarecrow's Duty.** Prevent a creature from harming another.
- **Shepherd's Watch.** Keep diligent watch over an individual or object through the night.
- **The Fallow Field.** Encourage someone or something to rest in order to recover its strength.
- **Threshing Day.** Turn something useless into something useful.
- **Tilling the Soil.** Collect and/or identify a plant or animal.
- **Farmer at Heart.** *At the end of a session, tell the group of something farmer-like you did. Collect this goal only if you haven't collected any other goals this session.*

Folk Hero

You're a champion of the common people, challenging tyrants and monsters to protect the helpless. Saving innocents in imminent danger will make your legend grow.

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- **A Smile Better Suits You.** Offer a hopeful response to a downtrodden individual.
- **Breakout!** Free someone from captivity.
- **Guardian of the Forgotten.** Rescue a helpless victim.
- **Inspiring Cry.** Rally a crowd to stand up and fight.
- **One Hero to Another.** Train someone to protect themselves, so that they may protect others.
- **Power Corrupts.** Expose corruption in an organization of power.
- **Remember the Fallen.** Honor a deceased individual or offer comfort to those they left behind.
- **Secure Hospitality.** Offer refuge for someone on the run.
- **Story for the Ages.** Recount a tale of your adventures.
- **Wyrm Slayer.** Challenge and defeat a legendary creature.
- **Hero at Heart.** *At the end of a session, tell the group of something folk-hero-like you did. Collect this goal only if you haven't collected any other goals this session.*

Guard

You are a professional, hired to protect and serve those who surround you. Show smart tactics, engage in forward thinking, and bring evil to justice to enhance your prowess.

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- **Against All Odds.** Save someone who was wrongly accused or imprisoned - by proving their innocence or by breaking them out.
- **Be Their Shield.** Take a hit meant for someone else.
- **Book Him, Boys.** Turn over an enemy to face justice.
- **Dead or Alive.** Collect fiscal rewards for a job well done.
- **Ear to the Ground.** Make contact with a segment of society you wouldn't normally interact with.
- **Night Watchman.** Warn someone of danger before it reaches them.
- **Power Corrupts.** Root out corruption in an organization of power.
- **Trail of Blood.** Successfully track a mark that got away.
- **Trusting Your Instincts.** Pick up a case that was left cold - by yourself or someone else.
- **Unmasking The Truth.** Discover someone's true identity.
- **Guard at Heart.** *At the end of a session, tell the group of something guard-like you did. Collect this goal only if you haven't collected any other goals this session.*

Guide

There are wonders in the wilderness—strange monsters, pristine forests and streams, overgrown ruins of great halls once trod by giants—and you learned to fend for yourself as you explored them. Discovering natural beauty will enhance your inner strength.

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- **Forager's Feast.** Find food in nature and share it with others.
- **Homeward Bound.** Return to society after being in the wilderness, or return to the wilderness after being in society.
- **Lead the Way.** Make a check on behalf of the party, such as while taking point or keeping watch.
- **Leave No Trace.** Clean an area of wilderness of pollutants.
- **Making Camp.** When a bed is available, sleep elsewhere.
- **No Stars, No Problem.** Navigate through a difficult environment or situation.
- **Off the Beaten Path.** Travel to a destination by an unconventional route.
- **Only One More Torch.** Use the last of a given item while away from the means to replenish it.
- **Steady Hands, Steady Feet.** Avoid or disarm a trap, hazard, or otherwise precarious situation.
- **The Hidden Spring.** Observe something beautiful in nature.
- **Guide at Heart.** *At the end of a session, tell the group of something guide-like you did. Collect this goal only if you haven't collected any other goals this session.*

Hermit

You spent your early years secluded in a hut or monastery located well beyond the outskirts of the nearest settlement. Time spent in solitude allows you to ponder the deeper mysteries of creation.

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- **Alone in a Crowd.** Leave a settlement the same day you arrive.
- **Beggar's Lesson.** End the adventuring day with no money to your name.
- **Colors of the Wind.** Observe something beautiful in nature.
- **Footsteps to Nowhere.** Begin a journey with no destination in mind.
- **It's All a Cycle.** Witness the birth or death of a creature.
- **Language of the Ants.** Communicate with a creature with whom you do not share a language.
- **Silence Speaks.** Learn something profound without interfering, only by observing.
- **Ten Thousand Exhales.** Spend time in meditation.
- **The Hills have Eyes.** Offer a gift to the land or its creatures.
- **Wisdom at the Top of a Mountain.** Earnestly seek advice from someone, or be sought out for advice yourself.
- **Hermit at Heart.** *At the end of a session, tell the group of something hermit-like you did. Collect this goal only if you haven't collected any other goals this session.*

Merchant

You traveled broadly, and you earned a living by buying and selling the raw materials artisans need to practice their craft or finished works from such crafters. Your skill and reputation grows and you travel the world and engage in commerce.

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- **An Honest Lie.** Convince someone of a falsehood exclusively for their benefit.
- **Any News is Good News.** Learn of someone speaking about you behind your back.
- **A Road Less Taxed.** Travel by an unconventional route.
- **Bidding War.** Convince someone to draw upon you or your allies instead of another.
- **Black Market Connections.** Make contact with a segment of society you wouldn't normally interact with.
- **Dangerous Cargo.** Smuggle a creature or item into or out of a place it shouldn't be.
- **My First Copper Piece!** Sell one or more items in exchange for treasure (gold, silver, copper, etc).
- **No Price too High.** Purchase an item worth - in gold pieces - at least 100x your character level (200gp for a level 2 character).
- **On the Road Again.** Leave a settlement with more money than when you entered.
- **Supply and Demand.** Provide goods to someone in need.
- **Merchant at Heart.** *At the end of a session, tell the group of something merchant-like you did. Collect this goal only if you haven't collected any other goals this session.*

Noble

You were raised in a family among the social elite, accustomed to power and privilege. Accumulating renown, power, and loyalty will raise your status.

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- **An Iron Fist.** Punish someone who disrespected you.
- **A Velvet Glove.** Pardon someone who disrespected you.
- **Bodyguards for Hire.** Let someone else take a hit meant for you.
- **Deeds and Titles.** Earn a non-monetary reward.
- **Dragon's Hoard.** Have at least 100gp worth of coins and items in your inventory. Each time you collect this goal, multiply the target by 10x (100 -> 1000 -> 10,000 -> etc).
- **Favor for Favor.** Call upon someone for a favor you are owed, or be called upon in return.
- **Finery Connoisseur.** Acquire a "wealthy" or "aristocratic" meal or lodging.
- **Newfound Subject.** Acquire a hireling... or just a pet.
- **Noblesse Oblige.** Donate a hearty sum to those less privileged.
- **Top of the Ladder.** Speak as equals to a high-ranking individual or group.
- **Noble at Heart.** *At the end of a session, tell the group of something noble-like you did. Collect this goal only if you haven't collected any other goals this session.*

Outlander

You grew up in the wilds, learning to survive far from the comforts of civilization. Surviving unusual hazards of the wild will enhance your prowess and understanding.

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- **Cub Tamer.** Befriend a wild animal.
- **Embrace the Environment.** Gain information from an animal by watching and learning... or by speaking.
- **Gift of the Wild.** Make a trade using raw goods.
- **Horizon Walker.** Travel into an environment or biome you haven't seen before.
- **Hunter-Gatherer.** Find food in nature and share it with others.
- **I've Had Worse.** Successfully resist the effects of a toxin or poison.
- **Nest Egg.** Take an object from the nest or den of a wild creature.
- **Rock Steady.** Survive a natural hazard without taking damage.
- **Tools of the Trade.** Fight using your natural environment - sticks, vines, rocks, and otherwise.
- **Way of Nature.** Witness a fight between a strong creature and a weak creature, and do nothing to help either.
- **Outlander at Heart.** *At the end of a session, tell the group of something outlander-like you did. Collect this goal only if you haven't collected any other goals this session.*

Sage

You are curious and well-read, with an unending thirst for knowledge. Learning about the rare lore of the world will inspire you to put this knowledge to greater purpose.

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- **All Knowledge is Worth Having.** Make a sacrifice to obtain information.
- **Brain Blast.** Solve a puzzle.
- **Exotic Charter.** Find an environment or biome you haven't seen before.
- **Forbidden Arcane.** Learn or cast a spell from a scroll.
- **Membership Admittance.** Receive permission to enter a restricted area.
- **Misdirection.** Prevent someone else from acquiring information that you have.
- **Their Reputation Preceeds.** Meet an individual or find an item long after first hearing about it/them.
- **Secrets in Sanctuary.** Read a private note, journal, or otherwise (without getting caught).
- **The Phases Unfold.** Discover lore relating to your main quest, campaign, and/or the final boss.
- **They're in the Walls!** Listen in on a conversation from afar.
- **Sage at Heart.** *At the end of a session, tell the group of something sage-like you did. Collect this goal only if you haven't collected any other goals this session.*

Sailor

You lived as a seafarer, wind at your back and decks swaying beneath your feet. Facing mighty storms and swapping stories encourages you to live your life boldly and fearlessly.

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- **Albatross.** Point out a sign of good or ill fortune to your allies.
- **Maiden Voyage.** Discover a land you've never seen before.
- **Man Overboard!** Put yourself in danger to rescue another.
- **Sea Legs.** Survive a natural hazard without taking damage.
- **Swapping the Deck.** Spend time honing your instruments - your weapons, tools, and/or body.
- **Tattoo of the Tides.** Receive a grievous wound or scar as a reminder of your adventure.
- **The Fish that Got Away.** Swap stories with someone during downtime.
- **Weather the Storm.** Brave the elements to continue your journey.
- **White Whale.** Witness a legendary creature and defeat it.
- **Pier Rat Champion.** Engage in a contest of strength or bravery to prove yourself.
- **Sailor at Heart.** *At the end of a session, tell the group of something sailor-like you did. Collect this goal only if you haven't collected any other goals this session.*

Scribe

You spent formative years learning to write with a clear hand and produce finely written texts. Your skill and prowess grows by keeping careful attention to detail and engaging in poetry, narrative, and scholarly research.

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- **A Steady Hand.** Succeed a sleight-of-hand check (other than picking pockets).
- **Burning the Candle at Both Ends.** Spend downtime during a long rest working instead of resting.
- **Coded Correspondence.** Send a message meant only for a specific individual.
- **False Titles.** Gain access using a forged document.
- **Footnotes of History.** Gain information by reading a book, scroll, or another long-form text.
- **Ink-Stained Fingers.** Write at least one page of text.
- **Read Between the Lines.** Crack a code, cipher, or puzzle.
- **[Redacted]** Discover a spot where information is missing, or discover the missing information itself.
- **Seals and Signatures.** Receive a token (such as a seal, signature, or a letter of recommendation) from a person of authority.
- **The Weight of the Word.** Convince someone to change their ways using only the spoken and/or written word.
- **Scribe at Heart.** *At the end of a session, tell the group of something scribe-like you did. Collect this goal only if you haven't collected any other goals this session.*

Soldier

You are trained in battlefield tactics and combat, having served in a militia, mercenary company, or officer corps. Show smart tactics and bravery on the battlefield to enhance your prowess.

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- **Chain of Command.** Follow the orders of someone in authority.
- **Conquer the Conqueror.** Rescue a helpless victim from another individual.
- **Court Marshall.** Expose corruption in an organization of power.
- **Double Kill.** Kill two enemies in a single turn.
- **Know Thine Enemy.** Exploit a weakness in a foe.
- **Realities of War.** Deliver bad news to the family of a victim.
- **Regicide.** Kill the leader of an organization of power.
- **Return to Sender.** Kill an enemy when it is not your turn.
- **Strategist.** Defeat a powerful foe in one strike.
- **To Arms!** Help someone else learn to fight.
- **Soldier at Heart.** *At the end of a session, tell the group of something soldier-like you did. Collect this goal only if you haven't collected any other goals this session.*

Wayfarer / Urchin

After surviving a poor and bleak childhood, you know how to make the most out of very little. Using your street smarts bolsters your spirit for the journey ahead.

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- **ACAB.** Evade or defeat one or more guards.
- **Artful Dodger.** Pick a pocket without the owner noticing.
- **Can't Take It With You.** Steal valuables from a corpse.
- **Home Sweet Home.** When a bed is available, sleep somewhere else.
- **Hunger Never Fades.** Eat your fill on someone else's coin.
- **Protect your Own.** Help someone down on their luck.
- **Pyramid Scheme.** Convince someone to work for you without pay.
- **Strength in Cowardice.** Convince someone to spare you.
- **Through Nooks and Crannies.** Enter a private location without a pass or invitation.
- **Wary of Strangers.** Refuse a gift that seems too good to be true.
- **Urchin at Heart.** *At the end of a session, tell the group of something urchin-like you did. Collect this goal only if you haven't collected any other goals this session.*