



# EXPLORATIONS

# FREEPORT BACKGROUNDS





## AZHAR WANDERER

2D6 ROLL	BENEFIT
2	+1 Cunning
3–4	Focus: Cunning (Cultural Lore)
5	Focus: Communication (Seduction)
6	Focus: Strength (Climbing)
7–8	+1 Magic
9	Focus: Constitution (Swimming)
10–11	Focus: Cunning (Navigation)
12	+1 Strength

# DWARF TRADER

Freeport is a nautical city but even that hasn't made dwarves into sailors. No, the dwarves stick to what they know and thus most of those who settle in Freeport are tradesmen of one sort or another. They are smiths, brewers, masons, carpenters, and the like. Traders and mercenaries are also common in their ranks. Dwarf mages tend to be priests rather than wizards. Dwarves who were not brought up in Freeport must get used to the idea that orcs and goblins walk the streets. To many dwarves this seems dangerous and unnatural.

# PLAYING A DWARF TRADER

If you choose to play a dwarf tradesman, modify your character as follows:

- ♦ Add 1 to your Constitution ability.
- ♦ Pick one of the following ability focuses: **Constitution (Drinking)** or **Cunning (Evaluation)**.
- ♦ You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- ♦ You can speak and read Dwarven and the Common Tongue.
- ♦ Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

DWARF TRADESMAN	
2D6 ROLL	BENEFIT
2	+1 Communication
3–4	Focus: Communication (Bargaining)
5	Weapon Group: Axes*
6	Focus: Constitution (Stamina)
7–8	+1 Cunning
9	Focus: Cunning (Engineering)
10–11	Focus: Strength (Smithing)
12	+1 Strength

\* If the class you choose provides this already, take the focus Strength (Axes) instead.

# GNOME ARTISAN

Freeport is home to a small community of gnomes. One of their number is even on the Captains' Council. Their small and nimble hands are well suited to fine detail work, so many find work as jewelers, sculptors, and the like. Gnomes are also well-known tricksters and some find success in less noble pursuits. Gnome mages tend to be wizards, though they prefer less flashy magic than many spell casters.

# PLAYING A GNOME ARTISAN

If you choose to play a gnome artisan, modify your character as follows:

- ♦ Add 1 to your Dexterity ability.
- ♦ Pick one of the following ability focuses: **Constitution (Stamina)** or **Dexterity (Legerdemain)**.
- ♦ You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- ♦ You can speak and read Gnomish and the Common Tongue.
- ♦ Your Speed is equal to  $8 + \text{Dexterity}$  (minus armor penalty if applicable).
- ♦ Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

GNOME ARTISAN	
2D6 ROLL	BENEFIT
2	+1 Constitution
3–4	Focus: Dexterity (Traps)
5	Focus: Cunning (Evaluation)
6	Focus: Perception (Hearing)
7–8	+1 Cunning
9	Focus: Cunning (Cartography)
10–11	Focus: Dexterity (Calligraphy)
12	+1 Magic

# GOBLIN SNEAK

Goblins are tolerated (barely) in Freeport but they are not exactly welcome anywhere. Goblins venturing into the Eastern and Merchant Districts are asking for trouble, so most spend their days in the goblin enclave in Bloodsalt. Even there, they suffer the abuse of their larger cousins, the orcs and hobgoblins. A brave few try to make an honest living but the city's widespread racism means most fail and many turn to crime to make ends meet. The majority of Goblin mages are shamans not adapted particularly well to city life.



## PLAYING A GOBLIN SNEAK

If you choose to play a goblin sneak, modify your character as follows:

- ◆ Add 1 to your Dexterity ability.
- ◆ Pick one of the following ability focuses: **Communication (Deception)** or **Dexterity (Stealth)**.
- ◆ You have Dark Sight, which allows you see up to 20 yards in darkness without a light source.
- ◆ You can speak and read Goblin and the Common Tongue.
- ◆ Your Speed is equal to  $8 + \text{Dexterity}$  (minus armor penalty if applicable).
- ◆ Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

GOBLIN SNEAK	
2D6 ROLL	BENEFIT
2	+1 Cunning
3–4	Focus: Communication (Gambling)
5	Focus: Dexterity (Initiative)
6	Focus: Perception (Searching)
7–8	+1 Perception
9	Focus: Dexterity (Legerdemain)
10–11	Focus: Cunning (Evaluation)
12	+1 Communication

# HALFLING ENTREPRENEUR

Wherever humanity goes, halflings follow. It is thus no surprise that the small folk are a presence in Freeport. The city attracts halflings with big ideas and they protect their own through the Halfling Benevolent Association. Finn, who is the leader of the HBA and a notorious crime lord, encourages and profits from halfling ingenuity. He runs the Eastern District, home to most of Freeport's halflings. Very few halflings become mages of any kind.

# PLAYING A HALFLING ENTREPRENEUR

If you choose to play a halfling entrepreneur, modify your character as follows:

- ✦ Add 1 to your Dexterity ability.
- ✦ Pick one of the following ability focuses: **Dexterity (Stealth)** or **Strength (Jumping)**.
- ✦ You can speak and read Halfling and the Common Tongue.
- ✦ Your Speed is equal to  $8 + \text{Dexterity}$  (minus armor penalty if applicable).
- ✦ Choose a class. You can play a mage, rogue, or warrior.

Roll twice on the following table for additional benefits. Roll 2d6 and add the dice together. If you get the same result twice, re-roll until you get something different.

HALFLING ENTREPRENEUR	
2D6 ROLL	BENEFIT
2	+1 Cunning
3–4	Focus: Communication (Persuasion)
5	Focus: Dexterity (Initiative)
6	Focus: Willpower (Courage)
7–8	+1 Communication
9	Focus: Perception (Hearing)
10–11	Focus: Strength (Climbing)
12	+1 Perception

# HIGH ELF

Though they are the dominant elves on the Continent, high elves are few in number in Freeport. They are proud of their magic and their intellect and see themselves as carrying the torch of civilization. Most high elves view Freeport as a cesspit and would rather dwell in the great elven cities of the Continent. Some do travel to Freeport, though, and a small number even remain in the city. They find some value in places like the Freeport Opera House, the Temple of the God of Knowledge, and the Wizards' Guild. High elves have a long tradition of arcane magic and their mages tend to be wizards.







