

HOUSE RENEGADE

Sometimes being a member of a dragonmarked house means power, prestige, and influence. Sometimes it means living firmly under the thumb of a controlling relative until you can find a way to escape. Congratulations—you've found a way.

You adventure because it's better than the alternative, a tightly controlled life as part of a dragonmarked house. Your family thinks you should be home, putting your talents to use in the service of your house. Your mother wants you where she can keep an eye on you and make sure you don't get into any trouble. Your father wants to find you someone appropriate to marry and keep your children close at hand.

Fundamentally, you adventure because you know your family hates it. You might not know yet what you want to do with your life—adventuring might just be something you're doing to kill time until you figure it out—but you know it won't involve the work of your house. Clearly, you've got a rebellious streak. You don't necessarily reject all authority, but you certainly don't like to be under anyone's thumb. But you're not bad at heart. Is it so wrong to want to shape your own destiny?

Skill Proficiencies: Choose two from among History, Insight, Perception, Persuasion, and Performance

Tool Proficiencies: Choose one artisan tool set

Languages: Choose one language

Equipment: A set of fine clothes, a set of artisan tools with which you are proficient, a signet ring, identification documents and a pouch containing 10 gp.

FEATURE: GONE BUT NOT FORGOTTEN

Even though you have left home, home hasn't left you. You still have some connections there, and a great deal of memories. You can access some of the benefits of your House in times of need. Though there may be a price tag with it. In particular there is one contact in your house that you have still maintained and has a soft spot for you. Though they will not do anything that will get them in trouble.

SUGGESTED CHARACTERISTICS

House renegades are either created by choice or by force. For someone too independent or jaded with a dragonmarked house, leaving becomes an option. They may still try and capitalize on the prestige of their house wish to have nothing to do with it. For those that have been forceably removed from a house, a latent sadness or bitterness might be present.

Even though you've probably been disowned, you're used to a life of relative luxury, and your habits and mannerisms reflect that. You prefer to stay in upper-class hotels rather than common inns, and to feast in a private dining room rather than squeeze in to a spot at the board to get your share of stew with the peasants. That said, you have a lot more respect for the working classes than most people of your station, and you're not inclined to boss people around or expect dotting service. These people have aspirations and dreams of their own—you can't follow yours without encouraging them to follow theirs.

1d20 Personality Trait

- 1 I abhor the greed of my house.
- 2 I tend to lose my temper when someone bad mouths my house.
- 3 I still follow the culture and practices of my old life.
- 4 If I must live this life I will truly LIVE.
- 5 I am full of stories from my old life, and am eager to share them.
- 6 I get very introspective at times thinking of the past.
- 7 I am driven by a wanderlust now that I have left home.
- 8 I never pass up a friendly wager.
- 9 My mustache/hair is a thing of beauty and perfection.
- 10 Despite my birth, I do not place myself above other folk. We all have the same blood.
- 11 My favor, once lost, is lost forever.
- 12 I can't help letting people know where I've been.
- 13 Luxury and comfort are the only things I will accept.
- 14 I have a rebellious streak, and don't like to live under the thumb of others.
- 15 Is it so wrong to want to shape my own destiny?
- 16 I talk to travelers frequently for any news about house.
- 17 I prefer to wait and watch before acting.
- 18 Treasure gives me the thrill I need to feel alive.
- 19 As I speak, I can't help but vary my inflections dramatically and gesture wildly.
- 20 It is the finer things, that make things worthwhile.

d12 Ideal

- 1 **Respect.** All people regardless of station deserve to be treated with dignity. (Good)
- 2 **Community.** Those I travel with are my family. (Lawful)
- 3 **Independence.** I must prove that I can handle myself without the coddling of my family. (Chaotic)
- 4 **Power.** If I can attain more power, no one will tell me what to do. (Evil)
- 5 **Aspiration.** I'm determined to make something of myself. (Any)
- 6 **Respect.** All people, rich or poor, deserve respect. (Good)
- 7 **Freedom.** Everyone should be free to pursue his or her livelihood. (Chaotic)
- 8 **Aspiration.** I'm determined to make something of myself. (Any)
- 9 **Glory.** Notoriety brings with it all the pleasures the world has to offer. (Evil)
- 10 **Camaraderie.** I treasure the friendship and fraternity of my fellow adventurers above all else. (Lawful)
- 11 **Drive.** Goals define our existence. (Neutral)
- 12 **Destiny.** We all deserve to shape our own destiny. (Neutral)

d12 Bond

- 1 I protect those that can not protect themselves.
- 2 I will never betray those I call friend.
- 3 Those I have left behind will always be in my thoughts and prayers.
- 4 I have sworn I will return someday to the arms of my love.
- 5 I never forget the people that I have met.
- 6 My word is my bond, thus I must be careful when I make promises.
- 7 Though I had no choice, I lament having to leave loved one(s) behind.
- 8 I owe everything to my mentor—a horrible person who's probably rotting in jail somewhere.
- 9 I owe a debt I can never repay to the person who took pity on me.
- 10 I can never settle down in one place.
- 11 I shall fulfill my destiny.
- 12 I shall never stop discovering new things.

d12 Flaw

- 1 I secretly find the opposite sex a lesser part of the species.
- 2 I seek comfort from my personal problems in self destructive ways.
- 3 I fight and risk my life because the feeling of invincibility is a heady drug.
- 4 I help people because I like the recognition and the feeling that I could help them when they needed it.
- 5 My greatest vice is hedonistic pleasure.
- 6 I hide a truly scandalous secret that could ruin my family forever.
- 7 I let my need to win arguments overshadow friendships and harmony.
- 8 I am suspicious of strangers and suspect the worst of them.
- 9 Well if he can't take a joke, he shouldn't have become an Ambassador.
- 10 I borrow money with no intention of paying it back.
- 11 I have a weakness for the vices of the city, especially hard drink.
- 12 I sometimes overestimate my abilities due to years of being sheltered by my family.

CREDITS & CHANGELOG

Last updated on Mar 7th, 2017

The basics of this background appear in *Player's Guide to Eberron*. I fleshed this out in to a 5E background inflating the tables since in my party these are some of the funnest things about backgrounds so I wanted to provide these, and in an expanded format.

This was put together by Freewolf ([/u/Freewolf](#)) and posted to my Homebrew site for my [D&D 5E campaign set in Eberron](#).

Praise be [the master](#) for creating [The Homebrewery](#).

VERSION 1.1

- Added more text and fixed some grammar.
- Added changelog.
- Added some personality traits, bonds, ideals, and flaws.

VERSION 1.0

- Original version.