

CHILD OF ATLANTIS

You are a descendant of Atlantis, the legendary sunken city said to be full of advanced technology and powerful magic. Your ancestors lived in harmony with the sea, wielding abilities that many believed to be divine. Having barely escaped the fall of your home, you've inherited a unique understanding of the ocean's mysteries, as well as a longing to restore Atlantis.

Skill Proficiencies: Arcana, History

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment: A piece of Atlantean jewelry that has been in your family for generations, a set of traveler's clothes, a waterproof satchel containing a map to a rumored Atlantean ruin, and a pouch containing 10 gp (in ancient Atlantean coins)

Feature: Lost Home

People have heard about the doomed city of Atlantis. Thus, upon hearing of your heritage, they will offer up shelter or knowledge without hesitation in hopes of helping you restore its former glory.

Suggested Traits

d8

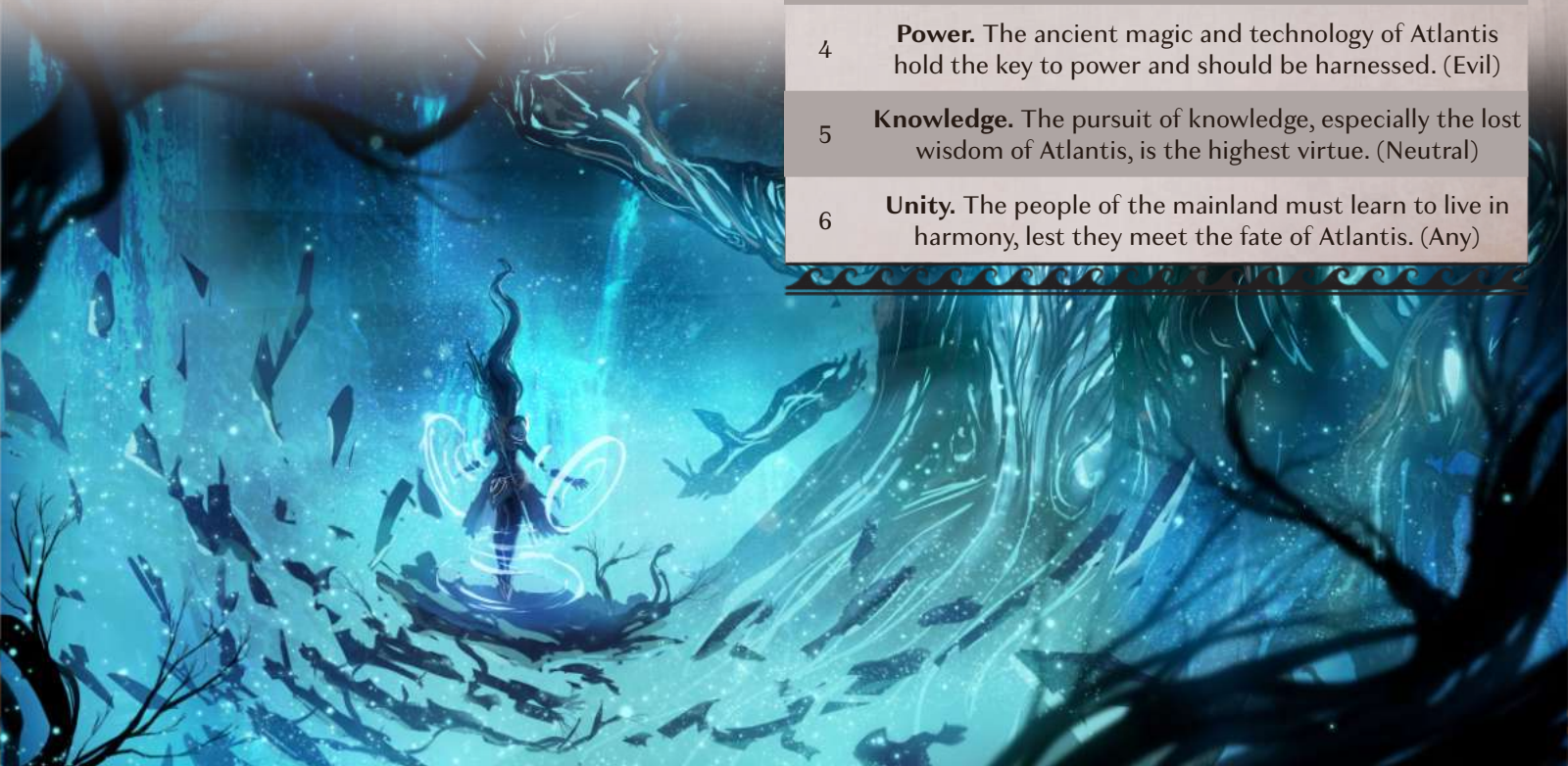
Personality Trait

- 1 I speak in metaphors related to the sea and its mysteries, often leaving those unfamiliar with my ways perplexed.
- 2 I am always calm before the storm, maintaining my composure even in the face of overwhelming odds.
- 3 I tend to be nostalgic, often reminiscing about the glory and beauty of Atlantis as described in my family's stories.
- 4 I am fiercely independent, much like the lone creatures that roam the vast oceans.
- 5 My mood swings like the tides.
- 6 I am endlessly curious about the ocean and its secrets.
- 7 I often use nautical terms in everyday speech.
- 8 I always look for a culprit, even when there is none.

d6

Ideals

- 1 **Heritage.** The traditions and achievements of Atlantis must be preserved and remembered. (Lawful)
- 2 **Exploration.** The entire world, both land and sea, is ripe for exploration and understanding. (Chaotic)
- 3 **Guardianship.** It is my duty to protect the ocean and its creatures from harm. (Good)
- 4 **Power.** The ancient magic and technology of Atlantis hold the key to power and should be harnessed. (Evil)
- 5 **Knowledge.** The pursuit of knowledge, especially the lost wisdom of Atlantis, is the highest virtue. (Neutral)
- 6 **Unity.** The people of the mainland must learn to live in harmony, lest they meet the fate of Atlantis. (Any)



d6

Flaw

- 1 My longing for the sea sometimes distracts me from my duties on land.
- 2 I am overly secretive about my heritage, fearing persecution or exploitation.
- 3 My pride in my Atlantean blood can come off as arrogance to those unfamiliar with my culture.
- 4 I have a tendency to trust other Atlantean descendants blindly, even when I shouldn't.
- 5 My fear of the ocean's depths sometimes contradicts my desire to explore it.
- 6 I am paranoid of a greater conspiracy to kill all Atlanteans, even me.

d6

Bond

- 1 I am the keeper of an ancient Atlantean artifact I don't know how to use; it must not fall into the wrong hands.
- 2 My family lineage is deeply intertwined with Atlantis's fate; I seek to restore our honor.
- 3 I owe a life debt to a sea creature that saved me from drowning; I must repay this debt.
- 4 I have a rival who is also a descendant of Atlantis; our competition drives me to prove myself.
- 5 I once had a vision of Atlantis in its prime; this vision guides my actions and beliefs.
- 6 My lover passed away in the tragedy that sank Atlantis. I wish to bring them back to life.