

HANDOUT 2: HIGHFOLK CHARACTER BACKGROUND WORKSHEET

When creating a player character for the Free Lands of Highfolk in *Legends of Greyhawk*, use these design aids to help connect them to the region. Refer to **Handout 1: Highfolk Regional Player Primer** when using this sheet. Your answers can be captured below or in the “Background” section of your character sheet. Expand upon them throughout your character’s heroic journey!

THEMES & TRAITS

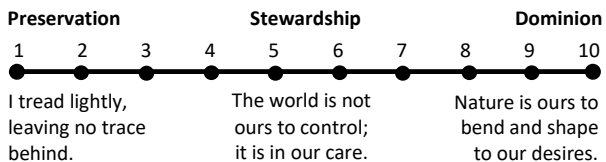
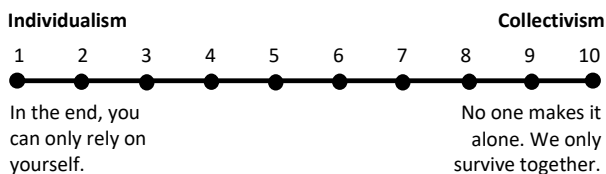
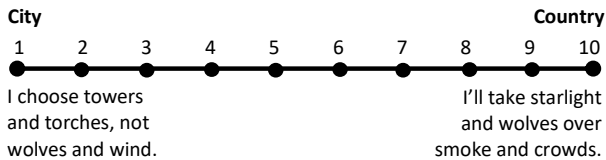
Which “theme” of the Free Lands of Highfolk most informs your character? Circle that theme(s) below.

The Frontier **Independence** **Progress vs Primeval**

What inspired your choice? Write 1–2 sentences below that reflect your character and explain your reasoning.

IDEALS & IDEOLOGIES

The three Highfolk themes are expressed in a range of ways, presented below. What position does your character fall on each scale? Rate them from 1 to 10, or roll for it!



Consider what these positions mean for your character. Write 1 to 3 sentences about how these beliefs shape them.

COMMUNITY BONDS

The region of Highfolk is broken down into four areas. Which one does your character hail from?

City of Highfolk **Highvale** **The Vesve** **The Highlands**

What community might your character feel connected to in that area? Describe it, and the nature of the bond.

BACKGROUND

Here are some inspirations for each background in the *Player's Handbook*. Choose one or create your own.

- Acolyte.** Guard of hidden shrines; Host at merchant-temple of Fharlanghn; Secret practitioner of the Old Ways.
- Artisan.** Member of a frontier guild in Highfolk or Highvale; Woodworker; Artisanal geologist in the Highlands.
- Charlatan.** Fake ambassador in Highfolk; River barge swindler; Snake-oil peddler hawking miracle elixirs.
- Criminal.** Emigrant seeking anonymity on the frontier; Black-market trader of Vesvian rarities; Highfolk alleycat.
- Entertainer.** Thespian in the raucous Laborer's Quarter; Musician to wealthy merchants; Volverdyva troubadour.
- Farmer.** Successful vintner; Subsistence farmer driven to adventure; Tree line logger; “Zero imprint” forager.
- Guard.** Highfolk town guard; Hired mercenary patrolling the trade roads; Deputy in a frontier village.
- Guide.** Relic or ruin hunter in the Vesve; Land-foraging survivalist; Seasoned Volverdyva river navigator.
- Hermit.** Devotee of the Old Ways; Lone farmer in the Highvale hinterlands; Isolated Highlands cave-dweller.
- Merchant.** Ambitious transplant from a larger market; Relics and commodities trader; Frontier salvager.
- Noble.** Scion of an elven clan; Elite on a rite of passage from afar; Gnome with a (dubious) claim to a local mine.
- Sage.** Secret archivist of Yatil lore; Scholar studying the Vesve's mysteries; Wandering prophet foretelling doom.
- Sailor.** Volverdyva barge crew member; Pirate from far seas looking to hide; Smuggler who knows every hidden bend.
- Scribe.** Overworked Highfolk record-keeper; Arcane copyist preserving spells; Law-coder recording frontier customs.
- Soldier.** Vesve scout trained for silence and shadow; border skirmisher veteran; Oath-bound Order of the Hart squire.
- Wayfarer.** Pilgrim without a fixed home; Collector of tales and old customs; Survivalist who sees the road as sacred.