

Table of Probably-True Things

1. Crossed the Deserts Bare.

Your long campaign took you as far as the frozen mud-puddle of Arel, where trees never grow and people wear stupid coats all year round. A six-month guerilla campaign against a vastly superior force of manhunters taught you the value of good boots and warm wool socks.

You and your party travel at full speed over rough terrain.

2. Breathed the Mountain Air.

Actually, your long campaign wound through the mountains and over steep peaks. You developed an instinct for avalanches and rockslides, and learned the ways of the goat and the warg.

You and your party travel over normally impassable terrain as if it were rough.

3. Travelled Every Road in This Here Land.

You know what? Your long campaign took you... everywhere, really.

You can read roadsigns in any language, and you and your party move 1.5x as fast when on actual roads.

4. Hunted the Dead in the Hills.

During one part of your campaign, your unit was tasked with cleaning out Unburied-infested ghost towns which threatened your supply lines. This was treacherous work, and you still have nightmares about an encounter with one of them monsters in the cellar of a church.

You can smell a human (or demi-human) corpse from two hundred feet. If you stay perfectly still for a full minute, you can hear the difference between a dark room which is silent and a dark room in which someone is not making a sound.

5. Forded Eden White in Flood.

You took part in a famous pre-dawn raid over a broad, deep river. Half of your force was swept away and drowned, but the enemy was taken entirely by surprise, and their leaders were slain before the watchmen were roused. Educated officers will have learned about this raid in the academy.

You have advantage on any roll against being moved against your will.

6. Killed an Evil Wizard With My Bare Hands.

This one is a straight-up lie: you actually bashed the wizard to death with the occult manacles he had placed on you in preparation for a goetic sacrifice.

You can tell the difference between magical and non-magical items by tasting them, and you get advantage to any Save against an effect that would control your .

7. Waded Ankle-Deep in Blood.

You took part in an infamous blockade of a fortified city. The six-month siege resulted in the destruction of the walls and the slaughter of the inhabitants, which caused a mass-rising of the Unburied. The city is abandoned to this day and the survivors curse your name.

You can identify the value of a mundane item in a real damn hurry, about as accurately as a merchant who doesn't specialize in that type of ware.

8. Rode Beside A Hero.

You once rode vanguard for a young man with a strange birthmark and a bad habit of rescuing people. Later, he distinguished himself as the Chosen One in some prophecy or other.

This fact might be worth a free drink or two, but unless you can find the boy again, you probably won't get the full benefit of this tall tale.

9. Strolled Through a Blockade.

You were once besieged in a fortified city, cut off from supplies of food and water. When all hope seemed lost, you slipped out a side door one evening and walked through the enemy line. No one challenged you. You were as surprised by this as anyone.

Outside of combat, people just assume you are where you belong unless given a compelling reason not to.

10. Killed Three Men With One Shot.

This one is also not true. You shot one man who was at the top of a tall ladder, and he knocked two others off as he fell.

If you roll a critical hit with a firearm you make a ballistically improbable shot. The target you hit moves up to 10' in any direction you choose, including straight up. It's the Dungeon Master's problem to explain how this is possible.

11. Won a Game of Riddles With A Giant.

Self-explanatory, really. They were good riddles.

You can persuade anybody, for a while. Through a combination of half-truths, regular truths, and absolute nonsense, you can get a group of people to believe whatever lies and excuses you can come up with. After d6 minutes, they come to their senses, at which point they'll be very annoyed.

12. Narrowly Escaped an Angry Husband.

One escapade in a post-battle debauch led to a deadly choice: face an angry and armed city headsman while totally nude, or leap headfirst out a third-story window. You chose the leap, survived the fall, and haven't been afraid of heights since.

You treat every fall as if it were 10 feet lower.