

WOLF CHILD

(AN EXPANSION TO THE OUTLANDER BACKGROUND)



INTRO

You were raised by wolves in the wild from a young age. As a result, you spent your childhood and formative years around wolves and far away from people and the comfort of civilisation. This has left you with keen survival instincts. You have survived vicious attacks from wilderness beasts, bitterly cold winter nights, and scarcity of food when hunting has been unsuccessful.

Your upbringing has left you with an affinity for nature and animals, but poor social skills. The wilderness is your home and where you are more comfortable than you could ever be in a village or city.

Skill Proficiencies: Survival, Animal handling

Tools: Healer's kit

Language: One of your choice

Special: If the DM permits, you can speak with wolves and other canine animals as if using the spell *Speak with animals*.

Equipment: Crude spear, sharp piece of flintstone (knife), 30 ft of handmade sisal rope, healer's kit with wild herbs, a small token from your previous life, thick fur cloak, a set of traveller's clothes, a tied piece of leather containing various teeth and 5 gp.

RAISED BY WOLVES

Consider why you were raised by wolves instead of with your family. What happened to your parents? At which age did you start to live in the wild and for how long? Was it just during a winter, or did you spend your entire childhood in the company of wolves?

You can roll a d10 on the table below to determine your background history, or choose one that best fits your character.

D10 BACKGROUND HISTORY

1. My parents and everyone else in my village died in a goblin attack, but I survived and the wolves found me.
2. I was abandoned in the woods as a baby, but I don't know why.
3. As a young child, I got lost in the woods.
4. I ran away from home.
5. The only thing I can remember is fleeing something horrible and running into the darkness of a winter's night.
6. My parents were traveling people, and by accident I fell off a cart when I was four years old. They searched for months afterwards, but they never found me.
7. I was left as a sacrifice by my relatives who were members of an evil cult.



8. By accident, I drank a teleportation potion and ended up in the forest far from human civilisation where a pack of wolves found me and decided to adopt me.
9. When I was seven years old, I wandered into the deep forest, following the call of the wild and my destiny. I've magical abilities that no one understands.
10. I was born with a specific birthmark and therefore deemed as cursed by my village. I spent more and more time in the wilderness and the wolves became my friends.

FEATURE: LIFE IN THE WILD

I'm used to surviving in nature and can easily find water and food by hunting, setting traps, and gathering berries and mushrooms (unless the area is desolate or completely barren). After my years of living in the wild, I instinctively always know the direction of north, and I can't get lost in the wilderness (except by magical means).

SUGGESTED CHARACTERISTICS

Wolf children are very rare and their unusual childhood has shaped them for life. They are often uncomfortable around other people, trusting animals more than people. Their trust has to be earned, but once a wolf child has accepted someone as a member of 'their pack', they're fiercely loyal.

D8 PERSONALITY TRAIT

1. I value freedom above all.
2. My time with wolves has resulted in my eating a lot of meat, preferably uncooked.
3. I prefer sleeping outdoors and find beds too soft and comfortable, often making a small lair under the bed instead.
4. I am acutely shy around groups of more than three people and hate crowds.
5. 'Me food now?' My speech is limited, and I prefer using simple and short sentences.
6. I find mirrors and magic deeply unsettling.
7. Sometimes I unconsciously growl, bare

my teeth, or pant with my tongue out. (I also whine and bark in my sleep.)

8. I have no patience with law and order.

D6 IDEAL

1. **Harmony.** Nature is always in balance. (Neutral)
2. **Generosity.** Sharing is caring. Survival means sharing resources regardless of how little you have. (Good)
3. **Balance.** There is a natural order in nature. (Lawful)
4. **Freedom.** Like the wolves I grew up with, my spirit is free, and I detest law and order. (Chaotic)
5. **Survival.** Survival at all costs – there is no place for weak members in a group. (Evil)
6. **Pack.** Anyone who has earned my trust, has my protection, and I would die defending them. (Any)



D6 BOND

1. I'm one with nature. People who destroy nature need to be hunted down and killed.
2. It's my duty to take care of all animals.
3. I know a terrible secret regarding a cult of evil druids.
4. Nothing is more important than the other members of my pack (regardless of species).
5. My reclusive upbringing made my social skills limited, and I don't understand the concepts of lying or sarcasm.
6. A merciless trophy hunter killed the wolves that I grew up with, and I'll do anything to find the person responsible.

D6 FLAW

1. I generally don't trust people.
2. My hunting skills are so strong I sometimes can't help chasing small animals.
3. I look down on city people and pity them and their lives.
4. I can't help but eat too much if I've got the chance, and always squirrel away food for harder times.
5. The wolves taught me how to be slow, and sometimes other people think that I am cruel.
6. I'm sensitive to alcohol, which quickly impairs my judgement (and sometimes makes me howl).

VARIANT FEATURE:

FERAL CHILDREN

If you have chosen the wolf child background for your character, you may select other animals that you could have grown up with.

These animals may have been a pack of street dogs in an urban city, a bear that lost her cubs in the mountains and adopted you instead, or a troop of monkeys in the jungle.

Maybe you were even raised by beasts or monsters? Discuss with your DM to determine which type of animal or monster that you grew up with so that it fits their campaign and world.

