

Scholarships

You've got to pay for school somehow, and it seems unlikely a pre-1st level character is going to have 2600 gold pieces lying around, so your PC is going to need to have a Scholarship to pay for your schooling. The result of this is, despite being potentially tossed around in-character, the player character is never directly responsible for the cost of tuition or various essentials (i.e., you don't have to role-play or subtract gold for schoolbooks or housing). This should not dissuade the DM from using your Scholarship as a story hook; a quest to find out why your scholarship was cut off or to get yourself back in your benefactor's good graces is an excellent way to motivate a plot.

Note that the Scholarship feature replaces the Background feature from a standard 5e game, and functions somewhat differently. You may still choose a regular background instead of a benefactor, but you may wish to discuss with your DM how your background contributes to paying for your tuition.

All scholarshipss are assumed to cover tuition, the cost of your books, and basic school equipment such as pencils, paper, and notebooks.

Scholarships are broken down as follows:

Benefits: Your character will have a selection of skills, languages or weapon proficiencies at 1st level. These do not require course credits; you have them automatically.

Funding: Your starting gold, which may be spent on equipment. You will get renewed funding at 5th, 9th, and 13th level.

Feature: special benefits of your scholarship.

If the US ever adopts free higher education, none of this will make sense anymore, but hell. I'm pessimistic.

Academic Scholarship

You did well in secondary school; well enough that the University wants you here to learn more from them. It makes them look good to have smart people attending. As a result, you have earned a scholarship for academic merit.

Benefits: you are proficient in two Intelligence or Wisdom skills of your choice

You are fluent in one extra of your choice

Funding: 200 gp

500 gp at 5th

1000 gp and one uncommon magic item at 9th

1000 gp and one rare magic item at 13th

FEATURE: TEACHER'S PET

A particular member of faculty shows favoritism to you. If you get in trouble with administration, you can call upon this faculty member to pull some strings to get you off (or at least limit) your academic probation.

After School Job

Unable to get a scholarship or raise the money to pay for your schooling, you have instead opted to pay your own way with an after-school job. There are several places in PactHome near the college that you may consider working for, such as Odo's Pizza, McJester's, or Bad Max's Exotic Pet Shop and Butchery.

You are poor, but you're determined.

Benefits: you are proficient in any two skills of your choice

You are proficient in one saving throw of your choice.

Funding: 100 gp

300 gp at 5th

500 gp plus one common magic item at 9th

1000 gp plus one uncommon magic item at 13th

FEATURE: LEFT-OVERS

Because you're in charge of checking expiration dates or throwing out the meals that were sent back, and your boss doesn't pay that much attention, you can always take home enough food to subsist on. If you stop by work on the way, you can convince one of your co-workers to slip you some free food.

Rich Parents

You don't need no stinking scholarship; your folks are loaded.

Benefits: Only that your parents are rich.

Funding: 500 gp

1000 gp at 5th

1000 gp at 9th

1000 gp at 13th

FEATURE: ACADEMIC INVINCIBILITY

You're effectively immune to academic probation, because your parents will just buy a new wing for the library or something.

Sports Scholarship

Due to your athletic prowess, you were given a full scholarship to play on one of the university's sports teams. They have a lot invested in you; don't let them down.

Benefits: You are proficient in Athletics or Acrobatics, plus one other Str or Dex skill of your choice.

Funding: 200 gp

500 gp at 5th

1000 gp and one uncommon magic item at 9th

1000 gp and one rare magic item at 13th

FEATURE: TEAM MEMBERSHIP

You automatically belong to the sports team of your choice. You have some level of popularity with students and townsfolk who enjoy that sport. You may be able to score free meals or gifts from local merchants after a winning game.



(art by David Cummings)