DUALINK

Arrancar
Background



Bleach Edition

Arrancar

You are a Hollow who has torn away a measure of your mask and taken a humanoid form. Whether you serve Hueco Mundo's brutal order, wander as an exile, or hunt for your own purpose, you have learned to survive among predators who speak with titles, numbers, and fear.

Skill Proficiencies. Intimidation, Perception.

Tool Proficiencies. Disguise kit, one type of gaming set.

Languages. One of your choice.

Equipment. A set of common clothes, a fragment of your mask (or a token from your former life), a disguise kit, a gaming set of your choice, a pouch containing 10 gp, and a small keepsake taken from a defeated foe.

Arrancar Stations

When creating a character with the Arrancar background, roll a d6 to determine your starting station. Characters can rise (or fall) in station at the DM's discretion, as rewards for victories, alliances, and displays of spiritual power.

Stray Arrancar

You have no master and no protection, only hunger, cunning, and the will to persist.

Responsibilities. Avoid stronger predators, scavenge resources, choose battles carefully.

Predator's Instinct. You gain advantage on Wisdom (Perception) checks made to notice ambushes, stalking creatures, or signs that a

creature is following you.

Las Noches Drifter

You know the routes, customs, and dangers of Hueco Mundo's strongholds and wastelands.

Responsibilities. Run errands, barter favors, navigate shifting loyalties.

Hueco Mundo Contact. In any settlement, ruin, or stronghold where Arrancar hold influence, you can find a low-ranking contact who can offer a meal, directions, or a safe place to rest for one night, so long as you do not bring immediate danger to them.

Fracción

You serve an Arrancar superior, living in the shadow of rank and number.

Responsibilities. Guard, enforce orders, collect tribute, suppress rivals.

Lesser Authority. Lower ranking Arrancar and Hollows recognize your station. You can usually secure an audience with minor enforcers or gatekeepers and request simple assistance (such as information, safe passage through a controlled area, or temporary shelter), provided your request does not place them in clear danger or defy their superior's standing orders.

Número

You are counted, marked by the hierarchy, expected to obey, and watched for weakness.

Responsibilities. Follow commands, train, compete for favor, survive political predation.

Marked and Known. You have learned the etiquette of rank. You

gain proficiency in one of the following skills of your choice: Deception or Insight. In addition, you can accurately identify whether an Arrancar outranks you after 1 minute of conversation, observation, or formal introduction.

Privaron

You have held greater standing and lost it, or you have been denied it. Either way, you carry a reputation.

Responsibilities. Build influence, settle grudges, gather allies, reclaim status.

Reputation of the Fallen. When you make a Charisma (Intimidation) or Charisma (Persuasion) check against a creature that knows what the Privaron are (DM's discretion), you can treat a d20 roll of 7 or lower as an 8. Once you use this feature, you can't use it again until you finish a long rest.

Espada Aspirant

You chase the number that makes others bow. The hierarchy does not forgive failure, and it rewards spectacle.

Responsibilities. Prove worth, eliminate rivals, earn notice, obey summons.

Trial by Hierarchy. Once per long rest, you can use your action to issue a formal challenge to a creature you can see within 30 feet that can understand you. The target must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or have disadvantage on ability checks made to socially undermine you (such as Deception to discredit you, or

Persuasion to turn others against you) for 1 hour. The effect ends early if you or your allies harm the target, or if you leave the target's presence for more than 10 minutes.

Suggested Characteristics

Arrancar are shaped by hunger, pride, and the ruthless clarity of hierarchy. Consider the following personality traits, ideals, bonds, and flaws when creating an Arrancar character.

Personality Traits

1. I speak softly because shouting is for those who need to be heard.
2. I watch everything exists, hands, eyes, and who stands behind whom.
3. I treat promises as currency, and I never spend carelessly.
4. I take what I want without apology, then I decide whether to justify it.
5. I respect strength, even in an enemy, and I remember debts.
6. I have an unsettling calm when violence is imminent.

Ideals

1. Hierarchy. A world without rank is a world without order. (Lawful)
2. Freedom. I will never kneel again not to anyone. (Chaotic)
3. Hunger. Desire is truth; everything else is decoration. (Neutral)
4. Pride. I will be recognized, even if the world must bleed for it. (Any)
5. Resolve. I refuse to be defined by what I was. (Good)
6. Cruelty. Mercy is a lie the weak tell themselves. (Evil)

Bonds

1. I serve a superior whose gaze I crave or whose fall I quietly prepare.

2. I owe my existence to someone who spared me when they had no reason to.
3. I hunt a rival who cost me my station, my allies, or my name.
4. I protect a single place in Hueco Mundo that I consider "mine."
5. I keep a memento of what I was before, and I fear what it means.
6. I am bound by a bargain I cannot break without inviting ruin.

Flaws

1. I cannot ignore a direct insult to my pride.
2. I underestimate those who lack obvious strength.
3. I would rather lose everything than admit weakness aloud.
4. I take risks for spectacle, because being overlooked feels like death.
5. I keep trophies and I linger too long to claim them.
6. I expect betrayal, and I sometimes cause it by acting first.

