DUALINK

Espada Member

Background



Bleach Edition

Espada Member

You are one of the numbered elites, an Espada. Your number is not merely a rank; it is a sentence. Allies fear you, enemies hunt you, and lesser Arrancar measure their worth by how close they stand to your shadow.

Skill Proficiencies. Intimidation, Insight.

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

Languages. One of your choice.

Equipment. A set of fine clothes, an insignia or token bearing your number, a disguise kit, a gaming set of your choice, a pouch containing 15 gp, and a written summons or seal recognized by Arrancar authorities.

Espada Ranks

When creating a character with the Espada Member background, roll a d6 to determine your starting rank tier. The DM may adjust your tier to fit the campaign's tone and the party's level.

Lower Seat

You are numbered among the Espada, but the hierarchy watches you for cracks.

Responsibilities. Enforce decrees, test subordinates, prove you deserve your number.

Fear of the Number. When you enter a settlement, fortress, or territory held by Arrancar, you can secure an audience with its local authority (or their lieutenant) within 1 hour, unless that authority is actively hostile to you.

Middle Seat

You are trusted with enforcement and punishment and your rivals measure you constantly.

Responsibilities. Crush dissent, supervise raids, carry out high-value orders.

Command of Lesser Arrancar. You can requisition simple equipment and temporary shelter for yourself and your companions from Arrancar-controlled outposts and strongholds. Assistance is refused if it would clearly endanger the provider or defy a superior's direct orders.

High Seat

Your presence bends rooms. Even allies choose their words carefully.

Responsibilities. Manage territories, settle internal disputes, eliminate threats to the order.

Weight of Reputation. Once per long rest, you can grant yourself advantage on one Charisma (Intimidation) or Charisma (Persuasion) check made against a creature that recognizes the Espada's authority (DM's discretion).

Inner Circle

You are close enough to power that every favor becomes a weapon.

Responsibilities. Advise superiors, negotiate with dangerous equals, keep the hierarchy intact.

Eyes and Ears. You can maintain a small network of informants within Arrancar-held territories. Over the course of 1 hour spent asking discreet questions, you can learn one useful piece of local information

(DM's discretion), such as who is in charge, what they want, who is missing, or what fear governs the area.

Apex Seat

Your number is spoken like a warning.

Responsibilities. Decide fates, command detachments, respond to existential threats.

Edict of the Espada. Once per long rest, you can use your action to issue an edict to up to 3 Arrancar or Hollows within 30 feet who can hear and understand you. Each target must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or be compelled to carry out a single, non-suicidal task for up to 1 hour (such as standing guard, escorting you, delivering a message, or withdrawing from a contested area). A target repeats the saving throw if you order it into obvious mortal peril.

Symbol of Hueco Mundo

Whether you relish it or resent it, you have become a standard others rally behind or flee from.

Responsibilities. Preserve dominance, project terror, prevent insurrection, end wars.

Mobilize the Host. Once per long rest, you can call upon Espada authority to assemble a group of NPCs (up to 10) to aid you for 1 hour (scouts, guards, couriers, or enforcers DM's choice depending on context). These NPCs won't willingly enter a situation they believe is certain death, and they

disperse if you lose control of the situation or their morale breaks (DM's discretion).

Suggested Characteristics

Espada are not merely strong; they are political facts. Consider the following personality traits, ideals, bonds, and flaws when creating an Espada character.

Personality Traits

1. I speak as though everything is already decided.
2. I make people wait because impatience reveals weakness.
3. I laugh at threats, then I remember them forever.
4. I treat loyalty as a test that never ends.
5. I prefer negotiations that feel like executions.
6. I am courteous, because cruelty is sharper with manners.

Ideals

1. Dominion. The strong must rule, or the world collapses into prey. (Lawful)
2. Fear. Terror is peace; anything else is temporary. (Evil)
3. Order. Hierarchy prevents chaos; chaos invites ruin. (Lawful)
4. Ambition. My number is not my ceiling. (Any)
5. Perfection. I will not tolerate failure from myself or others. (Any)
6. Defiance. I will break the fate my number implies. (Chaotic)

Bonds

1. I have a rival among the Espada, and our feud shapes every choice I make.
2. I protect a single subordinate who has earned my respect against my

better judgment.
3. I am bound to a patron, pact, or command I cannot openly refuse.
4. I seek the one who scarred me physically or politically and I will repay it.
5. I keep Hueco Mundo "stable," because I fear what replaces it.
6. I am secretly attached to a remnant of my humanity, and it infuriates me.

Flaws

1. I cannot allow disrespect to go unanswered.
2. I believe I am the exception to every rule.
3. I sabotage allies to ensure I am never overshadowed.
4. I mistake fear for loyalty, and I pay for it.
5. I underestimate those who fight with purpose rather than power.
6. I would rather win cruelly than lose gracefully.