DUALINK

Gotei 13 Member

Background



Bleach Edition

Gotei 13 Member

You are a member of the Gotei 13, one of the military divisions that defend Soul Society and maintain the balance of souls. Whether you joined by tradition, duty, ambition, or necessity, you have been shaped by strict hierarchy, rigorous training, and the expectations of an institution that does not forgive weakness for long. Even far from Seireitei, your uniform, your bearing, and your papers carry weight along with the enemies that weight attracts.

Skill Proficiencies. Athletics, Insight.

Tool Proficiencies. Calligrapher's supplies, one type of artisan's tools of your choice.

Languages. One of your choice.

Equipment. A set of common clothes, a Gotei 13 uniform or insignia, calligrapher's supplies, one set of artisan's tools of your choice, a pouch containing 10 gp, and official papers bearing a division seal.

Gotei 13 Ranks

When creating a character with the Gotei 13 Member background, roll a d6 to determine your starting rank. Characters can be promoted by the DM as part of the campaign, rewarding achievements and significant contributions.

Academy Initiate

You have begun formal training, but you are still untested in the field.

Responsibilities. Study doctrine, train daily, obey officers, complete assignments.

Academy Discipline. You gain advantage on Intelligence (History) checks related to Soul Society's laws, customs, and institutions.

Unseated Officer

You serve in the ranks, useful, expendable, and watched for potential.

Responsibilities. Patrol districts, escort souls, report disturbances, and follow orders.

On Official Business. You can usually secure simple assistance from lower-ranking Soul Society personnel, directions, a brief message delivered, or a place to rest for one night, provided you do not ask them to break orders or place themselves in obvious danger.

Seated Officer

You hold a seat within your division, trusted to lead small groups and act decisively.

Responsibilities. Lead patrols, oversee operations, enforce orders, and train juniors.

Division Privileges. You can requisition simple equipment and temporary shelter for yourself and your companions from Gotei 13 facilities and allied outposts. Assistance is refused if it would clearly endanger the provider or contradict a direct order from a superior.

Lieutenant

You are a division's right hand, a commander in practice if not in name.

Responsibilities. Command squads, relay captain's orders, manage crises, discipline troops.

Command Presence. Once per long rest, you can use your action to issue a direct command to up to 3 creatures 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 follow a simple, non-suicidal instruction on its next turn (such as "Stand down," "Fall back," "Drop it," or "Escort them"). This feature is intended for NPCs and has no effect on a creature that is openly hostile to Soul Society or determined to resist your authority (DM's discretion).

Captain

You are a symbol of your division's authority and a problem no enemy can ignore.

Responsibilities. Lead a division, decide priorities, protect Seireitei, and answer only to the highest authorities.

Captain's Authority. Once per long rest, you may grant yourself advantage on one Charisma (Persuasion) or Charisma (Intimidation) check made against a creature that recognizes the Gotei 13's authority (DM's discretion). In addition, you can secure an audience with most Soul Society officials or military leaders within 24 hours, unless circumstances make it impossible.

Special Assignment

You operate outside ordinary chains of command: a messenger, investigator, executioner, or discreet

problem-solver.

Responsibilities. Carry sealed orders, pursue sensitive targets, act without drawing notice, and report to a patron.

Sealed Mandate. You possess credentials recognized by the Gotei 13. You can request cooperation from Soul Society agents who see your credentials, such as access through restricted areas, official records, or a discreet escort so long as your request does not clearly violate their standing orders. In addition, you can send a brief message through official channels that is likely to reach its recipient within 24 hours (DM's discretion).

Suggested Characteristics

Members of the Gotei 13 are forged by hierarchy, duty, and the constant pressure of spiritual threats. Consider the following personality traits, ideals, bonds, and flaws when creating a Gotei 13 character.

Personality Traits

1. I keep my posture perfect; discipline is a habit, not a choice.
2. I speak little, but I listen to everything.
3. I treat rules as the skeleton of civilization.
4. I have a soft spot for the helpless, even when I deny it.
5. I never forget a face or a slight.
6. I work twice as hard to prove I deserve my rank.

Ideals

1. Duty. I serve because someone must stand watch. (Lawful)
2. Balance. The world endures only

while the scales are kept. (Neutral)
3. Justice. Power exists to protect the powerless. (Good)
4. Order. Obedience prevents disaster. (Lawful)
5. Ambition. I will rise until no one can overlook me. (Any)
6. Sacrifice. I will pay any price to prevent a catastrophe. (Any)

Bonds

1. My division is my family, and I will not see it shamed.
2. A captain or mentor took a chance on me; I will repay that faith.
3. I failed to save someone once, and I still carry that weight.
4. I guard a district, gate, or route that I consider my responsibility.
5. I carry a message, name, or secret that could shake Soul Society.
6. I swore an oath over a grave, and I intend to keep it.

Flaws

1. I obey orders even when my conscience protests.
2. I am harsh with others because I fear being seen as weak.
3. I cannot tolerate disrespect toward my division or superiors.
4. I assume outsiders are ignorant and treat them accordingly.
5. I keep dangerous secrets because I don't trust anyone with them.
6. I take reckless risks to prove I am worthy of my uniform.