DUALINK

Quincy

Background



Bleach Edition

Quincy

You are a Quincy, trained by heritage, doctrine, or hard necessity to draw in reishi and shape it into weapons and techniques. Quincy are defined as much by discipline and purpose as by power: to hunt what threatens the living, to uphold a code, or to settle a war older than memory. Whether you belong to a surviving bloodline, a hidden order, or stand alone with only a cross and a creed, you carry a legacy that refuses to die.

Skill Proficiencies. Religion, Perception.

Tool Proficiencies. Fletcher's tools, calligrapher's supplies.

Languages. One of your choice.

Equipment. A set of common clothes, a Quincy cross or other reishi focus, a set of fletcher's tools, calligrapher's supplies, a pouch containing 10 gp, and a small prayer book, doctrine sheet, or family record.

Quincy Traditions

When creating a character with the Quincy background, roll a d6 to determine your tradition. A character might be taught by a mentor, raised by a bloodline, or shaped by a surviving doctrine. The DM can change your result to better fit the campaign.

Orphaned Heir

Your blood remembers more than you were ever taught.

Responsibilities. Hide your heritage, seek instruction, survive those who would erase you.

Reishi Sense. You gain advantage on Wisdom (Perception) checks made to notice spiritual disturbances, lingering spiritual traces, or areas where reishi gathers unnaturally.

Field Hunter

You learned Quincy practice with mud on your boots and ash in your lungs.

Responsibilities. Track threats, protect settlements, and improvise tools and tactics.

Marked Quarries. You gain advantage on Wisdom (Survival) checks made to track a creature you have seen within the last 24 hours.

Doctrinal Student

You were trained through ritual, study, and relentless repetition.

Responsibilities. Preserve teachings, interpret doctrine, correct the ignorant.

Script and Symbol. You gain proficiency in one of the following skills of your choice: Arcana or History. In addition, you can identify common spiritual iconography and codes used by Quincy and similar hidden traditions.

Hidden Cell Operative

You belong to a clandestine Quincy circle that survives through silence and preparation.

Responsibilities. Maintain safehouses, relay messages, and protect caches.

Secret Network. You have access to a hidden network of Quincy sympathizers and safe contacts. In most cities and large towns, you can find a discreet contact who can

provide shelter for one night, basic information, or a way to pass a short message, so long as doing so doesn't place them in immediate danger.

Sanctified Warden

Your purpose is not vengeance, it is prevention.

Responsibilities. Guard wards, oversee consecrated sites, stand watch against incursions.

Consecrated Access. You can usually secure entry for yourself and your companions into sanctified or guarded spiritual sites aligned with Quincy doctrine (shrines, chapels, sealed storehouses, or training halls), provided you do not bring obvious enemies or violate the site's rules. The DM determines what such sites exist in the campaign.

Bloodline Scion

Your lineage carries expectations. So do its enemies.

Responsibilities. Uphold the family name, secure alliances, and eliminate shame.

Name of the Line. Once per long rest, when you make a Charisma (Persuasion) check against a creature that respects ancient lineage, spiritual authority, or noble houses (DM's discretion), you can give yourself advantage on the check. If you do so, you must speak openly of your lineage, and word of your presence may spread at the DM's discretion.

Suggested Characteristics

Quincy are shaped by discipline, belief, and the weight of inheritance. Consider the following personality

traits, ideals, bonds, and flaws when creating a Quincy character.

Personality Traits

1. I speak little, and I let preparation do my talking.
2. I keep my gear immaculate; disorder invites failure.
3. I quote doctrine when others would swear.
4. I watch rooftops, reflections, and shadows before I watch faces.
5. I am patient until a threat crosses my line.
6. I measure every promise, because I know what broken vows cost.

Ideals

1. Discipline. Mastery begins with control of the self. (Lawful)
2. Duty. I exist to stand between the living and annihilation. (Good)
3. Vengeance. A debt of blood is still a debt. (Evil)
4. Tradition. What survives deserves to be preserved. (Lawful)
5. Pragmatism. Victory matters more than purity. (Neutral)
6. Redemption. I will end the cycle that made monsters of us all. (Good)

Bonds

1. I carry a Quincy cross, relic, or record that I would die to protect.
2. A mentor saved my life and demanded I live with purpose.
3. I failed to stop a tragedy, and I will never allow it again.
4. My bloodline's enemy still lives and still hunts.
5. I protect a community that does not know what I truly am.
6. I seek a lost doctrine, technique, or lineage truth at any cost.

Flaws

1. I cannot tolerate incompetence, even from allies.
2. I treat mercy as a weakness I cannot afford.
3. I cling to tradition even when it harms me.
4. I keep secrets that I should share, because trust feels dangerous.
5. I would rather be right than be loved.
6. When my purpose is threatened, I become cold and ruthless.