

## HOARDSPERSON

*Disbursement of coin is at my discretion. Be really nice to me.*

—Hoardsperson joke (not joking)

As the name suggests, Acquisitions Incorporated is all about the acquiring, and the hoardsperson's job is all about storing that hard-earned loot. Each hoardsperson plays the vital role of managing a franchise's resources—including the inventory of all supplies used and treasure gained during an adventure. Hoardspersons pay particular attention to making sure that supplies are requisitioned through Acquisitions Incorporated-approved sources whenever possible, and ensuring that the proper selection of loot is sent to Head Office at the end of a mission.

As a hoardsperson, you are known as a trustworthy and responsible individual. You support your franchise by demonstrating accuracy, avoiding shortfalls, and anticipating resource needs.

**Noteworthy Hoardspersons:** K'thriss Drow'b ("C" Team), Phoenix Anvil ("B" Team), Two Dry Cloaks

**Essential Functions:** Manage stores and items; track resources

**Position Proficiency:** In addition to the proficiencies noted below, you can add your proficiency bonus to an ability check to negotiate a price for goods and services, assess the quality of equipment and treasure, or analyze resources in a local area.

### THE HOARDSPERSON

Franchise Rank	Features
1	Proficiencies and Starting Equipment, What a Deal
2	Living Loot Satchel, Living the Good Life
3	Secret Satchel, That Thing You Need
4	Portable Hole Satchel, That Expensive Thing You Need

### PROFICIENCIES AND STARTING EQUIPMENT

As a rank 1 hoardsperson, you gain proficiency with jeweler's tools.

Head office also grants you the use of jeweler's tools (a small saw and hammer, files, pliers, and tweezers) and an account ledger, as well as up to 5 gp worth of equipment from the following options: barrel, basket, block and tackle, bucket, chest, flask or tankard, jug or pitcher, iron pot, pouch, sack, saddlebags, vial, and waterskin.

### WHAT A DEAL

Also at rank 1, you can use your extensive supply network to buy one item found on any table in the "Mounts and Vehicles" or "Trade Goods" sections in chapter 5 of the *Player's Handbook* and have it delivered to your franchise headquarters within one day. With a successful DC 15 Charisma (Persuasion) check, you also negotiate a 50 percent discount on the item.

If you fail the check, you cannot use this feature again until you finish a long rest. When you use this feature successfully twice, you cannot use it again until your franchise attains the next rank.

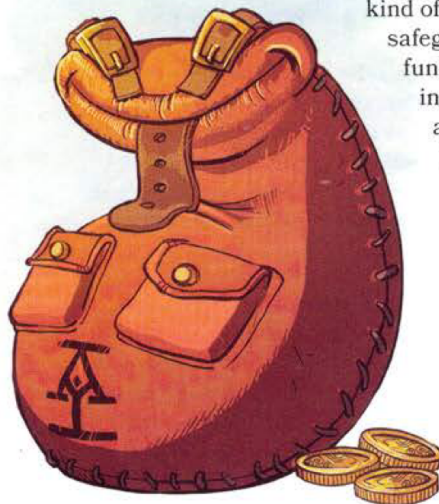
### LIVING LOOT SACHEL

As a rank 2 hoardsperson, you are granted the use of a *living loot satchel*, which is an uncommon magic item. It functions as a *bag of holding* and is available in a variety of colors and styles.

### CLASS-BASED LIVING LOOT SACHEL

Class	Satchel
Barbarian	Broad belt with a dozen hanging pockets
Bard	Lute case
Cleric	Hollowed-out holy tome
Druid	Made from natural, organic, locally sourced woven fibers
Fighter	A thick, battle-scarred iron lockbox
Paladin	A metal case with fine engraving and scrollwork
Ranger	A fur-lined bindle
Rogue	A nondescript coin pouch
Sorcerer	A battered leather satchel, prone to spitting out multicolored sparks at the seams
Warlock	A patchwork monster-leather satchel with a "purely decorative" fanged mouth.
Wizard	A pocket dimension hidden up your sleeve or inside your hat

LIVING LOOT SACHEL



The *living loot satchel* is a kind of magical being that safeguards the franchise's funds and valuables. Its innards are connected to a secure coffer within Head Office's vault in Waterdeep, to which the satchel periodically transfers the franchise's wealth. As an action, you can transfer any amount of your franchise funds back to your satchel with a successful DC 15 Dexterity (Sleight of Hand) check.

### LIVING THE GOOD LIFE

Also at rank 2, Head Office trusts that as long as your needs are met, you have no reason to skim any profits. You maintain a wealthy lifestyle at no cost to you.

### SECRET SACHEL

As a rank 3 hoardsperson, your *living loot satchel* gets an upgrade to function as the replica chest used for the *Leomund's secret chest* spell, becoming a rare magic item. You can open the secret chest through your *living loot satchel* to deposit or withdraw items—even items that wouldn't normally fit in your satchel, but which fit within the chest. Thanks to Head Office striking deals you don't want to know about with extraplanar creatures you really don't want to know about, there is no chance for the spell to end.

### THAT THING YOU NEED

At rank 3, you can use a bonus action to reach into your *living loot satchel* and make a DC 15 Dexterity (Sleight of Hand) check. On a success, you draw forth an item of your choice on the Adventuring Gear table in chapter 5 of the *Player's Handbook*. The item must be of a size that can fit into your secret chest and be worth no more than 15 gp. Once you attempt to draw five items from your satchel, you cannot draw forth any more items until the next dawn.

### PORTABLE HOLE SATCHEL

At rank 4, your *living loot satchel* receives another upgrade, becoming a very rare magic item. The secret chest accessed by your satchel now has the storage capacity of a *portable hole*—6 feet in diameter and 10 feet deep. As before, you can place any appropriately sized object into the *portable-hole*-sized chest, even if it wouldn't normally fit into your satchel.

### THAT EXPENSIVE THING YOU NEED

Also at rank 4, when you use your That Thing You Need feature, you can requisition any item of up to 250 gp in value, as long as it would fit into the confines of your satchel's *portable hole*.

### WHY BE A HOARDSPERSON?

#### d8 Reason

- 1 You once tried to dive into a huge pool of gold coins. It hurt.
- 2 You've been betrayed by your adventuring party before, and there's no way now that you'll trust anyone else to hold on to the loot.
- 3 Once, through a series of increasingly complex negotiations, you traded a paper clip for temporary control of a minor fiefdom.
- 4 Material possessions don't mean that much to you. Or at least that's the story you're going with.
- 5 You've never had a problem spending other people's money. Surely keeping other people's money can't be that hard.
- 6 You believe there's no such thing as worthless goods. Only unmotivated buyers.
- 7 You're not a hoarder. More of a passionate collector. You can stop anytime you want. Really.
- 8 Given the personalities of the other party members, it was mutually agreed that you were the only one who could be trusted.