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ROLL20

A roll20 sheet is available and can be used in place of all these tables. It has all the data built in.

It is very quick and easy to design characters using it.

INTRODUCTION

This is the first of several books to describe the *Legends Never Die* RPG.

This is a book mostly of tables, those needed for a new character's Lifepath. You'll generate your character's age, their Legends, and for each Legend:

Description: a broad description of that Legend, which you can modify.

Skills: each Legend gives one advance in eight core skills. Pick one and add an extra advance to that skill.

Location: where the events of that Legend took place.

Event: what special even they were involved with that stands out from the rest of the term.

Outcome: an overall guide to how well received they are for the events of that term.

You should be able to use these to define a character history.

The Location of your first Legend is your Homeland – that's where you grew up and your nationality.

At GM's discretion you can swap ONE Legend for any other Legend, and/or move one Legend to your Homeland.

ABOUT GENDER

The default gender for these books, in the setting, and of all characters is female. **This is entirely optional.**

As GM, you might choose any gender as default. But all official materials for this game use female as default. This serves as a fun "What if?".

In this setting, it's thought that men and magic do not mix, that all men are prone to corruption and self-destruction if they pursue sorcery. This might not be true – PCs can be any gender with no limitations.

But it is *thought* to be true, and sorcery is so integral to this setting that everyone who has ever been anyone is female. And so, men have been sidelined, and so with a few exceptions, every culture in the setting is female dominated.

Note: women are not *better* than men. The nations of this world are just as acquisitive as in our world, and people are just as flawed. Also, sorcery makes sex changes easy for those with access to it (which is its own can of worms).

DESIGNING WITH THE ROLL20 SHEET

...for character design – see more details in this document. Repeat as desired.

Creating a character gives a new sheet:

The screenshot shows the Roll20 character sheet for a character named 'Lifepath (Age 0)'. The sheet is divided into several sections:

- Legend:** A table with columns for Legend, Event, Outcome, Skills, and Specialty. The first legend is selected.
- Personal Skill Choices:** A list of skills with their respective scores and modifiers.
- Skills:** A table with columns for Name, Stat, Score, and CE-S Head. Skills include Athletics, Blather, Carousing, Cunning, Disguise, Etiquette, Fighting, Insight, Lore, Parley, and Provoked.
- Stats:** A table with columns for Name, Score, CE-S Head, and Modifiers. Stats include Vigor, Power, Body, Toughness, and Evasion.
- Derived Stats:** A table with columns for Name, Mod, and Recovery. Stats include Damage, Vigor, Power, Body, Toughness, and Evasion.
- Bound Deacons:** A table with columns for Name, Recovery, and Mod.
- Input Value:** A dropdown menu for selecting a specialty.
- Annotations:** A table with columns for Name, Mod, and Mod.

Most of that can be ignored for now. Click the **Roll Your First Legend** button.

The screenshot shows the Roll20 character sheet for a character named 'Lifepath (Age 2)'. The sheet is divided into several sections:

- Legend:** A table with columns for Legend, Event, Outcome, Skills, and Specialty. The first legend is selected.
- Personal Skill Choices:** A list of skills with their respective scores and modifiers.
- Skills:** A table with columns for Name, Stat, Score, and CE-S Head. Skills include Blather, Carousing, Cunning, Disguise, Etiquette, Fighting, Insight, Lore, Parley, and Provoked.
- Stats:** A table with columns for Name, Score, CE-S Head, and Modifiers. Stats include Vigor, Power, Body, Toughness, and Evasion.
- Derived Stats:** A table with columns for Name, Mod, and Recovery. Stats include Damage, Vigor, Power, Body, Toughness, and Evasion.
- Bound Deacons:** A table with columns for Name, Recovery, and Mod.
- Input Value:** A dropdown menu for selecting a specialty.
- Annotations:** A table with columns for Name, Mod, and Mod.

Here the character is a Vizier, has an (L4), an Outcome, a bunch of skills (which are shown down the left side), and a dropdown to select a specialty.

There's also a popup to click. When you do, it posts the Legend you got to chat.

Click the number (1) at the left, and you'll see more details on that Legend.

The screenshot shows the Roll20 character sheet for a character named 'Lifepath (Age 2)'. The sheet is divided into several sections:

- Legend:** A table with columns for Legend, Event, Outcome, Skills, and Specialty. The first legend is selected.
- Personal Skill Choices:** A list of skills with their respective scores and modifiers.
- Skills:** A table with columns for Name, Stat, Score, and CE-S Head. Skills include Blather, Carousing, Cunning, Disguise, Etiquette, Fighting, Insight, Lore, Parley, and Provoked.
- Stats:** A table with columns for Name, Score, CE-S Head, and Modifiers. Stats include Vigor, Power, Body, Toughness, and Evasion.
- Derived Stats:** A table with columns for Name, Mod, and Recovery. Stats include Damage, Vigor, Power, Body, Toughness, and Evasion.
- Bound Deacons:** A table with columns for Name, Recovery, and Mod.
- Input Value:** A dropdown menu for selecting a specialty.
- Annotations:** A table with columns for Name, Mod, and Mod.

You can see a description of the Legend, event descriptions (just what exactly L4 means), the outcome description, and where this happened. These aren't just fluff – they are used during play.

You can click the **Legend** button again, pick a specialty, then again, and again...

The screenshot shows the Roll20 character sheet for a character named 'Lifepath (Age 3)'. The sheet is divided into several sections:

- Legend:** A table with columns for Legend, Event, Outcome, Skills, and Specialty. The first legend is selected.
- Personal Skill Choices:** A list of skills with their respective scores and modifiers.
- Skills:** A table with columns for Name, Stat, Score, and CE-S Head. Skills include Athletics, Blather, Carousing, Cunning, Disguise, Etiquette, Fighting, Insight, Lore, Parley, and Provoked.
- Stats:** A table with columns for Name, Score, CE-S Head, and Modifiers. Stats include Vigor, Power, Body, Toughness, and Evasion.
- Derived Stats:** A table with columns for Name, Mod, and Recovery. Stats include Damage, Vigor, Power, Body, Toughness, and Evasion.
- Bound Deacons:** A table with columns for Name, Recovery, and Mod.
- Input Value:** A dropdown menu for selecting a specialty.
- Annotations:** A table with columns for Name, Mod, and Mod.

Eventually you'll get a popup telling you your career has finished. It's possible to have 2-6 Legends.

Now, you have 6 skills to pick. You can click the **Random Skills** button or pick them, or roll randomly and change any you don't like! Notice that Skill Scores and Stat Scores are calculated automatically.

She is very good at Blather and Parley!

The GM might let you change one of your Legends to something else, and move one of your Legends to position 1 (which will become your Homeland).

Once all skills have been selected, and legends finalised, click the **Roll Powers** button at the top. This makes your *Invocations* rolls and assigns your *Homeland Vagary* (see rules text).

The screenshot shows the Roll20 character sheet for a character named 'Lifepath (Age 3)'. The sheet is divided into several sections:

- Legend:** A table with columns for Legend, Event, Outcome, Skills, and Specialty. The first legend is selected.
- Personal Skill Choices:** A list of skills with their respective scores and modifiers.
- Skills:** A table with columns for Name, Stat, Score, and CE-S Head. Skills include Athletics, Blather, Carousing, Cunning, Disguise, Etiquette, Fighting, Insight, Lore, Parley, and Provoked.
- Stats:** A table with columns for Name, Score, CE-S Head, and Modifiers. Stats include Vigor, Power, Body, Toughness, and Evasion.
- Derived Stats:** A table with columns for Name, Mod, and Recovery. Stats include Damage, Vigor, Power, Body, Toughness, and Evasion.
- Bound Deacons:** A table with columns for Name, Recovery, and Mod.
- Input Value:** A dropdown menu for selecting a specialty.
- Annotations:** A table with columns for Name, Mod, and Mod.

Look at **Invocations**. Each result gives a choice of two – pick one of them and delete the other.

Also, your **Vagary** is displayed.

You are now ready to play.

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LEGENDS NEVER DIE

In this Swords & Sorcery game, you play swashbucklers, scoundrels, and sorcerers driven to a life of adventure for their own reasons. Maybe you seek vengeance against the murderer of your father, are banished for a crime you didn't commit (or one you did), believe you are destined to be a great conqueror, or simply seek adventure and new experiences.

Your adventures involve intrigue and romance, bold heroics and sneaky shenanigans, duels of honour and down-and-dirty brawls, exploring by land or sea, and discovering the treasures of cursed ruins. The more death-defying, emotional and soul-stirring your deeds, the better for your reputation. (Glory is your most important stat...)

You are a competent adventurer when play begins, who is making a name for yourself. And with this fame, you have learned a truth about this world: Legends Never Die! (Literally.)

SPONTANEOUS MAGIC AND THE MAGIC OF WISHES

This is a world created by daemons, one in which daemons are bound into the fabric of the world. They *want* to be summoned. They *want* to grant your wishes. If enough people want it to rain, it rains. If enough people enjoy a play involving a volcano, maybe a volcano erupts under their feet.

Spontaneous magic is recognised by academic sorcerers as an accidental form of ritual sorcery, a menace to guard against.

Adventurous individuals see something to exploit, and the wily and ambitious adventurer takes actions to get people talking about them. If they survive, they gain Glory and use their fan following to wish for advantages. They become immune to mundane things like death, because people want them to live.

If they take the "safe" route, their fans get bored, their Glory fades. But while they maintain fame, their life is plagued by Dramatic Contrivances. Some are beneficial and some not, as conflicting and made-up stories spread.

The life of an adventurer is wild, unpredictable, and dangerous!

*So, this is kind of a Hero Point system where the **characters** know they have them and can choose to use them or harvest them.*

PASSIONS

Adventurers are passionate, driven, and resourceful. They have passions they can invoke for a benefit at the right time, and which might pressure that adventurer to act in disadvantageous (but fun) ways.

SORCERY

The primary forms of magic in the game are Invocations and Bound Daemons. The former are words in the language of daemons that have a real effect in the world. Adventurers often pick up a few Invocations but might not keep them – the words of the daemon tongue are in a sense alive and wriggle free of human minds. Bound Daemons are exactly what they sound like. Adventures can have a number of bound daemons (some of which are magic items, others are incarnated as bodyguards or whatever). They have powers and take action on the adventurer's command (and their own whim).

REALMS OF ZHINDAR

A one-page introduction to the setting, described in a little more detail after.

The Eternal Empire: The isle of Festivus is the heartland of a new empire. Empress Soroya has created a utopia with the power of daemons. In this land, no one needs to work, or build, or grow – daemons provide for every earthly need. And so, this is a land of plenty, of artistry and of revelry.

This is home to the *Congregation of Daemonic Devotions*, a cult of daemon worship, where willing volunteers and those given in tithes by supplicant nations surrender their bodies and minds to daemon possession for a time.

As the Empire expands throughout the northlands, nation after nation folds, eager to join in her peace and her bounty, offering tribute and new tithes.

Soroya is growing old, leading people to wonder, *can she die?* Her eldest daughters vie for her favour, each hoping to be the next Empress.

The City States of the North: the nations neighbouring to or near the Empire are organised as City States. People toil in the fields to support a city which itself supports a council of witches whose command of sorcery protects the nation from rival nations and the vicissitudes of fate.

Each city state may shape their realm a little differently. In the lavish tombs of *Crucible*, the newly dead pass on their life and souls to the newly born. In the thievish city of *Sanctuary* those with a heart of gold are rewarded. The perhaps-vampires of *Sanguine* worship blood magic. And all roads lead to *Labyrinth*, the City of Lies, a place of politics and double-dealing. Any of these nations are relatable enough to be a good place to start adventures.

Against the daemon lands stand the crusading slave-paladins of *Mettle*, with their fanaticism, golem mounts, and eldritch crystalmancy.

Clans of the Living Sea: The swashbuckling Pirates of the Living Sea are a force to be reckoned with and their clans feared by the lowly landlubbers. The peoples of the sea have an inner strength few understand.

The Outlands: The further you travel from the Living Sea, the less civilised are people in the ways of daemonology, and the more brutal and bloodthirsty. Some Primeval Tribes seek to live in harmony with the land, while others pursue the blood and conquest of their neighbours. Each worships their own gods and elementals, seen by more civilised people as nothing more than misdirected daemon sorcery. And some worship the Forbidden God openly.

And there are said to be peoples that are no longer human, like the tree-people of *Vestia*, the beastkin of *Satymphalia*, and the legendary Giants of *Orgomyth*. It is not known whether the fiercely independent peoples of *Volkan* are still human. They are rumoured to be descended of and corrupted by dragons.

Hexlands: Scattered through the land are ruins of former tribes and cities, where the old ruling warlock died, their daemon bindings shattered, and the resulting chaos turned the land into a place of doom. Some crazy people search these ruins for treasures, and perhaps clues to real power.

There are also places that don't fit these groupings, like the Highlands.

The Forbidden God mentioned here and there is *most likely* the Eldritch Primordial, dead but not gone.

THE PAGES SYSTEM

To properly emulate the traditional games this is inspired by, the system uses an acronym: PAGES.

When rolling, you have a score of 1-20 (sometimes even higher), which generates several success ranges:

Poor: If you roll above your score, or a natural 20, you get a Poor result. This is usually a failure.

Average: If you roll equal to or less than your score, it is at least an Average success.

Good: Roll equal to or less than halve your score.

Excellent: Roll equal to less than quarter your score (half Good result)

Spectacular: If score is 20+, you can get a Spectacular result by rolling half an Excellent result (1/8th your total score).

What these mean can vary and be subject to interpretation, but in absolute terms you get a Victory level per level of success. (Average = 1, Good = 2, Etc.)

RECORDING SCORES

The character sheet has a place for all success levels, so you don't need to calculate them in play. Just look at the sheet when you roll.

OPPOSED ROLLS

Many rolls are opposed. Compare Victory Levels, and the winner reduces their result by the loser. So, if you get an Excellent roll (3 VLS) against a Good roll (2 VLS) you win with an Average result (1 VL).

MODIFIERS

Modifiers might apply to the roll, and either apply to your Victory Levels or to your Score. Score modifiers are always in multiples of 4, to make it easy to calculate changes to success levels.

COMBAT AND DAMAGE

The system heavily privileges combat, and every character has a bunch of derived stats already written on their character sheet.

We use a turn sequence with an initiative roll. But see *Interruptions*.

On your turn, you can move and take an action like an attack. You can also perform an Invocation (a kind of spell) and a bound daemon power as free actions (though they may have a Power cost).

When acting, you'll roll an appropriate skill for that action. Trying to stab an opponent uses Fighting or Fencing, intimidating uses Provoke, and so on.

When attacked you can make a defence that fits the attack and compare Victory levels. The winner can choose one action per Victory Level. Actions can be rolling damage, distracting someone (to benefit an ally), knocking them over and so on. See *Combat* in Book 2 for more details.

You can damage someone when you are attacked (if you roll well enough)!

DAMAGE

You have a Vigour score that recovers very quickly, and a Body score that represents real wounds and recovers very slowly.

INTERRUPTIONS

You get one Interruption per turn, and can use it in reaction to *any* action that isn't yours. Only one Interruption can be used to react to the same action. An Interruption is a full move + action, so you can use them to respond to enemy actions or to team up with allies.

A COMPACT SKILL LIST

Here is a list of skills that the various characters might possess.

| Skill | Description |
|-----------------------|---|
| Astrology † | The ability to read runs and practice fortune-telling and divination. |
| Athletics | Running, jumping, climbing, swimming, standard athletics rolls. |
| Battle † | Using military tactics and strategy, and assist allies in combat. |
| Blather | Talking yourself out of trouble, and into it. |
| Carousing | partying, find gambling dives and black markets, learn rumours and getting the lay of the land. |
| Changeling ‡ | Control transformations, and make minor useful shapeshifts. Possessed only by Abominations. |
| Contraptions † | Use when building or attempting to understand complex devices. Also covers scientific learning and writing skill. |
| Daemonology † | Understanding magic and daemons, the theory of sorcery, and magic rituals. The science-y side of sorcery. |
| Etiquette † | Knowing what to say and do in formal situations, from social graces to politics and statesmanship. Also use this skill for Leadership. |
| Fencing | Fighting with blades (usually in a fencing and showy style). |
| Fighting | Fighting with non-swords (axes, maces, spears, etc.) and unleashing aggression |
| Handiwork | Making, repairing, and breaking anything that can be crafted by a single person. Simple mechanics of the sort needed by ship crew. |
| Healing † | Attend wounds, brew potions, etc. Heal extra Body |
| Insight | getting people to talk and reveal secrets, understand people and giving comfort or counsel. |
| Invocations | Controlling magical invocations, channelling power, and one of the three primary magical skills along with <i>Daemonology</i> and <i>Spirit</i> . |
| Lore | Knowing anything not directly covered by one of the other skills. The skill of a scholar but also general knowledge. |
| Might | Physical brawn, brawling, wrestling, and the ability to block with shields and use barriers to protect others. |
| Parley | Any negotiation or bargaining for a totally fair deal, honest, that somehow benefits you more. |
| Provoke | Threatening, intimidating, and enraging a target. Skilful oratory. |
| Reflexes | Avoiding that stabbing sensation when attacked; reactive agility, usually used to avoid danger. |
| Scout | knowledge of animals and the wilds: navigation, spot danger, track a target through unknown territory, train and befriend animals, etc. |
| Search | Search a place where there are things to interact with (hidden compartments, secrets doors, etc.) |
| Second Sight ‡ | Known only by those who have been possessed. Sensitive to the presence of daemons. Identify the type of a daemon, see if an item contains a daemon, gauge a daemon's rank, etc. |
| Shooting | Archery, crossbows, and on up to siege weapons, |
| Spirit | Strength of mind, useful against sorcery. |
| Stamina | Physical toughness and endurance. |
| Stealth | Hide, sneak, shadow, and set up ambushes |
| Theatrics † | Entertainment, performance, disguise. |
| Trickery | Picking locks, disarming traps, palming objects. |
| Weird * | Adventurers acquire unusual skills and abilities, and need a skill for them. Use this skill for your Vagary and other weird talents you pick up during the game that don't fit another Skill. |

† These skills cannot be attempted unless you have at least one advance.

‡: As above, and can only be acquired in special cases.

* You always start with 1 advance in this skill; no more, no less.

SKILL SCORES

WHAT THEY MEAN

Once play begins, it's the score that matters, not the number of advances.

Your score depends on the number of advances and that skill's governing stat. The specific score better defines your ability. (Dividing by 4 is a common rule.)

1. **Unskilled (4-7):** A score rarely possessed by adventurers; you have very little experience and ability, but you're not (quite) totally incompetent.
2. **Novice (8-11):** You struggle with hard tasks but manage simple tasks.
3. **Competent (12-15):** You might be an apprentice, hobbyist, or someone who has just used the skill a fair amount without intense training.
4. **Professional (16-19):** You have some years or training and experience with the skill, and can make a good living with it.
5. **Expert (20-23):** You are noticeably accomplished, becoming renowned. You probably have innate talent to get this good. You never fumble.
6. **Elite (24+):** You're on your way to true mastery and might be renowned.

SPECIALIST SKILLS

Some skills are limited to specialists – those marked with † are automatically a failure (or Poor success) unless you have at least one advance.

The specialist skills are *Astrology*, *Battle*, *Changeling*, *Contraptions*, *Daemonology*, *Etiquette*, *Healing*, *Second Sight*, *Theatrics*, and *Weird*. These are described in Book 2.

Some skills might be expected to be on this list but are not, because adventurers pick up a little familiarity: e.g., *Handicraft*, *Invocations*, *Trickery*.

Some Skills grant uncommon or even supernatural abilities if you have at least one Advance. For example, see *Astrology* and *Changeling*.

Some skills can't be learned at all without some qualifying background (see *Changeling* and *Second Sight*).

PERCEPTION

A glance at the skill list will reveal there is no single Perception skill. This is intentional. Rather than asking for perception rolls for what you see, the GM should just tell you what you see.

If something is genuinely hidden, and you describe how you try to find it, use the skill that's relevant to the task. If examining how well a sword is made, use *Handicraft* (for craftsmanship) or *Fencing* (for familiarity with swords). If looking for a secret door, use *Contraptions* (for knowing how to build complex devices), *Handicraft* (craftsmanship again), and *maybe* *Trickery* (probably with a penalty). You can almost always fall back on *Insight* for social tasks and *Search* for physical searches if you don't have a more pertinent Skill.

MULTIPLE ATTEMPTS

Generally speaking, you get one attempt at something and cannot retry until something has changed significantly (another scene is usually enough).

In combat, each attack or defence is a separate action. You can't retry a specific attack, but you can make a new attack.

DESIGNING AN ADVENTURER

POWER LEVEL

The GM chooses where the PCs are **Heroic** or **Epic**. Heroic is ideal for long-term campaigns, where Epic is meant for one-shots or games where you want to play super-heroes.

LIFEPATH

Roll d20 to find your Legend. Your first Legend also gives Homeland.

A Legend is more than career, it is an archetype.

Heroic characters get 1 Event/term; Epic characters roll d6 and halve it, rounding down (1-3 events).

Events are the most significant things that happened that period.

For each event, roll 2d6 for the *type*, then a d6 roll on its subtable.

The first Event in a term can grant a Special Legend – replace the existing Legend with a special one.

Roll a d6 for Outcome, which tells us how things went in that term and how well you did.

At the end of each Legend roll d20 to see if you get another. The roll needed is 24 – Legends so far.

After your first Legend, 20 always succeeds. But after 6, always fail.

GAINING SKILLS

Each Legend gives one advance in each of 8 skills, and choose one to get an extra Advance.

Once all Legends have been rolled, assign six Advances to any skills (you can add multiple advances to a skill). Only pick *Changeling*, *Second Sight*, or *Weird* if you possess them.

Maximum # Advances = 5.

OPTIONAL

Choose a Legend if you **roll** any Legend you already rolled (not counting choices). If you *choose* a rare legend, instead roll d6 for it.

CALCULATING SCORES

There are five stats (*Charm, Ferocity, Psyche, Savvy, and Sharp*).

Each Skill is linked to a Stat – count advances in skills linked to a stat.

| Advances | 0 | 1-2 | 3-5 | 6-8 | 9-11 | 12-14 | 15-17 |
|----------|---|-----|-----|-----|------|-------|-------|
| Score | 8 | 9 | 10 | 11 | 12 | 13 | 14 |

Simpler Option: each stat may be 8-13. Spend 50 + #Legends points.

Skill Scores: add +2 (Epic: +3) per skill advance to the Stat score.

You can't take over 5 Advances in a skill during character design.

Once in play, the cost to raise a skill increases after 5 Advances,

ABILITY RANK

The *Rank* of a skill or stat equals its score/4, rounded down.

DERIVED STATS

Combat requires derived stats.

- **Vigour:** equals Stamina skill x2.
- **Power:** equals Spirit Skill.
- **Body:** equals Ferocity + Psyche stats.
- **Damage:** Might Rank (#d6).
- **Toughness:** Might + Stamina Ranks
- **Evasion:** Athletics + Reflexes Ranks
- **Initiative:** Battle + Reflexes ranks.
- **Recovery:** Stamina or Spirit rank.
- **Load & Move:** see Encumbrance rules.

INVOCATIONS

You start with Invocations Rank -1. (Rank = Score/4, so 1 at Score 8).

Roll d66 for each. See page XX.

BOUND DAEMONS

You can have one Bound Daemon, of Base Rank 2-5. See Book 2.

OTHER THINGS

- **Name:** Pick a name and description.
- **Age:** base 8 + 2d6 + 5 x #terms.
- **Glory:** equals number of terms.
- **Passions:** You can pick one legend from your last Legend (adding 1 Glory)

LIFEPATH

For your first Legend, roll d20 on the Legend table.

If you roll a Legend you've had before, choose from any of the 1-20 results (including ones you have had before), or roll 1d6 for a Special Legend.

On a Special Event, *replace* your rolled Legend with a d6 on Special Legends.

After finding your Legend, each term has a Location, Events, and Outcome.

LOCATIONS

Location is where the events of this Legend took place.

Your first Legend determines Homeland. For later Legends, roll a d20, and the result is a suggestion and you can either change it or add more details.

| Roll | Legend | Homeland | Random Location |
|------|--------------|--------------------------|--------------------------------------|
| 1 | Adventurer | (Reroll) | Festivus (Eternal Empire) |
| 2 | Brute | Ogre-Kin | Crucible (Eternal Empire) |
| 3 | Buccaneer | Living Sea | Labyrinth (Eternal Empire) |
| 4 | Charlatan | Derespine | Fendish (Eternal Empire) |
| 5 | Desperado | Exile (Reroll) | Sanctuary (Eternal Empire) |
| 6 | Diva | Lampoon | Sanguine (Eternal Empire) |
| 7 | Duellist | Mirthrendor | Infinite Library (Eternal Empire) |
| 8 | Lifegiver | Festivus | Living with the Derespine |
| 9 | Loremaster | Infinite Library | Isles of the Living Sea (Landlubber) |
| 10 | Primeval | Outland Tribe | Isles of the Living Sea (Sailing) |
| 11 | Ranger | Viand | Mirthrendor |
| 12 | Scourge | Crucible | Viand |
| 13 | Sellsword | Fendish | Lampoon |
| 14 | Sorcerer | Sanguine | Spiral |
| 15 | Tinkerer | Tourmaline (Mettle) | In The Outlands (Borders) |
| 16 | Trickster | Sanctuary | In The Outlands (Tribes) |
| 17 | Undertaker | Hexlands Near (Reroll) | The Mettle Conquest (Frontier) |
| 18 | Vizier | Labyrinth | The Mettle Conquest (Heartland) |
| 19 | Warlock | Spiral | Tourmaline (The Mettle Conquest) |
| 20 | Wayfarer | Fountain | Legendary Lands |
| S1 | Abomination | Mists of Madness | N/A |
| S2 | Cataphract | Mettle (or maybe Volkan) | N/A |
| S3 | Chimera | Satymphalia | N/A |
| S4 | Dryad | Vestia | N/A |
| S5 | Dispossessed | Festivus | N/A |
| S6 | Scion | Scion Of... (Reroll) | N/A |
| S- | Traveller | Beyond the Mists | N/A |

Homeland: Your first legend also sets your Homeland and Vagary.

Reroll: Roll on the Random Location table to find your homeland.

Random Locations: For Legends after the first, roll a random location.

Exceptions: If your Legend is Buccaneer, don't roll a Random Location – it is always Isles of the Living Sea. Likewise for Primeval and “In the Outlands”. Wayfarers can accept any location but also can replace them with “Unknown Lands” if it better fits their events.

Legendary Lands covers rare locations like *Fountain*, *Ogremyth*, *Satymphalia*, *the Shrouded Land*, *Vestia*, and *Volkan* (if they exist) and others. It could be any of these or a location created by the player and the GM for a new character.

EVENTS

You get 1 Event, or 1d6/2 (round down) if an Epic character.

Then, for each Event, roll 2d6 to find the type of Event:

| Roll | Event | Description |
|-------|----------|---|
| 2-6 | Legend | Each Legend has its own event subtable. |
| 7 | Personal | You might be recruited by a government, have a family member get into trouble, and so on. |
| 8 | Sorcery | You have a brush with sorcery or daemonic events. |
| 9 | Battle | You are caught up a region struggling with invading armies. |
| 10 | Turmoil | The region is beset by internal strife, from plague to uprising. |
| 11-12 | Legend | Same as roll of 2-6. |

After finding your event type, roll d6 on the relevant subtable for specifics.

Optionally, choose any d6 result to better fit your character's concept.

You can describe this event in more detail now or when needed in play.

If you roll a Legend you already have, replace it with roll for 20 +1d6 (This is how you get the legends marked S1-S6. At GM's discretion, they can be replaced by any Legend in the range of 1-20.)

OUTCOME

Every Legend uses the same d6 Outcome table. This is a guide to how you are *perceived* due to events of the term. The Outcome might not be true. It can help describe the events of the Legend.

Roll once for the term and keep it in mind when detailing your events. Outcomes are short on detail because they have to cover a lot of events.

| Roll | Outcome (Rough) |
|------|---|
| 1 | MURDER: You are thought responsible for the death of one or more people, due to inactivity or malice. |
| 2 | BETRAYAL: People who trusted you were betrayed. Or you were betrayed by those you trusted. |
| 3 | DEFEAT: A rivalry with a Nemesis goes badly for you. The Nemesis, or those close to them, bear a grudge. |
| 4 | VICTORY: A rivalry with a Nemesis goes well for you. The Nemesis, or those close to them, bear a grudge. |
| 5 | ROMANCE: An ally, romance, or mentor is instrumental in your victory. The adoration may be mutual or one-sided. |
| 6 | HEROISM: Whether by action, Contrivance, or taking credit for others actions, you were victorious and are thought responsible for brave deeds. |

TERMS

At the end of Legend roll 2d6. If you roll *higher* than #Terms x2, you get another Legend. (So, after 2 terms, roll above 4. 6 Terms is the maximum.)

- **Age:** Base age 16; each term, add 1d6+1 years (including the first). The system generates characters in 20s and 30s (a few outside the edges).
- **Glory:** You start with 1 Glory per Legend. While it can vary a lot, it can all be spent in instant, and will go up and down in play. As long as you have at least 1 Glory, you are a Legend.

INTERVENTIONS

You don't have to describe the full details for events during design. In play, you'll get Interventions from time to time related to one of your Legends and at that time you may come up with some details for that Legend.

EVENT SUBTABLES

BATTLES

The region you are living in finds itself on the front line as invaders storm through, wreaking havoc as they go. Did you help or resist the invaders?

| Roll | Event | Description |
|------|----------------|---|
| 1 | Eternal Empire | The region is assimilated, peacefully or violently, by the Eternal Empire of Empress Sofiria |
| 2 | Pirates | The region is sacked by a gathering of the Pirates of the Living Sea if coastal, or the Highlanders if inland. Entire cities are raided. |
| 3 | Mettle | The region is at war with the daemon-hating Golem Cataphracts of Mettle. Entire cities are conquered. |
| 4 | Outlands | The region is beset by a tribe raiding from the Outlands. Cities burn. |
| 5 | Warfare | The region is at war with a neighbouring nation (or local rivals go to war with each other), and civilians and adventurers like yourself are caught up in the strife. |
| 6 | Monster | The region suffers the depredations of a Kaiju-like Leviathan. Entire cities are burned, stomped, or similarly attacked before it gets bored or driven away. |

TURMOIL AND UNREST

A region you are living in experiences problems on a large scale, affecting an entire shire or larger area. People often turn against each other.

| Roll | Event | Description |
|------|-------------|--|
| 1 | Abomination | The Mists of Madness roll in, causing chaos and creating one or more Abominations – some of whom might have been friends. |
| 2 | Rebellion | The local sovereign is toppled and replaced. There are weeks, months, or years of unrest. Which side were you on? |
| 3 | Uprising | The local sovereign puts down an attempt to topple her after weeks, months, or years of unrest, including a possible purge. Which side were you on? |
| 4 | Witch-hunt | A witch hunt, moral panic, or other social contagion causing upheaval in people's lives. What was it, and did you profit or suffer from the panic? |
| 5 | Hardship | The region experiences a famine, plague, strange weather, or some other problem that afflicts an entire region, leading people to turn on each other in the struggle to survive. |
| 6 | Hexland | Part of the region suffers the depredations of a wish gone awry (aka Spontaneous Magic) and entire cities are now Hexland. |

PERSONAL EVENTS

These are events on a personal, individual scale.

| Roll | Event | Description |
|------|--------------|--|
| | Imprisoned | You spend time imprisoned, as a comfortable prisoner or in a work camp. What for? Maybe you are part of an escape. |
| 2 | Crime | You are involved in a criminal enterprise whether willingly or not. What is the crime? |
| 3 | Loyalty | A friend or family member is in trouble, and you are dragged into it as an ally or enemy. Maybe they come to you for help. |
| 4 | Relationship | Make or break a relationship, whether romantic, friendship, or professional. What happens to jeopardise the relationship? |
| 5 | Patron | You assist or oppose someone in a position of power in their endeavours, and may make a new enemy or mentor. |
| 6 | Windfall! | You have an opportunity for power or great riches, maybe through family, crime, or other connections. You may be mobbed. |

SORCERY EVENTS

Daemons are very common, but sometimes they aren't good...

| Roll | Event | Description |
|------|------------|---|
| 1 | Possession | You are recruited to serve someone who you find out is possessed. <i>Are they a rogue daemon or working for a sorcerer?</i> |
| 2 | Scourge | A rogue daemon has been identified and is being hunted. What mischief and mayhem does it cause before its death? |
| 3 | Bound | A powerful daemon is bound, and people in power fight for its ownership. What is your role? |
| 4 | Magic | A mysterious magical event causes upheaval. No sorcerer is behind it as far as you know – it just happened. |
| 5 | Sorcerer | You find yourself caught up in the schemes of a sorcerer who <i>might become an enemy or friend</i> . What were they up to? |
| 6 | Coven | You assist a sorcerous group or organisation, a powerful group that helps to rule. Do you gain their trust? |

SPECIAL LEGENDS

Some Legends are very rare and replace the original rolled Legend. Roll d6 on this subtable, then start the legend again (e.g. Events rolls).

| Roll | Event | Description |
|------|--------------|--|
| 1 | Abomination | You were caught in the Mists of Madness and changed for ever. Anyone who knows about you this sees you as a monster – and they are right. |
| 2 | Cataphract | You became a rider of one of several magical beasts and because a heavily armoured fantasy knight. The Conquest of Mettle has golem war mounts and Volkan has dragons. All of these realms are connected to the Forbidden God and feared by daemons. |
| 3 | Chimera | You are a monster, a result of sorcerous experiments, and while roughly human sized you might look very different. (The beastmen of Satymphalia qualify as Chimera.) |
| 4 | Dispossessed | You possessed by a daemon for this term and may have done things you are ashamed of. You might have been the victim of a sorcerer, or tithed to the Eternal Empire. You now have an affinity with daemons. |
| 5 | Dryad | Some humans are not actually human. You were drawn back to your homeland of Vestia and learned of ties to the natural world. You find it harder every year to hide your inhumanity. <i>The world is of the body of the Forbidden God, but it was shaped by Daemons. These are opposites. What does that make the Dryads? Are they one or the other – or something different?</i> |
| 6 | Scion | You were (or are) a member of aristocracy, perhaps by birth or being raised by achievement or wealth. Nobles are taught the ways of nobility, which include daemonology |
| - | Traveller | It is said the Mists of Madness are sometimes a gateway to other worlds. You know you entered the Mists one day but did not become an Abomination. You emerged years later with no recollection of what happened. |

If a player really wants to know nothing about the world, let them design their character normally but set Traveller as last Legend. They don't remember how things are supposed to work and can learn during play.

As an alternative, any Special Legend can be changed to Traveller.

Note: Abomination and Cataphract are both anti-daemon, while Dispossessed and Scion benefit from daemons – a character with one of each might be at a disadvantage (and saying that, I know some players will now *want* both).

LEGEND DESCRIPTIONS

An overview. See the Lifepaths below for full descriptions of each Legend. Each Legend has its own Event table (a d6 roll) and Skills.

| Roll | Legend | Description |
|-------------|---------------|---|
| 1 | Adventurer | A soldier of fortune who seeks fame and glory. |
| 2 | Brute | Unnatural strong, a circus freak or a gentle giant. |
| 3 | Buccaneer | Maritime adventurers – pirates, smugglers, and intrepid hunters of sea serpents. |
| 4 | Charlatan | Living a lie and focussing on deception. While this covers a con-artist, it also covers a spy. |
| 5 | Desperado | Bounty hunters, roguish bandits of the highways, and generally roguish scoundrels. |
| 6 | Diva | Agitators, demagogues, and performers. Those who have a winning smile and a smart answer for every occasion. |
| 7 | Duellist | Swashbuckling duellists, gladiators, those who are torn between winning a fight and looking good. |
| 8 | Lifegiver | Healers and those who explore the spiritual side of life. |
| 9 | Lo/master | Philosophers and investigators, know-it-alls. |
| 10 | Primeval | Barbarians and tribes-folk who are often considered uncivilized, but who know more about the world than the cultured fops. |
| 11 | Ranger | Hunters, archers, and those who live off the land. Roguish survivalists. |
| 12 | Scourge | Exorcists and hunters of rogue daemons, they are experts in daemonology but focus on how to kill them. |
| 13 | Sellsword | A soldier or trained warrior. Skilled in the battlefield and in personal combat – at their best when they have a compatriot. |
| 14 | Sorcerer | There are many who call themselves sorcerer, but you have studied under a mentor and risked your sanity in pursuit of mastery of daemons. |
| 15 | Tinkerer | Artificers, blacksmith, and anyone who works with their own hands. Tinkerers are sometimes inventors. |
| 16 | Trickster | Known less politely as thieves. You purloin goods from other people or concentrate on doing things without being seen. |
| 17 | Undertaker | An intrepid delver who investigates hexlands and other places possibly possessing magical treasures. |
| 18 | Vizier | Administrators, scribes, advisors – people who work for other people in managing things. You might have been a minor guild officer up to the chamberlain of an entire nation. |
| 19 | Warlock | A sorcerer who has not been formerly taught, and may misunderstand some important things. |
| 20 | Wayfarer | A wanderer of some sort, from vagrant to explorer to sky pirate. Wayfarers travelled widely and learned a lot about the world. |
| S1 | Abomination | You have been swallowed by the Mists of Madness and became a monster. You can change shape to absorb bestial features. |
| S2 | Cataphract | A knight of Mettle, you rode a mighty golem into battle against daemon-using opponents. |
| S3 | Chimera | You were experimented on by a sorcerer and have acquired a special power, while also having your appearance changed. |
| S4 | Dispossessed | You were possessed by a daemon for at least a year, and may have done things you aren't proud of or don't remember. |
| S5 | Dryad | The dryads of Vestia can sometimes pass for human. They have an affinity with plants and nature. |
| S6 | Scion | You were once a noble (and maybe still are), whether by blood or being granted it. |
| S- | Traveller | There are rumours or legends of those who have emerged from the Mists after travelling to other worlds – sadly without recall. |

LEGENDS AND SKILLS

Each Legend gives 1 advance in 8 skills. The first Legend gives a Vagary.

| Roll | Legend | Vagary | Skills |
|------|--------------|----------------|---|
| 1 | Adventurer | Opportunist | Fighting, Invocations, Might, Provoke, Search, Stamina, Shooting, Stealth |
| 2 | Brute | Mighty Thews | Athletics, Carousing, Fighting, Handiwork, Might, Provoke, Spirit, Stamina |
| 3 | Buccaneer | Daredevil | Athletics, Battle, Etiquette, Fighting, Lore, Parley, Scout, Shooting |
| 4 | Charlatan | All For One | Blather, Carousing, Insight, Parley, Reflexes, Scout, Theatrics, Trickery |
| 5 | Desperado | Forgotten | Carousing, Fencing, Provoke, Reflexes, Scout, Shooting, Stealth, Trickery |
| 6 | Diva | Loose Lips | Blather, Carousing, Etiquette, Insight, Parley, Provoke, Spirit, Theatrics |
| 7 | Duellist | Swash | Athletics, Battle, Fencing, Fighting, Provoke, Reflexes, Stamina, Theatrics |
| 8 | Lifegiver | Blessed | Blather, Etiquette, Healing, Insight, Invocations, Provoke, Scout, Spirit |
| 9 | Loremaster | Revelations | Blather, Daemonology, Etiquette, Insight, Invocations, Lore, Search, Spirit |
| 10 | Primeval | Barbarian | Athletics, Fighting, Handiwork, Healing, Scout, Shooting, Stamina, Stealth |
| 11 | Ranger | Eagle Eye | Athletics, Handiwork, Might, Reflexes, Scout, Search, Shooting, Stealth |
| 12 | Scourge | Quickening | Carousing, Daemonology, Fencing, Invocations, Second Sight, Search, Spirit, Stealth |
| 13 | Sellsword | Defender | Battle, Carousing, Fighting, Might, Parley, Provoke, Shooting, Stamina |
| 14 | Sorcerer | Blood Magic | Astrology, Blather, Daemonology, Invocations, Lore, Parley, Second Sight, Spirit |
| 15 | Tinkerer | Glassmancer | Contraptions, Handiwork, Invocations, Lore, Parley, Search, Spirit, Trickery |
| 16 | Trickster | Gambit | Athletics, Blather, Parley, Reflexes, Search, Shooting, Stealth, Trickery |
| 17 | Undertaker | Deflection | Athletics, Daemonology, Lore, Reflexes, Search, Spirit, Stealth, Trickery |
| 18 | Vizier | Mysteries | Battle, Blather, Etiquette, Fencing, Insight, Lore, Parley, Provoke |
| 19 | Warlock | Totally Normal | Blather, Carousing, Daemonology, Invocations, Parley, Provoke, Reflexes, Theatrics |
| 20 | Wayfarer | Tall Tales | Athletics, Blather, Handiwork, Lore, Parley, Scout, Stamina, Stealth |
| S1 | Abomination | Changeling | Athletics, Changeling, Might, Provoke, Reflexes, Scout, Spirit, Stamina |
| S2 | Cataphract | Daemon Fright | Battle, Etiquette, Fighting, Might, Scout, Shooting, Spirit, Stamina |
| S3 | Chimera | Monster | Pick any 8 Skills except Changeling, Second Sight, and Weird. |
| S4 | Dispossessed | Floromancer | Blather, Daemonology, Healing, Insight, Invocations, Second Sight, Spirit, Stamina |
| S5 | Dryad | Runetongue | Astrology, Daemonology, Healing, Invocations, Scout, Second Sight, Search, Spirit |
| S6 | Scion | Daemonology | Battle, Carousing, Etiquette, Fencing, Invocations, Lore, Reflexes, Stamina |
| S- | Traveller | Amnesia | Pick any 8 Skills except Changeling, Second Sight, and Weird. |

LEGEND EVENTS

1. ADVENTURER

A soldier of fortune who accepts no master beyond fame and money, and their own might and cunning.

| Roll | Event | Description |
|------|------------|--|
| 1 | MURDER | You are accused of committing murder or equally serious crime. Did you do it? Was there a good reason? What was the bad reason? |
| 2 | CONSPIRACY | You are a blunt object to be thrown at your enemies And so when you were thrust into intrigues and politics for which you were poorly prepared chaos ensued. You survived by your skill at arms but those around you may not have been so fortunate. |
| 3 | DOWAGER | Facing an arranged marriage you found a life of adventure attractive. Did you leave behind a broken heart and angry family? Did they arrange for your doom to avoid the marriage? |
| 4 | CHAMPION | You protected those who needed your skills. Were you protecting those who needed you – or those who could afford you? Were you breaking the heads of those who deserved it – or those who got in your way? |
| 5 | PRIZE | You made a huge prize and lived like a queen. Maybe others helped to gain this prize and then you turned on each other. People came to you to benefit from your fortune. Their polite requests became greedy demands. |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

2. BRUTE

You can perform great feats of strength, smashing things and frightening people. Were you a physical labourer, a berserker, or an almost-human Ogre? Were you a gang boss's enforcer, or a noble's pet strongman, a gentle giant protecting the weak, or part of a travelling freak show?

| Roll | Event | Description |
|------|--------------|--|
| 1 | BERSERKER | Your great strength sometimes got you into trouble. One day you killed someone – perhaps defending another – and had to flee. Or you were seen as a monster and hunted. |
| 2 | BRAWLER | You lived the rough and tumble life and may have been an enforcer for criminal gangs. Maybe you spent your time in taverns and fights started once you began drinking. |
| 3 | PERFORMER | You made a living with your strength – entertaining crowds or perhaps a specific patron. You weren't good with people but you were good with your hands. Did you do something to turn the crowds or your patron against you? |
| 4 | GENTLE GIANT | You were a respected member of your community and seen as a gentle giant. Perhaps you were the one people turned to in times of trouble. How did it come to an end? |
| 5 | OGROMYTH | You met another Ogre who claimed to know of the fabled land of giants – perhaps your homeland. What happened to her? Were you friends or enemies? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

3. BUCCANEER

You've spent years on the water, whether navigating seas, rivers, or canals. You're an acrobatic swashbuckler. Were you a pirate, smuggler, explorer, sea monster hunter, or honest merchant captain?

| Roll | Event | Description |
|------|-------------|---|
| 1 | SEA MONSTER | Your ship fought a sea monster like a whale or sea serpent. Maybe your captain was driven by a hunger or you sought to protect a settlement. |
| 2 | SHIPWRECK | Your ship sank in dire situations. Perhaps a storm or attempting a difficult passage. Did you excel in helping crew or save only yourself as others drowned? |
| 3 | PIRATE | Your ship engaged in smuggling or piracy or similar unsavoury activities. Were you an enthusiastic part of this or was it a practice you only learned after the fact? How did affect you? |
| 4 | BOARDING | Your ship was boarded by pirates. Did you triumph in fighting alongside crewmates in repelling boarders or did you suffer defeat and save yourself? |
| 5 | CAPTAIN | You were captain of a crew of buccaneers. You had a variety of adventures together and had the opportunity to gain their respect or their enmity. |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

4. CHARLATAN

You may be a simple merchant, peddler, or gambler, but your life hides a secret, perhaps one that has caused you to be driven from past communities. Maybe you are a huckster peddling fraudulent wares, a scoundrel who exploits their fellows, or a spy for a higher power.

| Roll | Event | Description |
|------|-----------|--|
| 1 | LIBERTINE | You appreciated the finer things in life and would not be denied them. Were you a dissolute drinker and addict? Were you a scoundrel gambling away the gifts of others? Were you a helpless romantic with a heart of gold but no ability to resist temptation? |
| 2 | HUCKSTER | You were a scoundrel selling fraudulent wares. Maybe you intended to help your prey but you were deceived by your own suppliers. Some of your patrons consider themselves cheated. Maybe you ran a con-game or two... |
| 3 | MERCHANT | You may have set up your own business or worked for another. You practiced your mercantile skills and may have settled down. What went wrong – why did it end? |
| 4 | SPY | You went undercover perhaps to gather information. Who were you working for and who is offended? What did you do to maintain your cover? Were you exposed? Were you rewarded? Were you forced into the job and did you sell out your employer? |
| 5 | ADVOCATE | As a scribe or lawyer your position may have given you the opportunity to act as an advisor – with the risks that come with it. Were you an advocate for the less fortunate or concentrate on lining your pockets or fleece those who could lose a little? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

5. DESPERADO

You lived on the move, as a bounty hunter, highwayman, road marshal keeping the roads safe, noble sent into exile, or refugee from a conquered nation. You can vanish into the undergrowth, or track people through the wilds and towns.

| Roll | Event | Description |
|------|----------|--|
| 1 | FUGITIVE | You were hunted and spent your time evading your hunters. Perhaps you hailed from a conquered land or were thought guilty of a crime you didn't commit (or did). Perhaps you helped those in dire straits while being hunted – or exploited the good nature of others... |
| 2 | BRIGAND | You were a member of a criminal gang who preyed on the rich to feed the poor – or maybe just themselves. Your gang remembers you fondly (unless you betrayed them!). |
| 3 | SPY | While being hunted or pursuing a bounty you spent too long undercover. Did you commit crimes to blend in or lose yourself for a while? Are there people who the deeds you carried out as your false identity? |
| 4 | DASHING | Some bandits of the highway get a reputation as being dashing and even romantic. There are those who boast about being robbed by you. Did they lie or build up your mystique? |
| 5 | MARSHALL | You gained a reputation for tracking those with a bounty on their heads and were perceived as a law of the wild. Was it a valid reputation? Did you arrest or kill someone who didn't deserve it? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

6. DIVA

You sway opinions and emotions as long as you keep a patron's attention. An artist or performer who gained celebrity? A wealthy socialite? A rabble-rousing agitator of the common people? A charming seducer and libertine? Or a rough diplomat sent into trouble spots to solve problems.

| Roll | Event | Description |
|------|-----------|--|
| 1 | AGITATOR | You were a central figure in a movement that unseated people in power and started riots. Was it a peasant movement or war between guilds? Did you use the movement to settle personal scores or even start such movements for selfish reasons? |
| 2 | LIBERTINE | A romancer and seeker of the finer things in life. You left a trail of broken hearts in your wake. |
| 3 | FACE | You were the public face of some enterprise or gang. Did you smooth over crimes? Were you a con artist? |
| 4 | DIPLOMACY | You helped negotiate a settlement between guilds or nobles or nations and the result had the power to harm many people. Did the negotiation go well? Was it derailed by violence or intrigue? |
| 5 | CELEBRITY | You gained some celebrity from your performances. Some fought over you or used you as a pawn in political games. Did you relish the celebrity or hide your fame? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

7. DUELLIST

You fought in formal duels or street fights. Were you an upstart street fighter, or trained in a fighting school? Were you drawn to honour, glory, and riches, or down on your luck? Are you a swashbuckler, or bully and ruffian? Do you champion those in need or just love a good brawl?

| Roll | Event | Description |
|------|----------------|---|
| 1 | STREET FIGHTER | You fought on the streets among the common people. Perhaps you defended those who couldn't defend themselves or worked as an enforcer for a gang. Or perhaps you just fought for the love of the duel. |
| 2 | GLADIATOR | You found yourself a gladiator in the slave pits. Did you win fame and fortune? Was you tricked to take part for a specific duel or did you make a life of it? Did you win freedom or make an escape? |
| 3 | VIGILANTE | You sought justice or revenge using your skill at arms. You were forced to live a double life and hide your real identity in your quest. Was it – and your actions – eventually discovered? Did your quest lead you into actions you are ashamed or proud of? |
| 4 | PARAMOUR | You found yourself engaging in one duel after another for higher ideals. Were you hoodwinking into fighting for a romance who was just using you or were you the only hope of your trapped paramour? |
| 5 | DUELLIST | A scion of a minor aristocratic family or raised up by marriage or wealth. You lived among the aristocracy but had to prove your worth and your sword was ready. Perhaps too ready. |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

8. LIFE GIVER

You know how to use the wilds to heal, making concoctions and poultices. Were you a lifegiver, a simple herbalist, a mystic who reveres and seeks to understand nature, a snake oil huckster, or a priest of the wild folk appeasing the Sleeping Gods with offerings for aid?

| Roll | Event | Description |
|------|----------|--|
| 1 | TORTURER | You used your skills for interrogation and torture. Maybe this was legitimate - like a legal investigation. Maybe you were a member of a violent team out for information. Your ability to heal people after harming them and cause pain without lasting injury was useful. |
| 2 | HUCKSTER | As a physician or herbalist you could make legitimate-sounding concoctions that appeared to do more than they did. Did you struggle for success and sell to the infirm and desperate? Or did you tend to the rich and famous with fanciful treatments until fate caught up with you? |
| 3 | HEALER | As a physician or herbalist you treated the sick and infirm. Did your treatments work? Did you gain the trust people around you? |
| 4 | DRUID | Those with the power to bring people back from the brink of death are often thought to have gifts of wisdom. Did you exploit this perception or resist the fan movement gathering about you? |
| 5 | PATRON | You were a personal healer to someone important (as befitting your skill). Did you keep them fit and healthy or did they die under your scalpel? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

9. LOREMASTER

A scholar, philosopher, and know-it-all, you have a keenly deductive mind. You investigate mysteries, arbitrate disputes, and make enemies.

| Roll | Event | Description |
|------|-------------|--|
| 1 | KNOW-IT-ALL | You learned or exposed something – possibly something you shouldn't know. Maybe you made someone look bad for their incompetence – maybe even a superior. |
| 2 | SCRIBE | You kept the books for a simple construction or small business - or maybe even an entire guild or some aspect of a nation. Did you explore the meaning of the word embezzlement? Or did you discover inaccuracies by your employer and resist pressure to keep it quiet? Are there people who blame you for the result?? |
| 3 | INQUISITOR | You were an investigator of crimes and rooting out criminals naturally created enemies. Did you use your position to settle personal scores or punish the wrong victim? Were you a noble incorruptible investigator who made enemies through your code? |
| 4 | CONSPIRACY | You discovered an intrigue involving people in power. Did you expose it or profit personally from keeping your mouth shut? Id you aid the conspiracy? |
| 5 | ARBITER | You helped negotiate a settlement between guilds or nobles or nations and the result had the power to harm many people. Did the negotiation go well? Was it derailed by violence or intrigue? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

10. PRIMEVAL

There is an uncultured roughness about you. Did you spurn city life to live off the land? Were you marooned in a strange land, surviving by your wits? Were you born among supposedly primitive clansfolk and now explore the decadent wonders of civilisation?

| Roll | Event | Description |
|------|------------|--|
| 1 | MAROONED | You were shipwrecked or abandoned for dead and were adopted by tribesfolk. Did you prove yourself one of them or did you show score and leave the first chance you got? |
| 2 | DECADENCE | You are associated with too many “civilised” ways (or other non-traditional ways or even forbidden ways such as the Cult of the Forbidden God). Did you prove yourself despite this tarnish or were you driven out justly or unjustly? |
| 3 | BLOOD FEUD | You were involved in intrigue and rivalry with another (or a group or family) within your tribe. How did it start? Did you kill someone or were you in the way of someone's ambitions? |
| 4 | WAR! | Your tribe went to war with another tribe. Was it a war of conquest or self-defence? Did your forces win or lose? Did the war cost you your position? |
| 5 | CHIEF | You found yourself in command of your tribe at a time of trouble (or were an important advisor). Were you a good leader and did you overcome these challenges? Does your tribe still exist? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

11. RANGER

A big game hunter, military archer, hired assassin, or dashing outlaw. You are adept at surviving in the wilds.

| Roll | Event | Description |
|------|-----------------|--|
| 1 | ASSASSIN | You killed someone for vengeance or money. Or were you implicated in a plot to do so? |
| 2 | OUTLAW | You are declared Outlaw for a serious crime. Did you commit murder or were you framed? Did you do good for villagers and gain their aid? Did you profit over the weak and poor? |
| 3 | HERMIT | You spurned civilisation and lived off the land. Or maybe you were a hunter or trapper? Were you hired by local military as a scout? Were you a guerrilla and freedom fighter? |
| 4 | BIG GAME HUNTER | A town village or steading faced the rampages of a wild beat or monster. Did you kill it or drive it off. Were you defeated or did you evade this opportunity. Did you gain a reputation hunting beasts? |
| 5 | CONTEST! | There's a prestigious contest of archery or survival or some other outdoor skill. Did you fair and square? Did you or others cheat? What was the contest over? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

12. SCOURGE

Scourges are hunters and investigators, rooting out rogue sorcerers and demons broken out of their bindings. Scourges usually prefer to avoid magic, except for those bindings and wardings used to trap and banish demons and neutralise sorcerers.

| Roll | Event | Description |
|------|----------|--|
| 1 | AMONG US | You find a rogue daemon trying to blend into society. Was it a Possessor taking someone's life? Was it another kind of daemon whose pursuit of their Need caused harm? As a daemon they were just <i>wrong</i> ? Did you slay the daemon or did others beat you to the prize or did it get away? |
| 2 | MONSTER | Rogue daemons usually go wild and kill people. Some are monstrous beasts who plague a community or region. Your skills were called in to help hunt such a beast. Did you kill it? |
| 3 | RIVALRY | You served in or trained with a unit of daemon-hunters. You had a rivalry with a fellow hunter. What was this rivalry over and did it come to blows? |
| 4 | WARDING | You protected – or attempted to – a household or individual from daemonic attacks. Were you successful? |
| 5 | EXORCISM | A possessed individual was using their position of influence for a malevolent sorcerer. Was the exorcism successful? Did they use their position to oppose you? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

13. SELLSWORD

A veteran of battle, as a courageous or resourceful soldier. Was your unit victorious or tragically defeated? Did you seize land as a bandit warlord, or save a land from invaders? Have you been a mercenary, an enforcer or champion for an overlord, or tutor for Scions?

| Roll | Event | Description |
|------|-----------|---|
| 1 | WARLORD | You were a member or commander of a bandit company. Such companies are hired by nobles to raid and pillage their rivals with deniability. Sometimes they become truly independent and conquer land and become true robber-barons. |
| 2 | MERCENARY | After gaining skill in battle you became a sword-for-hire. Swords for hire can't afford to be choosy over their jobs. Did you maintain a code of honour? |
| 3 | BATTLE | Your claim to fame is your success (or failure) at a specific battle. Do people remember your exploits well or badly? |
| 4 | CHAMPION | Skilled warriors are often recruited as enforcers by the wealthy. Or as judicial champions who fight duels to defend the law (or those being threatened by those with more power). Some gain fame and fortune. |
| 5 | TUTOR | Skilled warriors often find a lucrative job as a tutor for the scions of nobility or other wealthy types. Or set up their school. Such a position is often accompanied by prestige and power. |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

14. SORCERER

Who risks their sanity to summon daemons? Were you seeking wealth and power, aiding others, or avenging some wrong? Were you a respectable sorcerer with a wealthy patron, a truth seeker, a blood mage clinging to old ways, or a rogue who practiced their art in secret?

| Roll | Event | Description |
|------|---------------|---|
| 1 | PITCHFORKS | A mob of locals came for you and your mentor and drove you out of the community – but at what cost? Did they suffer from your magical might? Were the pitchforks justified or just superstition and rumours? |
| 2 | DRAWING BOARD | Sorcerers sometimes try to summon daemons into animals and create new life and monstrous beasts. Did you or your mentor conduct such experiments or did you act against such mad science by another sorcerer before their monsters went wild? |
| 3 | RIVALRY | Another sorcerer apposed your progress or vice-versa. Were they a fellow student or have a separate origin? What was this rivalry over? Was it a healthy rivalry or a blood feud? |
| 4 | SORCERY | You or your mentor were called n by a community for assistance. Or you sought to punish or destroy your enemies. Did your sorcery succeed or backfire? |
| 5 | MENTOR | You had a powerful mentor or patron. Did something happen to them? What kind of mentor were they – a figure of fear or justice? Did you have to choose between them and something else? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

15. TINKERER

You are driven to understand how things work, and make fine art, enchanted items, clockwork golems, or Macguyver- esque temporary inventions. Were you unwittingly caught up in a political plot? Did a patron support you until one of your creations backfired?

| Roll | Event | Description |
|------|------------|---|
| 1 | HERESY | You were exposed to ideas about how the world works - either by your mentor or rival or even your own inquisitive mind. This argument was against the widespread use of daemons. Such heresy attracts enemies. |
| 2 | ANVILPUNK | Your mastery of technology led to the creation of mysterious gadgets like a sword-cane or exploding volcanic glass - even glider wings. Did your inventions prove successful - or disastrous? |
| 3 | MASTERWORK | You were known for your fine work on smaller items such as swords and forges or even houses. Was your work responsible for harm? Did your business fail or rise to prominence? Did you gain rivals out to destroy you? |
| 4 | BUILDER | You were involved in a major construction taking years - a ship or viaduct or grandiose building like a tomb or palace. Did a collapse lead to death and survivors blaming you for the failures? Did the construction save lives? |
| 5 | PATRON | Successful builders and crafters need patrons. Was yours responsible or corrupt? Did they support your free-thinking or ruthlessly exploit your creations? Did this position lead into intrigue? Was your patron brought down by enemies? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

16. TRICKSTER

You are skilled at getting in and out of places, hiding and finding things, and dextrous feats of sleight of hand. Were you a pickpocket, cat burglar, or a performing street magician?

| Roll | Event | Description |
|------|------------|--|
| 1 | RED HANDED | You were caught red-handed in the commission of some crime. Maybe your team-mates left you in the lurch. While serving your time did you make friends or enemies? |
| 2 | RAT | You were forced to sell others out to stay out of trouble. Force might not have been necessary if they deserved it. Or maybe you were sold out. |
| 3 | BUSKER | You made a living by entertaining people on the streets. Perhaps even as a street magician with sleight of hand. People may have later found their purses and money pouches missing. |
| 4 | CAT | You made a habit of entering other people's houses. Usually above ground level and leaving better off than you entered. |
| 5 | HEIST | You attempted a major crime with a team and may have made a killing. In more ways than one. Did the heist go bad? Did you steal a big prize and gain a reputation? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

17. UNDERTAKER

The land is littered with the ruins of lost settlements, and someone needs to record their discoveries for posterity. And archive the gold and artefacts they constructed. For... er... posterity.

| Roll | Event | Description |
|------|------------|--|
| 1 | HEXED | A member of your party (maybe you) unleashed a curse in a quest for treasure or the mysteries of a lost land. Were you able to halt the curse and save lives – or did a doom come to pass? |
| 2 | CORRUPTION | One of your prizes turned out to spread corruption. Perhaps a possessing daemon which afflicted you or those around you until exorcism. Or perhaps an enchantment with mysterious effects. |
| 3 | DELVER | You went through a lot of team-mates in your quest for mysteries of the deep or the hexlands. Were your teammates hexed or corrupted or maimed? Did you save trapped team-mates? |
| 4 | EXPERT | You were called in to help analyse a mysterious artefact. Did you make a mistake and unleash a horrifying monster? Did your actions avert a disaster? |
| 5 | RICHES | Your prizes allow you to live like a queen for a while and you were sought for your skill at delving and antiquities. |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

18. VIZIER

You had a position of wealth, power, authority. How did you lose it? A statesman, governing a domain for your lord. A sheriff or spymaster, involved in intrigues and schemes. A guildmaster or wealthy merchant, administering a commercial empire. A fence, or underworld crime boss.

| Roll | Event | Description |
|------|------------|--|
| 1 | UNREST | Your actions or those of your superior (or perhaps the actions of enemies) led to unrest in your domain. You were called to put down the unrest violently. Did you resist or accept and did this cause the loss of your position? |
| 2 | CONSPIRACY | A vizier always answers to another. You discovered a plot against your superior were recruited into it. Did you side with conspiracy (perhaps for good reason) or defend your superior? |
| 3 | INTRIGUE | You find yourself in competition with rivals for your superior's favour. Did you gain or lose favour? Did your domain suffer in your quest for favour? Did you stand by your principles and lose status due to it? |
| 4 | SAFEGUARD | You were charged with looking after an important personage. Perhaps supervising a wedding or prisoner exchange. Or raising a powerful ward. Did something happen to them? Did you look the other way in exchange for good fortune? |
| 5 | COMMANDER | Your domain was raided by a rival or invaded and you had to gather troops to defend the land in battle. Did you show good leadership? Did you leave the peasants to fend for their themselves? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

19. WARLOCK

You are fraud, pretending to be a powerful sorcerer. You claim to know more about the arcane arts than you do, and make it up as you go along. You sometimes surprise those who see through you, because you have actually learned some tricks.

| Roll | Event | Description |
|------|------------|--|
| 1 | PITCHFORKS | Your tales of being a powerful sorcerer worked too well. A mob of locals blamed you for some local calamity and storm your tower. |
| 2 | PRETENDER | A sorcerer felt upstaged by you or someone saw through your act and sought to expose you. Were you able to keep up the act or were you exposed? |
| 3 | SORCERY | You were called on by a community to use your magic to aid them. Were you able to trick them into believing your lies or were you exposed? |
| 4 | SORCERER | You have learned bits and pieces of sorcery and used real power. Did you fend off your unbelieving enemies? Did your enemies accept this or see it as part of your act? |
| 5 | PATRON | Someone with power and influence believed your tales and took you as an advisor and court sorcerer. Did your web of lies catch up with you? Did your patron suffer if they discovered for deception? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

20. WAYFARER

You have spent years wandering, by land and sea, and learned of the aetheric winds and the skills needed to travel this world safely. Were you charting the unknown in search of conquest, treasure, glory, or knowledge? Or were you an exiled wanderer, pirate of the skies, or rootless vagabond? Your tales of strange lands have power.

| Roll | Event | Description |
|------|----------|---|
| 1 | VAGRANT | You had lost everything and were down on your luck. You lived off the benevolence of others. You might have been a servant or wanderer doing odd jobs. |
| 2 | ODYSSEY | As an explorer you travelled far and wide on an odyssey for some fabled prize like a lost city or island. Perhaps your crew fell upon each other along the way... |
| 3 | STRANGER | You travelled far beyond the known world. You settled for a while but it came to an end. Did you violate local customs or make an enemy. Were you drawn back to the world you knew? What – or who – did you leave behind? |
| 4 | EXPLORER | You were renowned as a traveller and explorer and were sought as a guide by many seeking new lands. Did any pay a dear price for their trust? |
| 5 | PRIZE | You made a huge prize and lived like a queen. Maybe others helped to gain this prize and then you turned on each other. People came to you to benefit from your fortune. Their polite requests became greedy demands. |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

21. ABOMINATION

You were Lost in the Mist or the Underworld, and can now alter your body, taking on bestial characteristics. Superstitious folk discovered the hidden marks of monstrous corruption, forcing you into the life of a fugitive for a time. Your new identity and life is safe, for now...

| Roll | Event | Description |
|------|-----------|---|
| 1 | SLAUGHTER | Your entire community was swallowed by the Mists and only a few survived – all of them Abominations. Did you fight each other when the blood lust hit? |
| 2 | RAMPAGE | You were one of the few swallowed by the Mists. You attacked those who loved you. Did you kill them? Was it discovered? Were you hunted as the monster you are? |
| 3 | WERE'D | You tried to hide your new nature and love as normal. When did the change come upon you? When alone with a loved one or to defend family when they were attacked? When you fled your community were there people who still believed in you? |
| 4 | SLAUGHTER | Your entire community was swallowed by the Mists and only a few survived – all of them Abominations. Did you fight each other when the blood lust hit? |
| 5 | RAMPAGE | You attacked those who loved you. Did you kill them? Was it discovered? Were you hunted? |
| 6 | WERE'D | You tried to hide your new nature. When did the change come upon you? When alone with a loved one or to defend family when they were attacked? When you fled your community were there people who still believed in you? |

22. CATAPHRACT

You are born in, or are accepted as a knight in, the Conquest of Mettle.

You were a warrior-knight, who fought on a golem war mount constructed by the glassmancers of Tourmaline.

The best of the Cataphracts are not unlike Paladins who have a code of chivalry and take Loyalty a little too seriously. While regarded as the enemies in many foreign lands, they can be very loyal and noble, and believe themselves to be fighting a crusade to save the world from daemons.

| Roll | Event | Description |
|------|-----------|--|
| 1 | ENSLAVED | Your nation was conquered and you were added to the slave legions of Mettle. Did you prove yourself, or insist on being rebellious? |
| 2 | REBELLION | You were present during an uprising of slave knights. Were you part of the rebellion or the force putting them down? Were the rebels justified or selfish? |
| 3 | RIVAL | One of your fellow knights engaged in competition with you. Were you rivals for a romance, were you caught in a blood feud, etc.? Who won the rivalry? |
| 4 | COMMAND | You led a unit in battle (against who?). How well did your unit do and how great was your command? |
| 5 | NOBILITY | You had the eye of a Khan and the opportunity to be granted freedom or noble rank. Was this in opposition to an outside nation or against other Mettle knights? How well did you do? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

23. CHIMERA

You are visibly not human. Maybe you weren't able to hide it, or become that way due to corruption or sorcerous experiments.

An interesting game would give everyone the Monster vagary and make it a random roll of d20!

| Roll | Event | Description |
|------|------------|---|
| 1 | IMPRISONED | You were chosen as an experiment and offered to the sorcerer from a pool of perceived criminals and prisoners and wars. When you became a monster did you punish your oppressors? |
| 2 | PITCHFORKS | A mob of locals came for you and your mentor and drove you out of the community as a monster. Did they suffer from your magical might? Were pitchforks justified or just superstition and rumours? Were you a victim but they ignored that? |
| 3 | MENTOR | You voluntarily entered into the experiments that created you. Did the sorcerer suffer? Did you stand by them? |
| 4 | FAMILY | You found a home or made a new family. Did they discover your nature? Did you defend against a threat? Were you the threat? |
| 5 | SISTREN | You found a community of creatures like yourself. Was it Satymphalia? Was it invaded from outside or torn apart from within? Were you seen as the cause? |
| 6 | GLORIOUS | You receive justified rewards of riches and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

24. DISPOSSESSED

You spent months or years possessed. Were you an agent by a nefarious sorcerer, or was it an accident when a demon broke free of its binding? Was the demon banished or exorcised, or does it still lurk within? What subtle supernatural or psychic gifts has the experience given you?

| Roll | Event | Description |
|------|------------------------|---|
| 1 | MURDER | You committed a horrific crime while possessed and couldn't go home. Few could forgive you. What did the daemon possessing you do? |
| 2 | EXORCISM | You were possessed unwillingly and rescued with an exorcism. Did a sorcerer have plans for you and your old job? Was it a rogue daemon seeking freedom? Were you thought to have accepted possession or pretended it to escape punishment for your actions? |
| 3 | PRISONER | You were offered up as a Celebrant of the Eternal Empire after being captured in battle or as punishment for your crimes. Why? Do you vow revenge against those who did this to you? |
| 4 | TITHE | You won favour for your community by offering yourself in the Tithe to become a Celebrant of the Eternal Empire. Were you pressured into it and did you later find you were tricked? Did you leave because people never accepted you afterwards? You had changed. |
| 5 | SPEAKER FOR THE DAMNED | You don't remember the details but you spoke with a daemon after your possession ended. You had the opportunity to talk down a sorcerer's daemon. Did it obey you? |
| 6 | ILLUMINANT | You won the favour of your friends and society – while possessed! Your daemon was beloved more than you. People wish you were possessed again – and may try to have you possessed! |

25. DRYAD

Some humans are not actually human. The so-called dryads are the only non-human group that are not definitively creations of sorcerers. They might be, but what if there really alien beings?

The world is of the body of the Forbidden God, but was shaped by Daemons. These are diametric opposites. What does that make the Dryads? Are they one or the other – or something different?

You were drawn back to your homeland of Vestia and learned of ties to the natural world. You find it harder every year to hide your inhumanity.

| Roll | Event | Description |
|------|------------|--|
| 1 | PITCHFORKS | A mob of locals discovered your alien-ness and blamed you for some recent event. They came for you. Did they suffer from your magical might? Were you behind their problems? |
| 2 | SECRETS | You discover your alien-ness in a world that despises you. Someone discovered your nature. Do you protect your secret? Are you exposed? Do friends and family turn against you or protect you? |
| 3 | EXP-ROSION | You are seen using your powers – possibly in defence of a loved one or your community. There are those who want you captured for study or even destroyed. Are friends and family among them? |
| 4 | FAMILY | You found a new home or made a new family. Did they discover your nature? Did you defend against a threat? Were you the threat? |
| 5 | VESTRIA | You found a community of creatures like yourself. Was it Vestria? Why were you driven out? |
| 6 | GLORIOUS | You receive justified rewards of riches and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

26. SCION

A lesser child of nobility, born to wealth and privilege. Did you find the decadence stifling and seek adventure? Are you on a secret mission for your Witch-Queen? Are you in exile for dishonour or treachery, or fleeing the conquest or supernatural disaster that befell your homeland?

| Roll | Event | Description |
|------|-------------|---|
| 1 | BLACK SHEEP | You were never accepted in your status. Why was that? What did your enemies do to you? Did you win or lose over them? |
| 2 | CONSPIRACY | Your family was involved in a plot against your superiors. Did you join or thwart them? Were they exposed and punished or did their plot succeed? |
| 3 | RIVAL | Another of your family or class was jealous of your favour and plotted against you. Did they frame you in some plot? Did you defeat their meddling? |
| 4 | ALLIANCE | You had the opportunity to strengthen your status with an alliance with another noble house. Did you befriend the house? Did your enemies thwart this goal? |
| 5 | ASCENDANT | You had an opportunity to humiliate and defeat your enemies. Maybe in a duel or battle. Perhaps through outwitting your enemies in political intrigue. Did you win the opportunity or were you toppled? |
| 6 | GLORIOUS | You receive justified rewards of admiration, riches, and privilege and are sought out for assistance by the less well off. How do you handle your time of glory? |

27. TRAVELLER

One day you stepped out of Mists with no memory of where you came from, or you were swallowed by the mists and returned years later. Rumours exist of people who travel to other worlds.

| Roll | Event | Description |
|------|---------|------------------------------------|
| 1-6 | Mystery | You have no memory of these years. |

A NOTE ON EVENTS

They are always negative, or suggestive of negativity, because they were happy events you wouldn't be an adventurer. Your story would likely end there.

Also, the Intervention system detailed later builds on these events, and for that, they need to prompt an obstacle or problem.

CHARACTER DESIGN OVERVIEW

Here are ten steps to follow to create your characters.

1. **Legends:** Roll a series of Legends and determine your age. Most are randomly rolled, some are selected.
Note: if you roll a Legend you have had before, pick any ordinary Legend or roll 1d6+20 for a Special Legend. If the Roll20 sheet shows (**select**), make this choice.
2. **Events:** In each Legend, roll a Location, Events, and Outcome. You are assigned 8 skills and pick one of them as a specialty.
3. **Personal Development:** You then add six more advances. You can pick the same skill multiple times but no skill can have more than five Advances assigned to it.
4. **Stats and Derived Attributes:** Generate derived attributers and stats, which are all based on skills (the Roll20 sheet does this automatically).
5. **Vagary:** you know your Homeland and from that gain a Vagary. If you have any Special Legends, you may have one or more extra Vagaries.
6. **Invocations:** Roll your starting Invocations, d66 for each.
7. **Bound daemon:** You gain 1 bound daemon of up to rank 5. Spirit is 4 x Rank + 0-5 (d6-1). It has a type, multiple powers, and a form and desires of your choosing.
8. **Starting Passion:** As described later, every character can start with one Passion related to your final Legend.
9. **Starting Glory and Passions:** You start with 1 Glory per Legend, + your number of Passions (1).
10. **Name and Description:** Finally, describe and name your character and maybe outline a caption.

You now have a ready-to-play character. If you know what you're doing, you can complete this process in a few minutes, definitely under half an hour.

When using the Roll20 character sheet everything involving book-keeping or calculation (and a lot of rolls) are done for you, streamlining things a lot.

MULTIPLE CHARACTERS

You can design multiple characters, and keep the one you like. It's fine.

Picking your Legends probably makes characters too potent. If you do that, limit characters to three Legends.

VAGARIES

Vagaries are magical abilities that *everyone* in their Homeland has. They are result of wishes (or spontaneous magic) and similar sorcery cast in the past that have a lasting effect. Not everyone can use them, but all have them.

You also automatically gain all vagaries for rolled Special Legends. You might gain others in play – typically ones belonging to Legends you have. They are magical abilities – you don't learn them just because you have experience. (In other words, it's at the discretion of the GM and the group.)

†: once per Scene. ‡ Once per Advance.

ALL FOR ONE ‡

You are good at making or finding friends of convenience.

Find (or create) an ally who can help you in exactly the way you need, but they need something from you. This should be something achievable, on the same level of the thing you ask for.

If you fail to keep your end of the bargain, they create a problem for you in the next scenario. The GM adds that to the adventure construction.

BLESSING †

The inhabitants of Festivus live in a utopia where they live blessed lives.

Every scene, you can bestow a blessing on someone. If they do what you ask of them, they gain +1 Victory on their first related action.

Recipients (including yourself) can benefit from only one Blessing at a time and it expires after a time (optionally roll Invocations and the Victories is how many *extra* scenes it lasts).

Since this is actually the favour of daemons, it doesn't work in situations where daemons can't help (they are few, but they do exist.)

BLOOD MAGIC (SPECIAL ‡)

Sorcerers of Sanguine tend to be goths...

Use blood and health in various ways.

Once per scene, spend Body instead of Power. (This might get you killed faster!)

Recover Blood from feasting on a victim (a full Heal, given time and opportunity).

You can also use blood (Body) in place of Power when performing ritual magic. It can be your own, or you can kill a bound and helpless prisoner to supply half your Power if they are healthy. The effects are vague and handwavy for now.

Be prepared to be flexible on this one – it should be fairly open-ended.

DAREDEVIL †

Each scene, describe a movement action of the sort that fits a wire-fu martial arts move, even if that method is blatantly impossible.

Nimrod looks across the 10m chasm and declares she will cut down this tree and run across the tree as it falls and vault the last metre or two. The GM has no choice but to allow a roll...

This movement can't be opposed but it also can't do direct damage.

DEFENDER †

You may counter any source of damage against one ally. You don't have to declare which ally ahead of time, but you must be able to describe how your action saves them.

If a friend is attacked by a monster, maybe you deflect its attack or knock it off-balance. When a friend fails their climb roll and falls, maybe you catch them or your bedroll is yanked off your back and softens their fall.

DEFLECTION ‡

When affected by a magical effect that isn't something you can parry or block, it reflects back to the source, to another enemy, or harmlessly to the environment (at your choice). The actual target must be very close.

If an ally also has this Vagary, it can bounce around and reach targets it otherwise wouldn't.

EAGLE EYE ‡

You always find something, if looking for it. Circumstances conspire for you to discover clues that lead to it. If searching for someone, maybe you overhear two people talking about how they just saw your quarry. While looking for a secret door, maybe someone leans on the hidden mechanism that opens it. Etc.

FORGOTTEN ‡

You are skilled at avoiding attention. It might be more than a skill...

When performing any action that depends on not being noticed, you can declare that you are overlooked – as long as there is *some* excuse for why you might be overlooked.

This sometimes affects you in ways you didn't intend. People forgot they met you or forget who you are...

GAMBIT ‡

When you want to perform some deed or caper, circumstances align to make that possible, presenting an opportunity.

The juggler Varro wants to rob a kingpin, but getting to her treasure chest means breaking into the palace as a first step. But look, the troupe of entertainers about to perform for her is short a juggler...

GLASSMANCER ‡

Use your stash of Eldritch Glass to enhance and help build almost anything. If you can imagine a device that can be built with medieval technology, even if far-fetched, you can build it. It may take a few minutes, hours, or days depending on its scale. No roll is needed to build it, though rolls may be needed for its use.

Archivinci plans to enter the palace, but the guards are a problem. So, she builds some glider wings, gets atop the nearby clocktower, and glides across the walls. A stealth roll is needed to see if she is seen at some point, but access is made.

Anything the Glassmancer builds should fit the tone of the game, and the GM should feel free to veto any builds that seem out of character. Though if a veto is used, the GM should, when possible, suggest an alternative that achieves the same goal and fits the game's tone.

INHUMAN INSIGHT ‡

Choose a target you have roleplayed with, making at least one Charm roll. You *know* the answer to any one question about that target. This can be a secret they have been trying to hide!

Any facts you learn are true.

LOOSE LIPS ‡

You may tell a story very publicly about a specific person, and that story is perceived to be true. It may actually be true, even if it wasn't before.

A target can spend 1 Glory to counter this, but you gain the Glory.

MIGHTY THEWS ‡ (SPECIAL)

Perform a feat of superhuman might.

You automatically win any normal contests of strength, like arm-wrestling. That doesn't use this Vagary.

You can also do something superhuman, like punch your way through a stone wall, break metal bars, or wrestle a bear.

The rule is: if it's something you can't normally roll (but is an understandable feat of strength), roll with Might.

If it's something you normally roll, you automatically succeed with the best possible result.

Mighty Thews don't inflict direct damage, but you are encouraged to find ways to use them in combat.

MYSTERIES ‡

Choose something you wish to protect, and choose something just as true.

The first time each scene when someone discovers (or acquires) the first, they instead get the second.

This can be a fact about yourself, or it can be a tangible thing. If someone tries to pick your pockets, you choose what they get – they still pick your pockets, but they don't get what they intended.

You choose what you give up (but it must be something you *can* give up).

The GM must always tell you when something secret happens so you can choose whether to use this ability. Your character won't know about the use of this ability – it's a player choice.

OPPORTUNIST †

Spend 1d6 Power for extra Interruption. This is an extra action once per scene, in reaction to someone else's action.

Remember you can react to an *ally's* action (This is a great option to hold in reserve for when you really need to avert some effect through an Interruption).

REVELATIONS ‡

If it could be written down, anywhere by anyone, you know one fact. You remember reading about it back at the library, though perhaps you didn't understand what it meant till now.

If you ask for a fact and the GM declines to answer, this ability is not used.

This ability is mainly for players who like to ask the GM what is going on.

QUICKENING †/‡

When a daemon binding is broken in your presence, you can draw the daemon's soul into yourself. Roll as if Binding, and your Victory levels are the levels of Quickenings gained.

Daemons don't like this, so if you have any daemon souls in bondage, other daemons will likely not react well to you.

At any time, you can release this power (all of it) for various effects:

You can try to break a daemon binding if in the presence of the daemon, banishing for 1d6 centuries. Multiply quickening level by 4 and roll against daemon Spirit.

You can spend your Quickenings levels to ward a person or place against daemons in a similar way. The quickening strength drops slowly and is usually gone with a new Scenario.

SWASH ‡

You can perform an action in flashy and visible fashion. There must be witnesses! You automatically succeed an action you would normally roll for.

This cant be used for inflicting damage, and the action is typically physical. If it places the Swashing character in greater danger, even better.

Dartane is attacked by a monster who rolled a Spectacular attack. She describes how she laughs and waves a red rag in front of it. The attack misses. The monster is now infuriated and wants her blood.

TALL TALES ‡

You may reveal a fact about the world that you learned on your travels, and gain an advantage in doing so. The specific effects vary by circumstance.

While locked in a dungeon, you declare, "This moss is the Acidic Moss I found in Garrul. If we add water, it will weaken this section of the wall and we'll be free!"

You can create a fact about inanimate objects that was not previously known.

TOTALLY NORMAL (SPECIAL)

Nothing about you can be definitively shown to be magical, except while *doing* something magical. This applies to your bound daemons.

The people of Spiral avoid the Rust by virtue of appearing totally normal to avoid attracting attention.

This counts against you if you *want* to be accepted as a sorcerer, but your actions are overlooked unless caught in the act.

WILD AT HEART ‡

Call on your tribal god or elementals of nature to deliver or guide you to something in the wilds. Maybe you need a way past a chasm or calm a wild animal, want a temporary pet owl, need to find a way to lead others into a trap, or upstage civilised folk...

If you can describe what you want and how you might get it, the GM narrates it happening.

SPECIAL**AMNESIA ‡**

If you want to play a character who doesn't know much about the world, this is the Homeland to take.

Once per advance, you can use Amnesia to buy any Glory advance for free, if you can justify it in a way that fits your amnesia (which might not be easy!).

You will never remember another world; take this option *only* if you want to be ignorant of *this* world.

CHANGELING ‡

Only Abominations may learn the skill Changeling. You are a shapeshifter, and can transform parts or all of your body in whatever way needed – grow wings, tentacles, claws, and more. You always look creepy and monstrous, and it's wise to keep this side of yourself hidden.

Changes that give no more ability than tools give others can be done with a skill roll; once per Advance do something dramatic like grow wings or tentacles.

The shift can last up to a scene, and always costs 1d6 Body (it's painful).

DAEMON-KIN ‡

Daemons respect you. Choose a target. During the scenario, all of that target's bound daemons go dormant whenever you are present, and do not act in any scene you are present. They do not even wake from dormancy to protect themselves (destroying a daemon binding just frees a daemon to return home).

Rogue daemons treat you with wary respect, but are not limited in any way.

Daemons of the Church are treated as rogue daemons, because it's impossible to find or identify their owner.

FLOROMANCER ‡

You have power over non-sentient living things – e.g., plants. Describe how they do something you desire. Plants grow to entangle an enemy, vines grow to lift you up the side of a castle, trees open up to create a hiding place, and so on.

The plants must be present. Spend a Glory to make a growth of plants *be there* where they might not normally be. Maybe this castle just isn't maintained, or this desert has a tiny oasis.

MONSTER (SPECIAL)

Pick one daemon power. You can use that for 1d6 Power cost each Scene.

There might have drawbacks at the GM discretion, such as the tendency to go into inhuman rages. You aren't human anymore and aren't accepted by human societies.

RUNETONGUE (SPECIAL/‡)

Daemons see you as one of them.

You can possess one more Invocation and Bound Daemon than normal.

You can also talk to daemons once per chapter. Roll Weird to ask one Yes/No question per Victory. The daemon answers even if this goes against their owner's interests, but it can only answer about things it has personal contact with.

VOLCANIC BLOOD (SPECIAL)

Your blood is corrosive to everything in this world. The first time you take body damage, a spray of blood injures your attacker – roll damage against them.

You may deliberately injure yourself to use your blood as a corrosive agent – dissolving iron bars, etc. This costs at least 1d6 Body on success, and may cost more.

The blood cannot be stored for later use – it eats through *everything*, including (especially?) anything made by daemons.

VAGARIES AND WEIRD

The preceding text might suggest that Vagaries always work. That isn't true – they are weird so use the *Weird* skill.

Some vagaries might look like they are not psyche-based. *Mighty Thews* looks very physical so it might seem more sensible to base it on *Ferocity*. But these are all a result of magic, and whether you can harness that is based on Psyche.

Some Vagaries have a skill listed (like *Changeling*): use that instead.

ADJUDICATING SUCCESS

Any success means you get what you want, but...

Average: this is a partial success, and the GM creates a complication that applies on top of the action. I'll create a d20 table of random complications, but for now just think of any random event that is less serious than the Vagary. The vagary is always a benefit.

Good: This is a standard, solid success.

Excellent/Spectacular: This is a better success, and you get some extra benefit.

Some Vagaries have a variable effect built-in (see Runetongue). For those, don't bother with this section.

ADJUDICATING FAILURE

Failing a roll never takes an action.

Vagaries are usually marked † or ‡. The first represents Vagaries you can use once per Scene, the second for things you can do only once per Advance.

For all of these abilities, a failure means the Vagary has not been used and you can try it again at a later time (for something different).

Scene Abilities: You can use it again as early as a turn later.

Advance Abilities: You can't try to use it again until the next scene.

STARTING WEIRD SCORE

Weird is based on Psyche, but all player adventurers get a free advance in Weird.

This free advance is on top of advances assigned so far.

You cannot buy any advances in Weird skill before play begins. You have a basic familiarity, and that is all