

BACKGROUNDS

Pissed Off Farmer With Socialist Leanings

The grain tax is bullshit. The rich and opulent eat and drink away the results of your hard work, while you are left with naught but lint and edible regrets. Time to rise and seize the means of production!

Possessions- Pitchfork (damage as spear, requires two hands), Hoe (damage as hammer, requires two hands), sickle (damage as knife), meager provisions x3, Sunshade hat, Revolutionary pamphlet

Advanced Skills

Farming 4
Strength 3
Fasting 3
Farm Implement Fighting 1

Fabric Smuggler Starfarer

Tillskin, Bluchitin, Arborian hypersilk. Whatever the client's skin desires to be wrapped in, you can get it to them. You know all the shadiest suppliers and the riskiest routes. The places you visit for material and sales have landed you many exciting and romantic escapades, which would all make great material for pulp paperback stories in your humble opinion.

Possessions- Pistolet, Gunbelt with loops holding 8 plasmic cores, Cool pilot suit (light armor), A small cruiser class golden mirror barge (2 cabins, max seats 6 people. The barges engine is old and unreliable, requiring regular repairs to work.)

Advanced Skills

Golden barge pilot 2
Pistolet Fighting 2
Sleight of Hand 2
Acrobatics 1
Fist Fighting 1
Run 1

Scholar of Coition

Have you ever wondered how many times a day an ant panther lays with a female during mating season? Or maybe you've been curious about the highly racy details of the Carnaval Cramoisi? And might you even be so bold that you want to know the average size ratio of

rhino-men's genitals (oh my!)? Well so does this scholar, and they plan on experiencing, as well as documenting, all of these things firsthand.

Possessions- 5x notebooks with detailed notes, Writing materials, Telescope, Periscope, Greenery Camouflage Robe (+1 sneak in foliage)

Advanced Skills

Sexology 4

Secret Signs (Universal copulation references) 3

Sneak 2

Awareness 2

Trapping 1

Spell- See Through 1

Pink-Of-Shade

What does one do when they wake up one morning and find out that their shadow is suddenly bright pink? And talks in your head? And definitely doing something related to all the other weird things that suddenly started happening around you as well. I suppose you have to set off to find a great scholar or two who might have an idea what to do about it. After all, you can't stay like this forever... right?

Possessions- Bright pink shadow, Bag of wonderful candies

Advanced Skills

Awareness 2

Run 2

Sleight of Hand 1

Control Shadow 1

Spell- random 1

Spell- random 1

Special- The pink shadow has a life of its own, moving and stretching un-naturally. It speaks in your head in a language you cannot understand. You gain no bonuses to hiding from being in shade, due to the very noticeable color of your shadow. Every 3 - 5 months you gain a new random spell from the shadows infusion onto your soul, starting with a rank of 1. Once you have 6 spells, you no longer gain spells this way. A secret, ancient tool may be used to get rid of the shadow forever.

Prurient Swordswoman

Something about those classical female adventurers, needing to have their bits out at all times and trying to get your bros to have a lay in the hay, when you just want to actually clear out this dungeon. What the fuck is their problem, seriously?

Possessions- Longsword, Small shield, Bikini armor (magically enchanted. Counts as modest armor, but takes no inventory slots), High heels (+1 to distracting, but -1 to sneak, acrobatics and run), Makeup kit.

Advanced Skills

Copulation 4
Distracting 3
Etiquette 2
Sword fighting 1
Shield fighting 1
Acrobatics 1

Special- Rumors of your various dalliances seem to follow you anywhere you go.

Antipaladin

Ah, paladins. Those mighty champions of their gods clad in the finest vestments, heroically charging to the aid of the innocent. You are not one of those. You are a champion of unique and interesting new age nihilist philosophy (with a dash of fairly extreme economic and public security theories). Come feel the boot upon thine visage, over and over.

Possessions- Jet black spiked armor (Heavy armor, unarmed and wrestling damage as knife while worn), Polearm, Mace, Undivine Symbol.

Advanced Skills

Frighten 3
Strength 2
Polearm Fighting 2
Mace Fighting 1
Poison 1
Spell- Undo 1

Special- Duty Bound to wear their spiked armor and undivine symbol on display. -2 to frighten without the armor on.

Kitsune

A child of the fox god of a distant land in the east. You are cunning and capricious. However, the dog god's cohorts are trying to hunt you down, even so far from home.

Possessions- Fine foreign robe, large ornate pipe (damage as club), fox teeth (damage as knife), paper umbrella.

Advanced Skills

Language- Land of cherry trees 5

Trickery 2

Disguise 2

Stealth 1

Etiquette 1

Awareness 1

Spell- Find 1

Spell- Random 1

Special- You can assume the form of a human, a human/fox hybrid or a fox. The appearance of these forms is always the same when you turn into them. In fox form, all your items and clothes are transformed too, kept inside the tuft of your tail during the transformation.

Carrion Kingdom

You are the most horrid of things, the worm that walks, reviled by even the demons of the deepest underworld. Your shared mind crosses the hundreds of you form in a vaguely humanoid clump. You now go on, looking for warm flesh to use as a bed to birth more of yourself from.

Possessions- Old musty robes, Vaguely humanoid mask.

Advanced Skills

Tunnel Fighting 3

Tracking 2

Carrion laying 2

Fist fighting 1

Disguise 1

Special- You always count as having heavy armor against physical weapons, but not toward magic, energy weapons or the elements. You can squeeze through a space as small as 6mm in diameter, though your items might not fit. You can only regain stamina if you have a relatively intact and fresh corpse, which you fill with eggs that hatch in about 8 hours. When testing against mind effects or poisons, you can roll twice and take the better result.

Biblically Inaccurate Angel

There seems to be an impression that folks like you, the inhabitants of the high planes of divine Arboria and the like, bare rather horrific forms, burning rings, thousand eyes and dozens heads of beasts. This is not accurate at all. Instead you look like a very sexy person with big eyes and atypically colored hair, styled in a somewhat deranged manner. You wear way too many belts, and little else, as you travel the spheres, dispensing justice.

Possessions- Silver melee weapon of your choice, Soul repeater (Fusil with +1 to damage rolls, holds only single shots, uses lost souls as ammo), x4 lost souls, Divine vestments (Counts as light armor, but takes no inventory space)

Advanced Skills

Language- Celestial 6

Healing 2

Fighting with a weapon of your choice 2

Second Sight 2

Soul repeater fighting 1

Fly 1

Astrology 1

Spell- Light 1

Spell- Peace 1

Special- You have wings, which allow you a relatively slow form of flight. An angel's blood has healing power. You can open a wound and bleed rarified divine blood to heal someone, taking 1d6 damage to your stamina and healing the recipient for twice the amount of damage taken. You can sense the presence of evil, giving you +4 to awareness against demons.

Dungeoneer Handyman

Need to find a particular plant in the Doom Halls Eternal? Is a gang of thieves holing up in the north Fowlmount burrows? Do you need someone to lead the way during the first expedition to the curious maze discovered under market street recently? Well, we have your man. A borderline-deranged fearlessness and high rates are standard issue for those who dwell into the deepest and darkest places regularly for a living.

Possessions- Crossbow, x12 bolts, metal file, crowbar (damage as club), hammer, 50ft of rope, x10 pitons, A tiny mild-mannered canary in a cage.

Advanced Skills

Oublietteology 4

Tunnel Fighting 3

Trapping 2

Awareness 2

Locks 2

Crossbow Fighting 1

Sneak 1

Climb 1

Bastille Old Hand

Some people do their time in the inter-sphere supermax and then go free, others die early in the hard and cold place. Not you though. You are there for the long haul and you have made the harsh place into a home. Pumping hard iron, making bets and trades, as well as finding alternative protein sources, these are your means.

Possessions- Mandated personalized prisoner mask, uniform, shank (damage as knife)

Advanced Skills

Strength 3

Prison Etiquette 3

Wrestle 2

Fist fighting 2

Special- You have hard and calloused hands with thick calcified knucklebones, giving you +1 to unarmed damage rolls.

Scion Of Golden Nectar

Once flowed a juice of berry or fruit as sweet as divinity. All things were revealed to those that drank from it: absolute power, deepest truths and secrets, as well as truest of loves. This divine golden formula is what you and your ilk seek to recreate, so you may partake and ascend. Affectionately referred to as "pissmages" by other folk.

Possessions- Alchemical set, Distillation set, Yellow robes, 3 bottles of your finest blends, corker.

Advanced Skills

Distilling 3

Alchemy 3

Spell- Find 2

Poison 2

Awareness 1

Second Sight 1

Spell- Random 1

Special- The scion can detect impurities in liquids via taste with a 98% accuracy.

Clam Diver

The shiniest pearls and the tastiest mollusks are all kept deep under the waters. But how can you ever reach the deepest depths, when you were not born with gills? Curse the gods and their aggressive categorisation!

Possessions- Harpoon (damage as spear), Rope-loincloth, Well kept boat, Fishing net, Shiny pearl.

Advanced Skills

Swim 3
Awareness 2
Harpoon Fighting 2
Evaluate 1
Strength 1
Fishing 1

Chronolagomorph

In the tumultuous space in between the infinite spheres, time itself is an uncertain, wavering thing. These big eared beasts however stand unchanged even among the most severe chronotempests and living paradoxes, and many have even taken the responsibility of defending the timestream from the worst of them.

Possessions- Leotard or speedo. Large morningstar (damage as Maul), Universal-standard time pocket watch.

Advanced Skills

Acrobatics 3
Morningstar fighting 2
Fist Fighting 2
Chronology 2
Strength 1

Special- Unaffected by any magical, or otherwise unnatural time related effects, such as accelerated aging or time stopping. Can jump upwards to 15 feet as a long jump or 10 feet as a high jump without needing to roll acrobatics.

Four Star Culinarian

Food is life. In the infinite spheres, there are equally as infinite recipes to be discovered and made into meals that transcend the boundaries of once tastebuds. Your steps into this vast infinite culinary journey are so far few, but the fabled 5 stars, and all the glory and responsibility it means, await.

Possessions- Chef's uniform, 5x kitchen knife set (not meant for combat, but perfectly usable for it if your soul dares), carryable cooking set and ingredient rack (takes 3 inventory space, but includes nearly all necessary kitchen equipment, just micro-sized)

Advanced Skills

Cooking 3
Kitchen Hygiene 3
Etiquette 2
Awareness 1
Evaluate 1
Knife Fighting 1

Special- +1 to cooking when working in an actual kitchen.

Centaur

A marriage of twisted flesh. You are an abomination, an unholy crossing of man and beast. Though your horrid form drives you away from most civilized places, you do inspire a degree of primal reverence in those more connected to the natural world.

Possessions- Bone spear, Bone Bow, x12 Bone arrows, Hooves (damage as club), Horrid Hide (always counts as lightly armored), d3 Hunting trophies

Advanced Skills

Run 4
Strength 3
Tracking 3
Awareness 2
Spear Fighting 2
Bow Fighting 2
Hoof Fighting 1
Acrobatics 1
Gorecraft 1

Drudge Demon

The underworlds have many denizens of great power and dominance. They also have the likes of you, lowly slave to the whims of your dark masters. Infernal housekeeping is often more dangerous than any battlefield of the mortal world.

Possessions- Riding crop, Servant mask, A soul coin given to you as reward for exemplary service, Demonic stinger (damage as knife, gains advanced skill Stinger fighting 1) or small wings (can fly very slowly, gains advanced skill Fly 1).

Advanced Skills

Groveling 4
Etiquette 3
Run 3

Stealth 3
Strength 1

Special- If you have a soul coin on you at a moment when you would die, you are instead returned to life with 1d6 stamina, after which the coin turns to dust.

Deathsmile Physician

In places of much conflict, healers are always needed. Such places are however terribly dangerous to those with a mending hand. Some speak of a kind of doctor that practices their trade in such places undeterred, adorned with masks of horrid grins. Who are they, and why are the methods of their trade both so good and yet so bleak?

Possessions- Long bladed scalpel (damage as knife), Deathsmile mask, Black Vestments (light armor), 1d6 doses of strong anesthetic, A preserved liver.

Advanced Skills

Surgery 3
Healing 3
Autopsy 3
Scalpel Fighting 2

Special- You may conduct a thorough post mortem examination on a creature, requiring a surgery roll. If the roll is successful, from then on you have +1 on damage rolls with a scalpel against other creatures of the same species/general anatomy.

Roofhailer

When men first banded together to craft civilization, the new heights of self made lodgings posed a challenge of their own. Ropes are hard to climb and ladders only go so far up. Someone with a particularly high strength of grip and fearlessness of heart is needed to fix up shingles, unclog chimneys and lead the charge against vileblighted owls roosting up there.

Possessions- Hammer, 50ft of rope, working man's headband, 1d6 servings of drymeat (counts as provisions).

Advanced Skills

Climb 3
Acrobatics 3
Hammer Fighting 2
Strength 1

Bushman

The man and the bush can be one, if you only find the right manner of being. All things can be conjoined.

Possessions- A bush camouflage suit (+3 to sneak in foliage, but -1 to sneak everywhere else and -1 to run and acrobatics) or low cut bush suit (+1 to sneak in foliage) or barbed bush suit (counts as light armor and can attack with barbs, damage as knife), 2d6 fresh berries, Big stick (damage as staff).

Advanced Skills

Bush Tending 4

Run 3

Spell- Brittle Twigs 1

Barb fighting 1

Sacred Earth Tiller

As times pass, the merciless march of civilization rends the land, severing connections in between the great veins of life and truth in between the land and the things which live on and from it. These connections must be mended by hand. You feel the root spread in your souls. You are an instrument of the land itself.

Possessions- Hide and bone armor (modest armor), thick fur coat, large earth rake (damage as maul), 2d6 seeds, Small animal companion.

Advanced Skills

Secret Signs- Woodspeak 4

Strength 2

Spell- Breach 2

Spell- Random 2

Awareness 1

Healing 1

Warclown

Shifting battlelines, charges straight into the enemy frontline, brutal starve-em' sieges. War in all its world crumbling horror. Very few see the comedy in it all. You do.

Possessions- Face makeup, Kooky wig or silly hat, peeling knife (damage as knife, on a mighty blow it peels an arms length of skin off the the target), paddle that makes very loud noise when hit with (damage as club), pistollet with a comically long barrel, fluted multicolored poofy costume (modest armor), assorted comedy utensils.

Advanced Skills

Comedy 4
Funny weapon fighting 3
Sleight of hand 2
Trapping 2

Scion of the Brass Empire

There seems to be some confusion among the infinite spheres about your homeworld. About its grand and obvious superiority over all others in wealth, culture and war. It shall not be for long. The brass feels heavy on your skin and the smell of sulfur springs you awake. It's time for joyos war! War of truth!

Possessions- 2x pistols, 8 plasmic cores, fluted brass mail (modest armor) or brass maul, fusil or brass full plate, back mounted standard of the empire.

Advanced Skills

Language- Classical Beuméri 5
Pistol fighting 3
Etiquette 2
Astrology 1
Maul fighting 1
Fusil fighting 1
Opera singing 1

Badlands Arms Dealer

In the farthest, harshest and most lawless of the spheres, there is one thing people always have need of: weapons. You have tapped into this market, venturing into places where men fight beasts, demons, even self appointed 'gods', and worst of all their fellow man, every day. You supply them what they need, and when the dust settles from their conflict, you pick the still usable hardware off the corpses, ready for the next customer.

Possessions- 3d6 melee weapons, 1d6 bows and crossbows, 1d3 fusils and pistols, 1d6 plasmic cores, a magic sword (an unbreakable longsword with +1 to damage rolls) or 1d3 high explosives W' detonator or Antimatter Rifle (Fusil 1 mile effective range and scope), dusty windbreaker, old wooden cart.

Advanced Skills

Weapon maintenance 3
Evaluate 3
Awareness 1
Sword fighting 1

Pistolet fighting 1

Gateway Family Noble

Portals aren't just the most convenient form of transportation in and among the infinite spheres (or inconvenient, if you don't like who's coming through one), they are a priced commodity and a privilege to those that possess them. Grand houses and legacies are built around portals and heirs are trained to identify, manage and maintain portals to ensure the family retains this high position.

Possessions- Astral bedrock amulet (glows faintly when within 50 meters of an inactive portal, or brightly if an active one), fine letter knife, family seal stamp, fine vestments.

Advanced Skills

Portal upkeep 3

Etiquette 3

Second sight 1

Special- Can test their luck to recognize where a portal leads by sight.

Garuda Exile

Convicted of the most horrible of crime, the rest of your kind had every right to sentence you to death. However, they did not, for the Council of the Highest Peak showed you mercy of the cruelest kind, to be de-winged and banished to the lands below the clouds forever. So it is done, and now live every day in shame, with crafter artificial wings on your back you walk a stranger among the other flightless.

Possessions- Beak (damage as knife), Wood and leatherwork wing rig (While worn allows high speed gliding and acts as light armor), longbow and 16 arrows, handheld isobar for determining wind direction.

Advanced Skills

Fly 4

Awareness 3

Bow fighting 2

Talon (unarmed) fighting 1

Amazon Housewife

Some women dominate the badlands as the most feared tribe of warriors known to all mortal races. Others settle down to start a family. Neither way of life should pose any threat to the validity of the other.

Possessions- Woodcutting axe, Headscarf, Apron, Ritual tattoos, A picture of your family drawn by your child as a gift.

Advanced Skills

Strength 3
Housekeeping 3
Cooking 3
Axe Fighting 2
Run 1
Climb 1
Swim 1

Astral Theorum Monk

The way of the stars has long been decided. The pathway is strewn across the sights of us all. In the monastery, you learned how to look carefully, for the signs of something wrong, and if necessary raise your fists to defend the great harmony.

Possession- Modest robes, Skybark Staff, alms bowl.

Advanced Skills

Secret Signs- Starsigns 4
Unarmed Fighting 4
Astrology 3
Staff Fighting 2

Tar Witch

The magic forests and the dim bogs were far too easy to reach by any greasy commoner or overeager wizard hunter, so you took to places even harder to reach. In these far reaches of being where none should tread, you dabble with the forgotten magics.

Possessions- Ritual dagger, Indescribable amulet (Survive unexplainably once upon death, after which the amulet crumples to dust), Hideous hide cloak (light armor), 2d6 plump mushrooms.

Advanced Skills

Spell- Read Entrails 3
Second Sight 2
Mushroom Gardening 2
Spell- Befuddle 1
Spell- Fear 1
Spell- Cockroach 1

Spell- Random 1
Spell- Random 1
Sneak 1

Special- You have been in places where only black suns shine for so long that in direct regular sunlight you suffer -1 to skill.

Gnut

A great beast of the earth, kin to trolls and other beasts that make caves and hillsides their home. Where the Gnut came from, none know, for even the gods remember the Gnut from the early days of being.

Possessions- Thick horns (damage as Maul), Giant fists (damage as mace), Thick hide (always counts as moderately armored), Thick and warm fur that protects from the cold.

Advanced Skills

Strength 4
Napping 4
Awareness 2
Fist Fighting 2

Special- Much harder to wake from sleep than most creatures. Must roll Napping to resist regular means of waking one up (loud noises, shoulder shaking etc). Needs to nap at least an hour a day aside from a regular night's sleep.

Tiger Courts Deputy

How does one gain a place in the Tiger Courts despite being neither a tiger nor of the sacred lineages of the feline immortals. By doing as you're told, that's how. Your position requires you to give your life in protection of the court and its honored members, and often track down and bring before the court miscreants who they wish to punish.

Possessions- Official aide bullwhip (damage as whip), A honeygold pin of trusted servant to the court, Fine clothes with skysilver weave (light armor that takes no inventory slots).

Fur Grooming 3
Etiquette 2
Whip Fighting 2
Tracking 2
Unarmed fighting 1
Awareness 1
Acrobatics 1

