



Legacy Chart	Tenant	Common	Free Holder	Man at Arms	Craftsman	Merchant	Gentry	Lesser Noble	Noble	Distant Royalty	Close Royalty
Human	1-10	11-50	50-59	60-73	74-79	80-84	85-89	90-93	94-96	97-99	100
Elves	01	02-03	04-83	84-93	94	95	96	97	98	99	100
Dwarf	01	02-05	05-84	85-88	89-94	95	96	97	98	99	100
Hobbit	01-20	21-40	41-75	76-80	80-86	87-89	90-92	93-95	96-98	99	100
Centaur	*	1-20	21-40	41-80	81-90	91-95	96-97	98	99	100	*
Ork	01-06	07-15	16-85	86-98	99	100	*	*	*	*	*
Urukai	01-04	05-19	20-80	81-95	96-98	99	100	*	*	*	*
All Others	01-25	26-75	76-80	81-95	93-94	95	96	97	98	99	100
Social Status	Tenant	Common	Free Holder	Man at Arms	Craftsman	Merchant	Gentry	Lesser Noble	Noble	Distant Royalty	Close Royalty
5-15 gold	/2	as is	+3	+ 12	X2	X3	X4	X5	X6	X7	X8
Starting lvl	0	1	1	3	2	2	3	4	4	5	5
# of Skills	2	0	0	2	4	5	3	4	5	6	7
# of Deaths	0	0	0	3	2	2	3	3	3	4	4
Back-story	35%	30%	35%	40%	45%	50%	55%	60%	65%	75%	85%

Back-story Chart

1	Beastmaster: animal friend (all)- Familiar. "Take on the skin" at lvl 11. See GM
2	Gladiator: Barbarian at ½ your lvl Gladiator Skills (stacks)- see GM
3	Berserker: Berserk. Defy Death, Final Fury if Berserk.
4	Fighter: all warrior skills deal +1 damage per 5 Warrior lvls you have.
5	Forrester: Green gem in forehead= Wilderness Healing/Energy. Archer stack w/Ranger
6	Cleric: gain Life spells at ½ Paladin lvl. Your Exorc. Can be an Aura for 1 Mana.
7	Crusader: Lvl in Knight counts as Paladin or ½ in Life. 1000 gold. Establishing Religion
8	Druid: Main 1 random animal ability per 3 lvls in Ranger and Nature.
9	Alchemist: Potion Making at lvl. +10 in Alchemist. Use ES word to simulate new types
10	Herbalist: Herbalism at +10 lvls. No cost for creation. Create hybrids and new items.
11	Saint: Pacifist (Immune). Bound to life. Undead cannot touch you.
12	Techno: 2X proficient Tinker. Use no magic. "Magic is a lie!"
13	Prof. Courtesan: Mind Control & Allure Touch (non magic) vs opp. Sex at Court lvl.
14	Prodigy Martial Artist: Create a custom class to approve as new style.
15	Fencer: Crit Elite with swords and daggers. Snare/Disarm in Duels.
16	Bard: Storytelling in combat: Banding while playing music.Musician counts as totoal lvl
17	Masked Avenger: "Secretly" a Hero. +10 prof. when masked. Journeymen cover identity.

18	Shaman: Oracle, Spirit Guide. Sense Weather. Tribal Non Feudal, Ritual Competent.
19	Slaver: Enforcer @ lvl. Snare, Bury, Threat. Can deal 1 pain per 5 total lvls you are.
20	Witch hunter: Paladin at ½ your total lvl. Must destroy all known evil! Immune to Fear.
21	Soothsayer: Oracle (future events only) 2X prof. Sense Death Coming (pull in advance!)
22	Sage: +10 lvls in chosen scholarly Trade Craft. Oracle/Identify on that topic only.
23	Diplomat: Access all countries. Lvl in Dipl. Counts as total lvl. Coutes. At ½ lvl in town
24	Rouge Magic: 1d20 custom spells of GM's design (small, simple, but no armor restrict.)
25	Elder Sorcerer: Use only ES. Lvl in Mage=# of words at start. 2X prof. at ES.
26	Mental Savant: Immune to Mental Effects. Protect others by Ritual.Touch/Party Memb.
27	A Blessing and a Curse: just as it says...
28	Living Shrine: you are a shrine to your deity. Very pious. Must "tend" yourself.
29	Raised by Monk: Roll for style- have 1 ability- can't wear above leather armor.
30	Escaped Assassin Cultist: Slay, Dispatch, Cult is after you, Morganti...
31	Ward of the Enemy: Roll for treatment. Politically important hostage. +3 Social Status.
32	Humamagus: An animal with Bestial Transformation for Human!
33	Spirit Inheritance: When you PD, can pass on abilities to a party member (see GM)
34	Thick Soul: Can't PD the first time. Spirit always leaves your body.
35	Lethal Weapons: weapon/damage/type deals +1d20 damage to you. Shatter for that type
36	Darkest Mind: Immune to Fear, Phobias, etc. Recovering Insane- seen the worst!
37	Vanishing Dead: You are hidden if Unconscious or Dead
38	Heavy Footed: Minus 10 Tracker lvl (passive). Bad body odor. Animals won't eat you.
39	Backstory Season: This season is your Backstory. Gain no lvls, only skills. Juvenile.
40	Superhero: have a superpower (basic/med/extreme) feel compelled to save the world!
41	Damage Competent: Damage dealt to you increases your Max HP point per point.
42	The Hulk: Frenzy, +2 Size and Imp. Str. if Berzerk. +3 and Giant. Str. if below 0 HP.
43	Mana Competent: Mana that is drained from you increases you Max point per point.
44	Were-Human: Animal that is a were Human!
45	Space Hold: Immune to displacement (teleport, etc.) Earthbind self only.
46	Impressionable: Act like who your around. Parrot people. Do good impressions.
47	Second Sentience: Something lives inside your mind! Can let it take over! (see GM)
48	Delusions of Grandeur: Arrogant, Resit Fear. Tell people you have backstory (roll).
49	Spirit Harbor: Spirit are drawn to you and Bury themselves in you! Immune to Bury.
50	Guilty Conscious: Confess bad things while unconscious. Sleep talk. Consciousness!
51	Natural Empath: All attacks are Empathic Strikes. Sense emotions. Manic.
52	Thematic Upbringing: Raised to be a __. Skills in that class are ½ cost. Must become one
53	Soulbound: Your soul is tied to an item. What happens to it happens to you. (seeGM)
54	Monster Advocate: Diplomat +10 lvl vs non animal NPC species. Hunter vs PC species!
55	Knack for Action: Your INT is down 2 steps. In combat though it is +1 to species normal
56	Fragile and Deadly: Damage kills you! Brace, Slay, Dispatch. Bullied as a kid.
57	Odd Magic Field: The delivery of spells you cast/used is different (see GM)
58	Midas Touch 2.0: Gold you touch turns to silver. Banned by Thieves. Poor.
59	Raised by Nymphs: Courtesan lvl +10. Allure Touch 3 mana (last s the encounter only)

60	Curse Competent: Curses cannot be removed from you. Can sense cursed items by sight.
61	Haunted by Poltergeist: Haunt moves objects, harasses you! Reflexes (as archer).
62	Metamorphic Mutant: Can alter base stats as a Ritual (ROR, HP, etc.) Non-Humanoid.
63	Lethal Taboos: Will kill anyone who breaks taboos, even self. Resist Mental Effects.
64	Tantrums: Frenzy when you don't get your way. Have Shatter for items you're holding.
65	Deaths Hourglass: You die at end of every mission unless another party member does.
66	Rallier: Banding Elite if you blow a horn. Location becomes Fortified. Real Horn required!
67	Enigma: You and your items are Immune to Identify type effects.
68	Parental Instincts: Bound to all allies off a smaller size than you (+1 HP per each too!)
69	Raised by Costumer: lvl +10 Tailor. Obsessed w/designing parties matching outfits
70	Terminally Ill: Any day is your last (GM secret roll). Immune to Illness, Disease.
71	Infertile: Cannot have children. Irritated, depressed by families. Immune to Tree Form.
72	Natural Trash Talker: Aggressive, Limited Taunt, Start fights!
73	Raised by Nationalist: Resistant to Diplomacy, Enforcer.
74	Unlucky Optimist: Can't learn gambler. Luck boost: Cum. Cost (as Oracle). Unlucky.
75	Dark Destiny: Will PD by seasons end. Those that cause your demise will be destroyed!
76	Displaced by War: Start as Commoner. Vendetta. Track, Sense Ambush.
77	Cave Dweller: Dark Vision, lvl 5 Minor. Sunlight burns you.
78	Genius: Above Ave INT: Cum. Cost raised it to High. Exocentric and Aloof.
79	Color Blind: Night Vision. -5 lvl Area Search, Herbalist. Adv. Smell.
80	Natural Polyglot: +5 lvls Read/Write for spoken only. Read Write costs ½ exp to learn.
81	Raised by Vagrants: Area search lvl 5, Stash. -1 dam from weather. Can't stay in towns
82	Fragile Minded: All insanities are permanent but minor. Cannot resist mind effects.
83	Art Mage: lvls in a particular Art gives bonus to Ritual Spells (counts as lvl- see GM)
84	Alien: raised on this planet. GM created Mutant. Seeking answers to your origin.
85	Tourist: Wanderlust. Read/Write maps only. Can't learn languages. Common only.
86	Hypnotist: OUT Mind Control/Oracle (controlled speak as Oracle). Lack of Empathy.
87	Plane Bound: Can't change planes. Items that are glued stay too. Very down-to-earth.
88	Ball and Chain: Domineering Spouse. Lie, lvl 5 Area Search. Tenant in your house!
89	Damage Control: You take -2 damage from attacks. Damage Mind Controls you!
90	Celestial Guardian: Instant Teleport other players to town only (by Touch). Protective.
91	Verdant Soul: Raised in Mana Well. Have powers etc. in that type of terrain.
92	Haunting Spirit: If you leave your body you're an Immobile Haunt. Must be solved etc.
93	Backstory Cover: Roll Twice on this chart. First is real, second is your cover.
94	Backstory Denial: think you have no back story... but actually do! Roll for it.
95	Typo Effect: Roll again on this chart. Change the letters in a Backstory name. See GM.
96	Alternate Chart: Roll on a different chart (any) players choice.
97	Reverse/Modify: roll again but reverse the Backstory if possible- otherwise modify it.
98	Exaggerate: roll again and exaggerate the Backstory
99	Double Backstory: Roll twice on this chart.
100	Pick the Back-story you want (with GM approval of course).