

BACKSTORY: Irina Vulpu

Initial stats rolled: 16,14,12,12,11,10,10,9,7

Initial Social Status: SS3 - Lower Middle.

AGE: 8

Life Event: Bridge Building

A large development project in your region provides new opportunities for steady work and good connections for those who prove themselves.

Results: Minor Misfortune

You are assigned to do dull, repetitive and mind-numbing tasks. Suffer -1 Concentration.

AGE: 10

Life Event: Survival of the Fittest

Attacked by a ferocious animal on a remote trail, you are forced to drag yourself, bleeding and broken, for dozens of kilometers to find help.

Results: Minor Fortune

You bandage your wounds with leaves, feed yourself on bugs, and crawl out on your own. Gain a free roll in the Outdoors skill field.

Faction: Admitted to the Order of the Flaming Sword with title: Soldier.

AGE: 12

Life Event: The Mysterious Benefactor

A mysterious benefactor takes a special interest in you, shaping events from the background to help you, for reasons unknown to you.

Results: Major Fortune

Your Benefactor is well positioned within a Faction you are in or aspire to join. Gain +\$1500 and your next Faction admission or progression roll is made at a bonus of +2 and costs no xp if successful.

Faction: Promoted to Rank 2: Lancer in the Order of the Flaming Sword.

AGE: 14

Life Event: The Passion Project

You start work on a project that is interesting to you personally, despite discouragement from just about everyone. You have responsibilities and obligations, and you certainly don't have the time.

Results: Minor Misfortune

You were foolish to think you could succeed. Suffer -1 Composure.

Faction: Promoted to Rank 3: Corporal in the Order of the Flaming Sword.

AGE: 16

Life Event: A Long Walk Together

You and friend undertake an exciting adventure, setting out together to see the world and everything it has in store.

Results: Minor Fortune

You have a series of exhilarating adventures with a true friend. Gain an Ally and +3xp.

AGE: 18

Life Event: The Desert Escape

Stranded in a rocky desert with an injured friend or relative, you are forced to carry them many kilometers over rough terrain, facing dangerous exposure.

Results: Epic Fortune

You persevere against the harsh elements, and are made stronger. You gain +1 Will, +2 Stamina, and free roll in the Outdoors skill field.

AGE: 20 - You take better care of yourself, and it helps. Gain +1 Stamina.

Life Event: The Bottleneck

Your unit of archers are tasked with denying enemy infantry access to a bridge - don't let them cross, or their cavalry will be freed to maneuver.

Results: Major Fortune

Precision fire from your unit is celebrated as the decisive factor in the battle. Gain +1 Ranged Damage and your next Faction admission or progression roll is made at a bonus of +2 and costs no xp if successful.

AGE: 22 - You discover all kinds of new ways to make yourself feel truly exhausted. Suffer -1 to Stamina.

Life Event: The Cold Case

Decades ago, a powerful noble was kidnapped and murdered in a failed ransom attempt. The body was never found. Some local children have found a cave that sounds as though it might contain clues to the unsolved crime.

Results: Minor Fortune

You discover some new information about the long unsolved murder, but never manage to solve the crime. Gain a free roll in the Investigation skill field.

Began Adventuring:

Available assets: \$3900

Faction:

You take leave from the Order of the Flaming Sword retaining your nominal rank.

If you remain available for contract work, or to be recalled to active service, you can hold the freelance title Mercenary (Corporal).