

BACKSTORY: Kimetz “Cosmin” Terezeta-Mirenezeta-Liliz

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

Initial Social Status: SS3 - Lower Middle.

AGE: 48

Life Event: Color Me Impressed

With massive enemy armies encroaching, all able bodied persons are pressed into service, first to construct defensive fortifications, and later to hold them against attack.

Results: Minor Fortune

You see your share of battle. Gain a free roll in a chosen Combat skill field

AGE: 60

Life Event: Nothing But The Truth

You witness criminals severely beat a local shopkeeper, but when called upon to give testimony at trial, you face serious threats from a local criminal syndicate.

Results: Minor Fortune

After your testimony, you are placed under protection for three years, giving you a chance to see how it's done. Gain a free roll in the Investigation skill field.

Faction: Admitted to the Eastern College with title: Neophyte.

AGE: 72

Life Event: The Dead Tell No Tales

Pirates capture the ship you're on - you'll have to convince them that you're more valuable to them alive than silenced.

Results: Major Fortune

Soon enough, the ship is attacked. You take up arms for the winning side and earn respect. Gain +1 Resolve 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: Adept in the Eastern College.

AGE: 84

Life Event: The Low Road

With major roads closed due to landslides you are forced to transport valuable shipments down little used roads and trails, known to be stalked by bandits.

Results: Minor Fortune

You ride day and night, driving the animals as hard as you can. It's exhausting, but you arrive unharmed. Gain +1 Stamina.

AGE: 96

Life Event: The Grand Cathedral

You have watched the cathedral go up stone by stone, ever since you can remember. As you have grown, so has it, but taller and faster. Now you finally have a chance to work on the finishing touches.

Results: Minor Fortune

Labouring under the holy light of the cathedral illuminates and inspires you more than you ever imagined. Gain +5xp.

Faction: Promoted to Rank 3: Mystic in the Eastern College.

AGE: 108

Life Event: Quarantine

Caught in a region suddenly quarantined due to blight, you are forced to smuggle yourself and your goods out.

Results: Minor Fortune

You make a side deal to smuggle some stolen goods out, then openly turn over your infected cargo at the border to avoid inspection. Gain a free roll in the Street skill field.

AGE: 120 - You discover all kinds of new ways to make yourself feel truly exhausted. Suffer -1 to Stamina.

Life Event: The Orrery

The ancient mechanical orrery at a nearby university has not functioned for years, but none have had the courage to even attempt to repair such a complex and wondrous machine.

Results: Minor Fortune

The orrery is vastly more complex than you ever imagined. You are compelled to learn a range of new skills in order to make progress. Gain a free roll in the Trades skill field.

AGE: 132 - You are wise enough to not neglect yourself and manage to escape the effects of aging.

Life Event: The Surveyors

A company looking to expand their holdings are looking for volunteers to join an expedition to map a remote and undeveloped region.

Results: Major Fortune

You successfully survey the region and return with invaluable maps to support future development, impressing your patrons. Gain +1 Stamina 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 4: Mage in the Eastern College.

Began Adventuring:

Available assets: \$2700

Faction:

You take leave from the Eastern College retaining your nominal rank.

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