

BACKSTORY: Mariara Stoica

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

Initial Social Status: SS3 - Lower Middle.

AGE: 24

Life Event: The Cover-Up

After an enemy swears a vendetta against you for an imagined slight, you are left with no choice but to confront them directly.

Results: Major Fortune

You gather evidence of the crimes your enemy has committed against you and present it to the authorities. Your enemy is convicted of their crimes and imprisoned for life. Gain +1 to a random Stat, and a free roll in the Investigation skill field.

AGE: 30

Life Event: Steady Work

A company has purchased and cleared a large section of land on the edge of town and are looking for skilled workers. The pay is low, but the work should last a long time.

Results: Minor Fortune

The work is terrible, but at least you manage to pick up some new skills. Gain a free roll in the Construction skill field.

AGE: 36

Life Event: The Smear Campaign

A rival begins spreading rumours and lies about you. Damage is done before you even discover what they have been up to, and you must work to expose their deceptions.

Results: Major Fortune

Your rival's deceptions are revealed, and they are exiled. You never see them again. You gain +1 Composure and +5xp.

Faction: Admitted to the Order of Golmongarion with title: Page.

AGE: 42

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: Minor Fortune

The expedition is difficult, but you return with valuable information. Gain a free roll in either the Industry or Outdoors skill field.

Faction: Promoted to Rank 2: Squire in the Order of Golmongarion.

AGE: 48

Life Event: Patrons of the Arts

A symposium is to be held at a regional Academy, and you have an opportunity to present your work in front of artists, scholars, and patrons.

Results: Minor Fortune

No one takes notice of your own work, but you find ample opportunity to deeply examine many amazing works on display. Gain +1 Concentration

Faction: Promoted to Rank 3: Knight in the Order of Golmongarion.

AGE: 54

Life Event: Floodwaters

With flood waters rising rapidly, you start filling sandbags to construct a levee to save your home. You are forced to work long past the point of physical exhaustion.

Results: Epic Fortune

More than just your tireless determination - it takes some ingenuity to construct a levee to hold back the waters. Gain +1 Will, +1 Stamina, and a free roll in the Construction skill field.

AGE: 60 - You are wise enough to not neglect yourself and manage to escape the effects of aging.

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

Life Event: Roadside Repairs

Your carriage suffers a broken axle, and you need to improvise a roadside repair without proper tools or materials.

Results: Minor Fortune

Through sheer force of will you manage to repair the carriage on your own. You gain +1 Resolve.

Began Adventuring:

Available assets: \$3100

Faction:

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

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