

BACKSTORY: Vivienne-Eve Innoviva

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

Initial Social Status: SS4 - Middle.

AGE: 12

Life Event: The Earworm

You discover a hypnotic musical fugue and allow yourself to be drawn into its cascading, recursive patterns for days on end.

Results: Minor Fortune

You find that listening to, playing or even just singing or humming the tune helps you feel better.

Gain +1 to all Recovery rolls.

AGE: 15

Life Event: Orienteering

Lost in the wilderness, you are forced to attempt to find your way back to civilization using scant few landmarks.

Results: Major Fortune

You learn how to stay alive in the wild. Gain +1 Health and a free roll in the Outdoors skill field.

Faction: Admitted to the Ministry of Music with title: Neophyte.

AGE: 18

Life Event: Supply Lines

An army en route to support a conflict in a neighboring region bivouacs nearby creating a sharp spike in demand for your services.

Results: Major Fortune

You labour day and night, pushing yourself to the limit to meet the army's demands. Gain +1 to a random Physical stat.

Faction: Promoted to Rank 2: Adept in the Ministry of Music.

AGE: 21

Life Event: Roadside Repairs

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

Results: Status Quo

You work through the night to make repairs and get underway without injury or serious delay. +1 Stamina

AGE: 24

Life Event: The Highwaymen

Cornered by a gang of bandits, they make a sport out of beating you senseless.

Results: Epic Fortune

You refuse to lay down and take it. You fight back and beat the crap out of all of them. Gain +1

Vitality, +1 Protection and a free roll in the Combat - Unarmed skill field.

Faction: Promoted to Rank 3: Mystic in the Ministry of Music.

AGE: 27

Life Event: Rainbow Resonance

You observe light diffracting through a glass of water that vibrates as you listen to music. You are drawn to explore the relationship between musical and chromatic scales, diffraction and resonance.

Results: Status Quo

You have some fun new tricks you can do with crystal goblets, but most people aren't interested.

AGE: 30 - You take better care of yourself, and it helps. Gain +1 Stamina.

Life Event: Search and Rescue

Members of a wealthy and influential family disappeared while traveling through a dangerous and hostile wilderness region. You are part of a rescue operation sent to find them.

Results: Minor Fortune

After months of difficult searching, you discover the remains of the family. Gain a free roll in the Outdoors skill field and a \$500 reward for your report.

AGE: 33 - You invest in yourself and make sure to get in shape. Gain +1 to Health.

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: Minor Fortune

Seeking to expand your knowledge, you find many expenses mysteriously paid along the way, and expert teachers strangely open to guide you. Gain a Benefactor, +\$500, +3xp

AGE: 36 - You take better care of yourself, and it helps. Gain +1 Stamina.

Life Event: All Hands On Deck

Caught in a devastating storm at sea, all of the senior officers are washed overboard by a rogue wave, leaving the crew to self-organize and save the ship.

Results: Minor Fortune

Through sheer determination, you and the crew pull together, saving the ship, and probably your lives. Gain +1 Resolve.

AGE: 39 - You take better care of yourself, and it helps. Gain +1 Stamina.

Life Event: Crop Rotation

The almanacs predict a year of volatility and unpredictability in the weather, demanding that you diversify and stagger your planting so as to be as resilient as possible.

Results: Status Quo

It's a lean year, but you manage to bring in enough of a harvest that no one suffers too badly.

AGE: 42 - You invest in yourself and make sure to get in shape. Gain +1 to Health.

Life Event: First Contact

While on an excursion to collect samples of a rare plant, you encounter a nomadic tribe whose rituals and ceremonies seems distantly connected to your own.

Results: Epic Fortune

In learning the rituals and ceremonies of the tribe, your mind and spirit are opened to a new universe of possibilities. Gain +1 Cunning, +2 Concentration, and a free roll in the Mysticism - Natural skill field.

Began Adventuring:

Available assets: \$5400

Faction:

You take leave from the Ministry of Music 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 (Mystic).