SIX NEW FANTASY ORIGINS BASTARDS AND APPRENTICES



HE CORE WOIN RULES
contain a number of character
origins. This article expands on
those found in core fantasy settings to
include another half-dozen archetypal
origins - Apprentice, Bastard, Chosen One,
Feral, Nomad, and Villager.

WRITING RUSS MORRISSEY **LAYOUT** ERIC LIFE-PUTNAM

Apprentice (2d6+6 years)

You learned valuable skills as a child, apprenticed to a smith or craftsman.

Prerequisites: none.

Attributes: AGI +1, INT +1, LOG +1, REP +1 **Skill Choices:** [crafting], [artistic], animal handling, appraisal

Quick Learner. You are able to pick up skills quickly. Skills (but not attributes) cost you one less XP to acquire or advance than they normally would.

BASTARD (2D6+6 YEARS)

You were brought up by a family, but you never really belonged and had to learn to fit in.

Prerequisites: none.

Attributes: INT +1, WIL +1, CHA +2 **Skill Choices:** [social], insight, heraldry, law, history

Adaptable. You find it easy to fit in with others, adapting to their ways. When part of a group making a group attribute check, you gain a bonus +1d6 to the check.

CHOSEN ONE (3D6 YEARS)

There was always something special about you. You are prophesied, with a destiny greater than yourself.

Prerequisites: none.

Attributes: INT +1, CHA +1, LUC +2 **Skill Choices:** [artistic], [developmental], [physical], history, religion

Here For A Reason. Once (and only once) when you would normally die, you instead wake up one day later with full HEALTH. The gods - or some other power - still have need of you.

Feral (2D6+6 years)

You grew up alone, in the wild, your only friends the animals who surrounded you.

Prerequisites: none.

Attributes: STR +1, END +1, INT +1, WIL +1

Skill Choices: [outdoor], [physical]

King of the Wild. Choose a terrain such as jungle, desert, or arctic. You are able to

communicate with semi-sentient creatures (animals) from that terrain type, although this does not guarantee their friendship or grant them particular knowledge or intelligence.

Nomad (2d6+6 years)

Traveling is your way of life, never staying in one place for too long.

Prerequisites: none.

Attributes: INT +1, END +2, WIL +1 **Skill Choices:** [developmental], astronomy, navigation, running, tracking, survival

Wanderer. When traveling, you (and your party) automatically gain +1 to your travel score at the start of each day.

VILLAGER (2D6+6 YEARS)

Just a small-time boy, living in a small-time world. But you always knew there was more out there!

Prerequisites: none.

Attributes: AGI +1, INT +1, CHA +1, LUC +1 **Skill Choices:** [crafting], local knowledge, [hobby], carousing

Practical. You gain three [crafting] or [hobby] skills of your choice at one rank; this does not increase an existing skill higher than one rank.

