

Heritage

Your Heritage is your upbringing, your life before adventure calls to you. This includes your childhood as well as any adult life your character has had. While multiple may apply, your character can only have one.

Heritage Traits

Heritage Attribute

Each Heritage increases one or two of your Attribute Scores.

Heritage Aspect

Each Heritage grants a choice of three Aspects starting at Tier 1.

Heritage Skill

Each Heritage gives a +2 bonus to one of the skills listed in the heritage. Heritage Skill is always considered a class skill.

Noble Heritage

You come from Power and Influence. Life has not been a struggle for survival for food or gold, but a struggle for reputation and respect. You may have ruled or been in line to rule. Perhaps your title was symbolic, but the wealth of your forbearers has kept you in comfort, at least for a time.

Heritage Attribute

Primary: Intelligence OR Charisma.
Secondary: Strength OR Dexterity.

Heritage Aspect

One of:
Aspect 1 OR,
Aspect 2 OR,
Aspect 3.

Heritage Skill Bonus

One of:
CHARM OR,
DIPLOMACY OR,
KNOWLEDGE (POLITICS).

Feral Heritage

Few live in complete isolation from civilisation, but you are one of them. Living in harsh terrain has made you tough. Food and water has been your driving motive for most of your life. You may have still met people, out in the wilderness and traded for items. This maybe the first time you met someone like you.

Heritage Attribute

Primary: Constitution OR Wisdom.
Secondary: Strength OR Dexterity.

Heritage Aspect

One of:
Aspect 1 OR,
Aspect 2 OR,
Aspect 3.

Heritage Skill Bonus

One of:
ENDURANCE OR,
TENACITY OR,
SURVIVAL.

Academic Heritage

Being surrounded by books may not be everyone, but you have at least found solace in the pages of tomes. Your life has been surrounded by schools and colleges, all striving to discover the worlds secrets or break ground on the fantastical. You may have been a part of crafting something fantastical or are just starting your search. Whichever, your path now leads you outside away from the comfort of your books.

Heritage Attribute

Primary: Intelligence OR Wisdom
Secondary: Dexterity OR Charisma

Heritage Aspect

One of:
Aspect 1 OR,
Aspect 2 OR,
Aspect 3.

Heritage Skill Bonus

One of:
KNOWLEDGE (ANY EXCEPT UNDERWORLD).