

Farmer

2

Background, Enhance 0/P

Most people in the Stormlands are peasants, including your character. You grew up working hard on a family farm. Hard labor and hard knocks taught you that necromancers were evil, warped and dangerous.

You come from a rural village. A lot of what you know you learned at temple. An Elethay priestess taught you that death mages and Jikadell priests were enemies and Valarians and shape shifters were friends. She also taught you to read and write.

Farmers may read, write and speak common.

You start with 330 gp.

Background 200
Set 105

HP
+8
CAP
+1

Farmer

Barbarian

4

Background, Enhance 0/P

Barbarians are wild natives who live by their wits and their swords. Sometimes they are noble warriors fighting enemies, others are craven thieves stealing anything that is not nailed down.

Barbarians are unpopular with settled and civilized folks. Barbarians sympathize with dragons and other shape shifters, viewing them as fellow outcasts.

Members of any mortal race may be barbarians but orcs and tigreans are most commonly found living this wild life.

Barbarians may use Warrior cards, but must buy the Warrior Anchor to get the stat bonuses.

Barbarians speak common. They start with 330 gp.

Background 201
Set 105

STR
+1

CAP
+1

Barbarian

Nomad

4

Background, Enhance 0/P

Nomads fight to make a living in a bad time. Settled people welcome them as a source of meat and furs. By dealing with civilized folk, Nomads have learned not to rob their trading partners, which has earned them a relatively good reputation.

Necromancers tend to dislike the herd to control nomads and often send warpspawn to raid nomad encampments. Nomads will help dragons and shape shifters because they fight death mages.

Nomads may use Archer cards but must buy the Archer Anchor to get the stat bonuses. Nomads speak common.

They start with 330 gp.

Background 202
Set 105

COR
+1

Nomad

Freeman

4

Background, Enhance 0/P

Born to free parents or freed after birth, Freeman have no master but themselves. Most are poor workers, making up the farmhands, ditch diggers and general labor. Most worship Elethay because they get better pay and better treatment in Elethay villages. In Jikadell towns, they often claim to worship that goddess in order to stay clear of towns guards.

Many small merchants are freemen. Freeman may use Street cards but must buy the Street Smarts Anchor to get the stat bonuses. Freeman may read, speak and write common.

They start with 330 gp.

Background 203
Set 105

SPD
+1

CAP
+1

Freeman

Escaped Bondsman

2

Background, Enhance 0/P

In towns controlled by necromancers, most people scrape out a miserable existence. Harassed by tax collectors, corrupt officials and Jikadell Tithers, many fall into poverty. When this happens, townspeople may be sold into indentured servitude to pay off their debts, becoming Bondsmen.

Escaped Bondsmen are sympathetic to Elethay worshippers and their shape shifter allies.

Bondsmen may use Street cards but must buy to Street Smarts Anchor to get the stat bonuses. Bondsmen speak common.

They start with 330 gp.

Background 204
Set 105

STR
+1

Escaped Bondsman

Scribe Apprentice

4

Background, Enhance 0/P

Despite the efforts of Elethay priests, most people in the Stormlands are illiterate. As a result there is a need for scribes, who can be found in hamlets, villages towns and cities. They are usually employed by priests, merchants, judges and aristocrats. Young scribes get their training by serving as apprentices to elder scribes.

Scribes have a better life than many others.

Scribes may use Philosophy cards but them must buy the Philosophy Anchor to get the stat bonuses. Scribes read, speak and write common.

They start with 430 gp.

Background 205
Set 105

WIS
+1

Scribe Apprentice

Escaped Slave

1

Background, Enhance 0/P

Slaves are the property of their owner. They have no standing within their societies and are treated as little more than animals, and sometimes worse. When their value has expired, so do they.

They are worshippers of the Goddess Jikadell, constantly praying for release and a chance to improve their station.

When rescued from Slavery by Elethay agents, slaves are deeply grateful but still wary. Bounty hunters are always on the look out for escaped slaves and many bear brands and tattoos applied by their masters.

Slaves may speak common. They took 330 gp for Items.

Background 207
Set 105

DEF
+1

Escaped Slave

Rogue Noble

5

Background, Enhance 0/P

Although born into an aristocratic family, a Rogue Noble is a third, or later, born child with dim prospects. Such late comers can get short shrift in the best of times, and these are not the best of times. These offspring are given a small portion of family wealth and sent off to make their own way.

From their parents, Rogue Nobles will have learned to stay neutral on the conflicts between shape shifters and necromancers.

Nobles may use Aristocrat cards but they must buy the Aristocrat Anchor to get the stat bonuses. Nobles may read, speak and write common.

They start with 2,000 gp.

Background 208
Set 105

COR
+1

Rogue Noble

Outrider

2

Background, Enhance 0/P

Outriders provide a number of services in the Stormlands. They are scouts, trackers, hunters, caravan Outriders, and much more. They work for whoever pays the bills.

Outriders know that the Necros are the bad guys, causing warp, raising the dead and commanding Dragon Storms. They have learned to keep their opinions to themselves and take the jobs offered.

Outriders are well trained. They read and write common and may use Scout cards, but must learn, and buy, the Scout Anchor to gain it's bonuses.

They start with 330 gp.

Background 215
Set 105

Outrider