

Playbooks for Beyond the Waves

For the Beyond the Wall RPG by Flatland Games

Ralph Lovegrove 2016

The following section covers playbooks for a *Beyond the Waves* game. It includes:

- Notes on tweaking the existing playbooks, with all include alternative Early Life tables (the first 3 tables in each playbook) for both Islanders/Villagers and Merchants/Nobles.
- Six new playbooks
- Miscellaneous setting notes concerning merchants, knights, faeries and other fantastic creatures.

One: Using The Existing Playbooks

Villagers (Islanders)

The small island community functions pretty much like a village. Assume that the “next village over” is reached by boat, ferry or causeway rather than horse and cart, change bandits to pirates and brigands to raiders.

Assistant Beast-Keeper	<ul style="list-style-type: none">• The Witch’s hut is located on an islet connected to the main island by a causeway• Her menagerie may roam freely all over her island• Relocate the encounter in the Woods to the Shoreline (e.g. the “horned rider” sails by on a small boat)
Devout Acolyte	<ul style="list-style-type: none">• References to burial mounds, abandoned sanctuaries, etc. could take place on nearby islands• Change brigands to pirates or seafaring raiders
Fae Foundling	<ul style="list-style-type: none">• Rather than being found near the woods under a standing stone, perhaps this character was found in a cave near the shore at low tide.
Heir to a Legend	<ul style="list-style-type: none">• The father’s deeds took place on a distant island — especially relevant for the item the character finds• The market the character found may be a floating market
Last of a Fallen House	<ul style="list-style-type: none">• The estates the family once rules should be on another island• For the <i>Reclaiming their Heritage</i> table the results suggest a local lord and a village living off the land. For the lord consider a noble house on a nearby large island that claims nearby islands as territory. Armies could come from the Archipelago, or even the Land to the east.
Local Performer	<ul style="list-style-type: none">• The source of the Local Performer’s stories may well be travellers from other islands.• Stories about the history of “your lands” could be legends about <i>The Land</i> to the

	east
New Watchman	<ul style="list-style-type: none"> • Several references to village defences; consider how these are changed by the village being near the shore, and who the shield wall would defend against • Likewise references to rivers rising could refer to high tide; bandits to seafaring brigands or raiders, etc. • This may be an unusual job in an island community. Consider why there's a watch on a small island. Is it part of a wider organisation? Do they maintain a beacon to warn other islands? Etc.
Reformed Bully	<ul style="list-style-type: none"> • Change references to "woods" to "far side of the island", etc. Probably not many changes needed
Self-Taught Mage	<ul style="list-style-type: none"> • This character meets "a real sorcerer" from the South. What island do they come from, and what faction do they belong to?
Untested Thief	<ul style="list-style-type: none"> • The character's mentor may be a traveller from another island who was passing through. • The farm they may have cheated someone out of could be an uninhabited island.
Village Hero	<ul style="list-style-type: none"> • This character makes their name by defending the village — just change the text as necessary to fit the island scenario (brigands are sea raiders, etc.)
Witch's Prentice	<ul style="list-style-type: none"> • Stick the Witch's Hut on a separate islet, maybe connected by a rope bridge or causeway
Would be Knight	<ul style="list-style-type: none"> • The class skill of Riding may be less useful. Could substitute Sailing; alternatively keep Riding skill as an archaic skill from mainland culture.
Young Woodsman	<ul style="list-style-type: none"> • Replace instances of "wilderness" with "sea", and skills like "tanning" and "hunting" with something more appropriate to marine life. • If the character patrols the roads away from the settlement, make them a sailor, or maybe even a lighthouse keeper. • Rather than them finding something in the woods, stick their cache on a nearby islet that's difficult to land on and generally unexplored (maybe the rope bridge has rotted away).

Alternative Early Life Tables for Islanders/Villagers

<i>id12</i>	<i>What did your parents do on the island? What did you learn from them?</i>	<i>Gain</i>
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the shore.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked the fields outside the settlement.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father made some of the finest boats.	+2 Str, +1 Dex, +1 Cha, Skill: Carpentry
6	You tended the goats around the island like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	Your family made sails and nets.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father tended the lighthouse.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You travelled over the island to forage for herbs and mushrooms.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling

<i>id8</i>	<i>How did you distinguish yourself as a child?</i>	<i>Gain</i>
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha

8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis
---	--	------------------------

<i>id8</i>	<i>The other player characters were your best friends. Who else on the island befriended you while you were growing up?</i>	<i>Gain</i>
1	Labouring in the boatyard took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	You travelled all over the island with the foragers.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Sailmaker's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

Nobles (Merchants)

The Nobility supposes a sort of establishment — for the purpose of this setting, Nobles are merchant families with ships and trade routes. They may answer to a central authority (a “court”) but the family may also have a home estate or island.

Refer to the revised Early Life tables for Merchant playbooks in that document.

Apprentice Court Sorcerer	<ul style="list-style-type: none"> • What is the “court” in this context? • This character may work better with the sorcerer in the service of a merchant family and at sea most of the time, meaning they have time to teach the character magic. If so this may change the context of “what did the sorcerer do for your father?” • Where is the sorcerer's abandoned laboratory? Do they have a private place on a little islet somewhere, that only the character knew about?
Forgotten Child	<ul style="list-style-type: none"> • The character relies on knowing secret places in a fixed location (i.e. castle). Relocating the character to a barge will probably require an extensive re-write. This is partly because the character is passive and waits for the plot to come to the castle
Future Warlord	<ul style="list-style-type: none"> • Easy to imagine this character as a sea-captain's child, eager for adventure • When it comes to the Barbarian Warband, consider these instead as pirates who try to engage the family's supply caravans, and change the responses accordingly
Gifted Dilletante	<ul style="list-style-type: none"> • Like the Future Warlord, not difficult to imagine this character hitching rides on merchant vessels as they see the world • Change some of the “favourite pastime” responses (estate becomes trade route, hunt becomes fishing or exploring small islands, etc.)
Knightless Squire	<ul style="list-style-type: none"> • Some of this is focused on the estate. Do Knights have their own private estates

	on their own island?
Nobleman's (or Merchant's) Wild Daughter	<ul style="list-style-type: none"> • Similar to the Future Warlord and Gifted Dillentante, this character could be found on their family's trade route • Some of the Young Adulthood entries are village-focused (woods, repelling beasts, etc.) — assume these happen when the character visits a certain island settlements • Anyone lost in the woods could be marooned on an island
Novice Templar	<ul style="list-style-type: none"> • This character could appear almost anywhere • Since they're affiliated to an Order, they function politically much like Knights (though part of a closed order rather than serving the establishment)

Alternative Early Life Tables for Merchants

<i>1d12</i>	<i>How did your family earn its name?</i>	<i>Gain</i>
1	Intrigue. Your family knows how to play the political game.	+2 Wis, +1 Int, +1 Cha Skill: Subterfuge
2	Strength of arms. Your family's navy is sought after for protection, and feared by pirates.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family has expansive and lucrative trade routes.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in the secrets and lore of the Archipelago.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Hunting leviathans.	+2 Con, +2 Wis, Skill: Animal Ken
6	Art. Your ships are impressive and exquisitely carved, and their staterooms opulently decorated.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Never breaking a deal. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Staffing the watchtowers all along the Eastern edge of the Archipelago, watching for invaders from the Land.	+2 Str, +2 Con, +1 Wis
9	Standing against a pirate warband.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest marines.	+2 Dex, +1 Str, +1 Cha, Skill: Sailing
11	Tending exotic gardens with specimens from all over the Archipelago, and beyond.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the Archipelago, and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha

<i>id8</i>	<i>How did you distinguish yourself as a child?</i>	<i>Gain</i>
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

<i>id8</i>	<i>The other player characters were your best friends. Who else near your family's estates befriended you while you were growing up?</i>	<i>Gain</i>
1	Labouring in the boatyard took your mind off your troubles.	(+2 Str, +1 Cha)
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	Chafing under your family's rules, you would sneak out at night and sail to nearby islands with a docker's son.	+2 Con, +1 Int
4	Your family's seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You spent time with the ship's cook, who seemed to know a lot about politics.	+2 Wis, +1 Str
6	You had a tryst with someone beneath your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you worked as a deckhand.	+1 Str, +1 Int, +1 Cha
8	The grizzled marine captain took a liking to you.	+1 Dex, +1 Con, +1 Wis

Fantastic Creatures

Since these characters by definition come from somewhere else, they're pretty easy to fit in — their homelands will be distant and could look like anything. Make some changes when referring to "the lands of Men" and substitute island for village (as in "last village you passed through"). Assume the Goblin Wars, vast forests, arcane towers and the World Tree all located at the very edges of the Archipelago.

Dwarven Adventurer (Pirate! Yarr!)	Consider this character as a kind of pirate. Instead of plundering mountains, they should seek hidden treasure on islands, and otherwise raid rich merchant vessels
------------------------------------	---

Dwarven Rune-caster	Could “mountain” be a synonym for “island” to a dwarf?
Elven Enchanter	Travel is a component of this character’s powers — make the place they travelled to some mysterious island, or possibly a place beyond the Archipelago (in the Ocean, or on Land)
Elven Highborn	(see the other Elven characters)
Elven Ranger	Where is the <i>World Tree</i> ? Where does this character find solitude on the island?
Gnomish Godparent	This character adopts an Islander family — not many changes needed other than maybe substituting “woods” for something else (as you would for other village/islander characters)
Halfling Outrider (Marine)	This character is all about travel; they’re a lot like a knight, travelling from place to place and righting wrongs. The character’s pony will need changing to something more suitable for a seafaring character. Suggest an intelligent/magical sailboat: <ol style="list-style-type: none"> 1. The boat can communicate with you 2. The boat will always land you on an island with fresh water 3. The boat knows where the soft places are between here and the lands of the Fae — or the Dead 4. The boat can carry twice as much cargo without affecting its draught 5. The boat will always take you home if you desire it 6. The boat can sail into a storm and will never capsize
Halfling Vagabond (Stowaway)	An easy character to adapt — like the other Halfling they’re all about travel. Assume they have a knack for stowing away on vessels, and can easily travel from island to island

The Elders

The most important thing about the Elders is that they’ve settled on the Island and have taken a pupil. Like the Witch who may live on her own little islet, each of these characters may live slightly apart from the rest of the settlement — in caves down by the shore, in the centre of the island, in a nearby lighthouse, etc.

Dungeon Delver (Island Explorer)	Rather than finding an underground complex, this character is a bit more of a Tombr Raider type, finding abandoned complexes on other islands.
Dwarven Mentor	(see comments above about Dwarven characters)
Initiated Magician	Similar to the local Witch – how do they position themselves re: the island community?
Landless Noble	(bear in mind comments about knights and noble houses)
Learned Tutor	Could be very interesting given the mysterious nature of the Archipelago and the implied history with the Land (depending on your campaign)
Recluse Wizard	Another Witch type character — they probably have their own tower or house elsewhere on the island (being a recluse), and they have a relationship with the Witch. It begs the question <i>who are they reclusing from?</i> The rest of the island? Or something further afield?

Retired Veteran	If this character has fought in a war, they may have either done so at the behest of a merchant family, or against the civilisation on the Land
-----------------	---

Two: Miscellaneous setting notes

Court, Knights and Kings

Ideas of Knights and Court come up regularly in the playbooks. Re-imagining these for an Island context:

- Nobles are synonymous with merchants
- Court suggests a ruler over the area, who is known to the island villagers. Maybe the court is in a large City on a large nearby island, which claims smaller islands in that region as territory (with nominal protection, and taxes)
- Court is a gathering place for merchant families, but those families may be based on other islands.
- How does politics work between the merchants? Is there an overall governing body that regulates sales, takes a census, extracts taxes, provides protection?
- Characters from court need a way to interact with the other PCs. If the nobles are merchants, this means trade routes which will pass by islands to exchange exotics for local produce. Noble PCs can be fixtures on these routes
- Knights are traditionally mounted warriors, possibly with a squire; more importantly they represent an organisation and live by a code. You could mount them on a fantastic creature (seahorse or dragon) but I'd prefer something low-key. Consider them as agents or enforcers for the Merchants, gaining free passage on any merchant vessel (by special dispensation from Court).
- This will make knights a bit more interesting and political, even if their traditional image is more heroic. It also means the Would-be Knight is an idealistic character — what happens when they discover what knights really do?

The Woods and other Deep Places

“The Woods” is shorthand for somewhere dark and wild, away from the safety of the village and the order of a civilised city. Since islands are of finite size, “the woods” could be reinterpreted as

- somewhere deep in the earth (a dungeon, a cave complex) or high up (a mountain)
- somewhere out to sea
- smaller islets surrounding the main island

More importantly “the Woods” are a transitional place where any character may meet any other — nobles pass through the woods to get from A to B, as do other villagers; characters may meet

wild things or faeries in the woods; etc. This doesn't work so well for an island, but the shoreline or beach may be a viable substitute for encounters with mysterious horned boatmen, strange encounters with the fae, etc. The island settlement is finite, well-defined and safe; venturing "beyond the wall" into that liminal space means venturing beyond the waves into open water where things are uncertain and mysterious. Therefore characters who interact with the woods will regularly skirt the open sea.

Elves, Merfolk, and Faeries

I haven't specified the relationship between Merfolk, Elves and the Faeries, but there are several options:

- Faeires exist in the liminal space between Land and Ocean
- Elves and Merfolk are both the same race, who long ago shared the Above and Below between them. The Elven Empire may be a tyrannical force on the Land
- The Wild, that natural force which attracts humans to be Lost, could be the land-based manifestation of Faeries
- The Fae Foundling playbook could be a part Elf, part Merfolk, or part Wild

Three: New Playbooks

The Pirate's Protege	A swashbuckling warrior-rogue
The Wild Mage	A mage who walked into the heart of the island and learned the wild magic
The Pearl Diver	An rogue who knows all the island's secrets
The Revenant	A dead soul that failed to cross the Ocean and washed up on the beach in a new body
The Triton Mercenary	A warrior from an ancient undersea race, who chose to walk on land and explore the human lands
The Itinerant Cartographer	An Elder character and a rogue, travelling across the Archipelago with the intention of mapping as much as they can — and training a

	pupil to carry on their work
--	------------------------------

The Wild Magician

Some say every island has a heartbeat, and a Lost child can hear it more keenly. At a certain age a young person may feel the urge to leave their home and live in the deep and wild. The parents have a difficult decision. Some will resist, and the lure of the Call will pass in time. But brave parents will let their child wander into the Wild alone to make the change from youth to young adulthood.

You begin with Wis and Int at 10, and other stats at 8.

Id12	What did your parents do on the island? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the shore.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked the fields outside the settlement.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father made some of the finest boats.	+2 Str, +1 Dex, +1 Cha, Skill: Carpentry
6	You tended the goats around the island like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	Your family made sails and nets.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father tended the lighthouse.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You travelled over the island to forage for herbs and mushrooms.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Hagglng

Id8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

Id8	The other player characters were your best friends. Who else on the island befriended you while you were growing up?	Gain
1	Labouring in the boatyard took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	You travelled all over the island with the foragers.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Sailmaker's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

You left your village and walked into the wild heart of the island. You became a Level 1 Mage with the class abilities Spell Casting and Sense Magic, the cantrip Blessing, and the skill Folklore. Soon you discovered what kind of wild mage you would become.

Id6	What did the Call sound like to you?	Gain
1	A babble of the voices of your ancestors, each contributing their own piece of advice.	+3 Int, Skill: Ancient History
2	The rumbling, churning sound of an approaching storm.	+3 Con, Skill:

		Survival
3	A female voice, singing a sorrowful dirge.	+3 Cha, Skill: Singing
4	The song of the Leviathan from deep underwater.	+3 Str, Skill: Swimming
5	A hunter's horn coming from deep inland.	+3 Dex, Skill: Hunting
6	Your grandfather's voice, calmly telling you it's time to wake.	+3 Wis, Skill: Command

1d6	What magic did the Wild teach you at the heart of the island?	Gain
1	In a cave you followed a molten lava flow, and learned the Fire magic. You learn the cantrip Mage Light, the spell Burning Hands, and the ritual Bind Familiar.	+2 Str, spells to left
2	You climbed the highest point on the island and listened to the Air magic on the wind. You learned the cantrip Conjure Sound, the spell Call the Swarm, and the ritual Bind Familiar	+2 Dex, spells to left
3	You walked through a waterfall to glean the Water magic. You learned the cantrip Glamour Weaving, the spell Greater Illusion, and the ritual Bind Familiar	+2 Cha, spells to left
4	You fell into a dark pit, where you learned the Earth magic. You learned the cantrip Second Sight, the spell Conjure Darkness, and the ritual Bind Familiar	+2 Con, spells to left
5	You learned the Beast magic at a sacrificial stone in a glade. You learned the cantrip Beast Ken, the spell Wild Call, and the ritual Bind Familiar	+2 Wis, spells to left
6	In a glade, the trees bent to whisper the Wild magic in your ears. You learned the cantrip Druid's Touch, the spell Entanglement, and the ritual Bind Familiar	+2 Int, spells to left

1d6	On your way back, the Wild tested you for a final time. What vision appeared to you? The friend to your right dreamed of your return as if they were there.	Gain
1	Your friend appeared with a weapon in hand, and you calmed them down. Your friend gains +1 Con from the dream.	+2 Cha, Spell: False Friend

2	Your friend appeared on the trail, not permitting you to pass until you beat them at chess. Your friend gains +1 Wis from the dream.	+2 Int, Spell: Sense Nature
3	Your friend lay dying with an arrow in their side, and you healed them. Your friend gains +1 Con from the dream.	+2 Wis, Spell: Healing Touch
4	Your friend appeared many times calling to you down a different trail, but you determined which was the true image and which were illusions meant to deceive you. Your friend gains +1 Int from the dream.	+2 Wis, Spell: Obscurement
5	Your friend ran ahead of you, taunting you to keep up. When you caught them, you both realised you were home. Your friend gains +1 Cha from the dream.	+2 Dex, Spell: Inspiration
6	Your friend appeared as a dead thing, tempting you down into an open grave. With great effort, you banished it from your sight. Your friend gains +1 Wis from the dream.	+2 Wis, Spell: Banish Undead

Id6	When you returned to the village, what did the elders give you?	Gain
1	An ironwood staff.	+2 Con, a staff
2	A medallion inscribed with an ancient rune.	+2 Wis, a medallion
3	A skullcap marking you as adept.	+2 Int, a skullcap
4	A ring of white wood, with a worn inscription on the inside.	+2 Cha, a wooden ring
5	A bandolier of glass vials.	+2 Dex, a bandolier of vials
6	A twisted hazel club.	+2 Str, a club

Other Notes:

Hit Points: d6

Initiative: 0

Fortune Points: 3

Armour: you may not wear any armour

The Pirate's Protege

You came from a small island, but always dreamed of a life of adventure on the high seas. When a famous pirate ship moored near the island you ran away to join their crew.

Your Cha starts at 12, and your other attributes at 8.

id12	What did your parents do on the island? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the shore.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked the fields outside the settlement.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father made some of the finest boats.	+2 Str, +1 Dex, +1 Cha, Skill: Carpentry
6	You tended the goats around the island like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	Your family made sails and nets.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father tended the lighthouse.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You travelled over the island to forage for herbs and mushrooms.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling

id8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis

2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

id8	The other player characters were your best friends. Who else on the island befriended you while you were growing up?	Gain
1	Labouring in the boatyard took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	You travelled all over the island with the foragers.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Sailmaker's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

Seeking adventure you disguised yourself as a boy and joined the crew on a pirate vessel. You become a level 1 Warrior/Rogue. You gain the class abilities Knacks and Fortune's Favour, and the skill Deceit.

id6	What did you do that made the captain notice you?	Gain
1	Your sharp eyes made you a great lookout in the crow's nest.	+3 Int, Skill: Alertness
2	Your keen ears helped you foil a mutiny on board.	+3 Wis, Skill: Rumours
3	No-one could climb the rigging faster than you.	+3 Dex, Skill: Athletics
4	You faced down and earned the respect of the First Mate	+3 Cha, Skill: Command
5	You could hold your rum.	+3 Con, Skill: Consume

		Alcohol/Poison
6	You deciphered the code in an ancient treasure map.	+3 Int, Skill: Codebreaking

1d6	The captain took you under her wing. What did she teach you of swordplay?	Gain
1	Strike first!	+2 Dex, Knack: Fleet
2	Strike hard!	+2 Str, Knack: Great Strike
3	Beware their left hand!	+2 Wis, Knack: Defensive Fighter
4	Be patient and wear them down!	+2 Wis, Knack: Resilience
5	Finesse with a rapier!	+2 Dex, Weapon Specialisation: Sword
6	Swashbuckling with a cutlass!	+2 Str, Weapon Specialisation: Sword

1d6	What was the haul where you made your name? The character to the right has heard tales of your escapades.	Gain
1	Robbing a merchant galleon while they were ashore drinking and wenching! Your friend was inspired by this daring tale, and gains +1 Wis	+2 Cha, Skill: Stealth
2	Outrunning a privateer! Your friend was inspired by this daring tale, and gains +1 Dex	+2 Dex, Skill: Shiphandling
3	Being marooned on an island, and escaping on the back of a Leviathan! Your friend was inspired by this daring tale, and gains +1 Str	+2 Cha, Skill: Tall Tales
4	Singlehandedly scuppering a rival pirate vessel! Your friend was inspired by this daring tale, and gains +1 Int	+2 Dex, Skill: Sabotage
5	Convincing a merchant captain to give you the contents of his hold! Your friend was inspired by this daring tale, and gains +1 Cha	+2 Cha, Skill: Charm
6	Beating three other pirate crews to buried treasure! Your friend was inspired by this daring tale, and gains +1 Con	+2 Dex, Skill: Navigation

1d6	What bit of the booty did you keep for yourself?	Gain
1	A fine gold comb from a merchant's daughter	+2 Cha, a comb
2	A bottle of rarest brandy from a fat merchant's stores	+2 Con, a bottle of

		brandy
3	A jewelled dagger, which you found on a sandbank at low tide	+2 Str, a dagger
4	A bottle containing a roiling, fuming liquid of unknown purpose	+2 Wis, a mysterious bottle
5	A spyglass of a rival pirate captain	+2 Int, a fine spyglass
6	A double-headed copper coin from an old gambling sea-dog	+2 Dex, a double-headed coin

Other Notes:

Hit Points: d8

Initiative: +2

Fortune Points: 5

Armour: Anything lighter than plate

The Pearl Diver

You are a pearl fisher, one of the finest on the island despite your age. But your ability goes beyond just diving for oysters. From an early age you've felt a deep affinity with the ocean.

Your Con starts at 12, other attributes at 8.

id12	What did your parents do on the island? What did you learn from them?	Gain
1	You are an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your parents were fishermen and you grew up by the shore.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked the fields outside the settlement.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	Your father made some of the finest boats.	+2 Str, +1 Dex, +1 Cha, Skill: Carpentry
6	You tended the goats around the island like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	Your family made sails and nets.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your father tended the lighthouse.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You travelled over the island to forage for herbs and mushrooms.	+2 Wis, +1 Con, +1 Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Haggling

id8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis

2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

id8	The other player characters were your best friends. Who else on the island befriended you while you were growing up?	Gain
1	Labouring in the boatyard took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	You travelled all over the island with the foragers.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Sailmaker's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

You joined the pearl fishers at a young age. You're a level 1 Rogue-Mage, with the abilities Fortune's Favour and Highly Skilled, and skill Swimming (note that you will have 2 ranks of Swimming based on the tables below) and the cantrip Beast Ken.

id6	How did you learn to hold your breath?	Gain
1	You were born under a star that favours water, so naturally you could swim like a fish	+2 Con, +1 Wis, Skill: Swimming (advanced)
2	You were gifted by the wise woman with a special conch shell when you were an infant, and her blessing made you a great swimmer	+2 Dex, +1 Con, Skill: Swimming (advanced)
3	Your family has the blood of Tritons in its veins, evidenced by the vestigial gills on your neck	+3 Con, Skill: Swimming (advanced)
4	You were rescued from drowning by a mermaid when you were very small, and she passed on some of her magic	+2 Wis, +1 Con, Skill: Swimming (advanced)

5	You carry on a long tradition of pearl fishermen, and were taught to sift oysters from the sea bottom by one of the best	+2 Con, +1 Dex, Skill: Swimming (advanced)
6	Years ago you were dared to swim beneath the coral reef by another a child, and you discovered your talent by accident	+1 Dex, +1 Str, +1 Con, Skill: Swimming (advanced)

Id6	A god of the sea visited you and taught you a lesson. What was it?	Gain
1	A shark swam near you, but ate one of your fellow divers instead. You realised that nature will choose a time for you.	+1 Wis, +1 Con, Cantrip: Second Sight
2	A dolphin swam with you and pulled you along in the water. You learned to accept help when it is offered.	+1 Wis, +1 Dex, Cantrip: Blessing
3	A glowing electric eel surprised you emerging from a small underwater cave. You learned that bright lights may be a warning.	+1 Wis, +1 Cha, Cantrip: Glamour Weaving
4	A sea-snake nearly bit you, and you climbed some rocks to escape. You learned that nature is cruel and may bite for no reason.	+1 Wis, +1 Con, Cantrip: Hexing
5	A giant crayfish chased you into a lobster pot, and you cracked its claws at dinner. You learned not to be hasty in pursuing your target, lest you become dinner.	+1 Wis, +1 Con, Cantrip: Glamour Weaving
6	You watched turtles bury their eggs on the beach at sunset, and realised that life is a circle and all things return to the sea.	+1 Wis, +1 Int, Cantrip: Second Sight

Id6	You found a fine pearl. What happened to it? The character to the right was there with you.	Gain
1	A bearded merchant from the far South bought it from you. Your friend helped you to haggle and gains +1 Cha.	+1 Wis, +1 Cha, Skill: Haggle
2	It was stolen by one of the other fishers. Your friend helped you reveal the thief, and gains +1 Int.	+1 Int, +1 Wis, Skill: Investigation
3	An anonymous woman in a black veil purchased it from you. Your friend watched her black ship leave, and gains +1 Dex.	+1 Dex, +1 Int, Skill: Subterfuge
4	A young man who had been sailing for a year bought it to set in a ring for his true love. Your friend listened with you to tales of his adventures, and gains +1 Cha.	+1 Cha, +1 Wis, Skill: Storytelling
5	A pirate bought it from you and wore it in an earring. Your friend asked him how he evaded the privateers on patrol nearby, and gains +1 Wis.	+1 Wis, +1 Cha, Skill: Deceit
6	It was claimed by a Sea Witch who blessed you in exchange for it. Your friend witnessed the blessing and gains +1 Wis.	+2 Int, Sense Magic

Id6	There's a place on the island that's near impossible to reach unless you're a strong swimmer, and you've claimed it as your own. Where is it?	Gain
1	There are smuggler's caves that run all under the island, but all their entrances are underwater.	+2 Dex a hideout, several barrels of rum
2	There's an ancient lighthouse cut off from the island, surrounded by jagged rocks and riptides.	+2 Int a hideout, an enormous glass lens
3	There's a lagoon you can't reach except by swimming far out to sea, or jumping off a cliff.	+2 Con a hideout, a black metal trident
4	There's a galleon at the bottom of the bay, upside down with breathable air inside.	+2 Str a hideout, a silver cutlass
5	There's a secret shrine to an ancient Triton god underneath the island.	+2 Wis A hideout, a horn made from a conch shell
6	There's a house built into the far side of an islet, looking West towards the Far Ocean.	+2 Cha A hideout, a suit of sea-leather armour

Other Notes:

Hit Points: d8

Initiative: +2

Fortune Points: 5

Armour: Leather

The Revenant

Sometimes the Dead fail to make the crossing to the Far Ocean. Instead they sail on and on, finally washing up on an island where no-one knows them in a new form. The Wise will say that it's because they have an unfinished life, and that the Ocean has granted them a second chance to make it whole before they voyage again.

Ghosts appear as young children on a beach or shore, with no explanation as to who they are or how they arrived there. They will have eyes from violet to grey, the colour of a storm. The ghost child will wander the beach until the islanders adopt it, which is usually immediately and without question — to do otherwise invites bad luck such as storms, drownings and poor fishing yields. Often ghost children are regarded as some judgement from the Ocean for misdeeds, though they are also a blessing for childless families.

You start with Wisdom and Dexterity at 10 and other attributes at 8.

Id12	Who adopted you when you came ashore, and what did you learn?	Gain
1	No-one in the village would take responsibility. You lived hand to mouth, and things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your adoptive father was a hermit, and took you in is his hovel at the edge of the village.	+2 Int, +1 Wis, +1 Con, Skill: Survival
3	Your adoptive parents were fishermen, and you grew up by the shore.	+2 Dex, +1 Str, +1 Wis, Skill: Fishing
4	Your family worked the fields outside the settlement.	+2 Con, +1 Wis, +1 Cha, Skill: Farming
5	They made some of the finest boats.	+2 Str, +1 Dex, +1 Cha, Skill: Carpentry
6	You and your new family tended the goats around the island.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	Your family made sails and nets.	+2 Dex, +1 Int, +1 Cha, Skill: Weaving
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis, Skill: Folklore
10	Your adoptive father tended the lighthouse.	+2 Str, +1 Cha, +1 Con, Skill: Athletics
11	You travelled over the island to forage for herbs and mushrooms.	+2 Wis, +1 Con, +1

		Dex, Skill: Herbalism
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex, Skill: Hagglng

id8	How did you distinguish yourself as a child?	Gain
1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

id8	The other player characters were your best friends. Who else on the island befriended you while you were growing up?	Gain
1	Labouring in the boatyard took your mind off your troubles.	+2 Str, +1 Cha
2	The fishermen took a liking to you and you swapped stories with them.	+2 Dex, +1 Wis
3	You travelled all over the island with the foragers.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess.	+2 Int, +1 Dex
5	You are about to marry into the Sailmaker's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Int, +1 Cha
8	The grizzled mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

You become a Level I Rogue-Mage. You gain the class abilities Highly Skilled, Spell-casting, and Sense Magic. Gradually you piece together parts of your previous life, and come to understand more of your current existence.

id6	What did you dream of, over and again, that hints at your past life?	Gain
1	Cutting a man's purse in a city crowd.	+2 Dex, +1 Int

		Skill: Stealth
2	Climbing an ancient tall monument.	+2 Str, +1 Con Skill: Climbing
3	Painting a large fresco in an unnamed temple.	+2 Cha, +1 Int Skill: Art
4	Sailing a huge ship.	+2 Wis, +1 Con Skill: Sailing
5	Dropping poison in a cup of wine.	+2 Wis, +1 Dex Skill: Herbalism
6	Languishing in a cell with a faceless companion.	+2 Con, +1 Wis Skill: Escape

1d6	What did you learn of the Veil and how to manipulate it?	Gain
1	How to call a spirit from the other side.	+2 Cha, Spell: Reanimation
2	How to command a ghost.	+2 Cha, Spell: Ghostly Commandment
3	How to strike fear into the dead.	+2 Cha, Spell: Banish Undead
4	How to close the Veil to an unwelcome spirit.	+2 Wis, Spell: Abjuration
5	How to hide yourself from the dead.	+2 Dex, Spell: Evade the Dead
6	How to coax a living soul back from death.	+2 Wis, Spell: From the Brink

1d6	What happened that triggered a memory of your previous life? The player character to the right was there with you	Gain
1	A mysterious stranger with a tattoo on their hand came to the island, watching you. Without thinking, you confronted them and attacked them. The player to your right stopped you before you went too far, and gains +1 Str.	+2 Str Skill: Alertness Spell: Terrifying Presence
2	You found a shipwrecked sailor on the beach and nursed her back to health in the village infirmary. You remember tending to a large number of wounded on a battlefield somewhere. Your friend helped you in the infirmary, and gains +1 Wis.	+2 Wis Skill: First Aid Spell: Healing Touch
3	You found a cave in the middle of the Island. Something about the complete absence of light is very familiar. Your friend joined you on your expedition and	+2 Int Skill: Orienteering

	gains +1 Int.	Spell: Conjure Darkness
4	You dreamt night after night that you were standing on the veranda of a vast estate, a palazzo of some fantastic proportion. Your friend woke you, and stayed up with you, listening to you describe the place in detail, and gains +1 Cha.	+1 Cha, +1 Int Skill: Art Spell: Veil of Sleep
5	You walked to the highest point on the island, where you could see the Archipelago in all four directions. Something about the wind made you think you had been here before. Your friend stood beside you listening to the wind, and against +1 Wis.	+1 Int, +1 Wis Skill: Navigation Spell: Whispering Wind
6	You walked into the wild parts of the island, where you were surrounded by a pack of wolves. Instead of attacking they howled a salute to you, then left. Your friend was there with you and gains +1 Int.	+2 Cha Skill: Command Spell: The Howling

Id6	What object from your past washed up on the beach?	Gain
1	A gold pocket watch.	+2 Int
2	A round glass bottle with a blue liquid inside.	+2 Con
3	A brass whistle.	+2 Wis
4	A map case with a faded map inside.	+2 Int
5	An iron buckler.	+2 Str
6	An hourglass.	+2 Wis

Other Notes:

Revenants have these abilities.

Past Life

All ghosts display some precocious and unexplained skill, supposedly from their past life. Occasionally they will dream of their past life, though never make sense of it.

Past Name

The ghost's name from their past life functions as their true name (as with dwarves and demons). If it's ever discovered and used, the user gets +5 to all actions against the ghost.

The Veil

Ghosts have a connection with the other side, and where they walk the Veil grows thin. Alone they reduce the rating of the local Veil by one. Gatherings of Ghosts will double this reduction by one for each additional child present.

Despite their strangeness Ghosts are otherwise like any other child, and will form friendships and attachments, learn and grow just as another child would. For the most part they would be treated no differently; though there are some parts of the Archipelago where Ghosts are shunned, and others where they are treated as a caste above normal humans.

Hit Points: d8

Initiative: +2

Fortune Points: 3

Armour: may wear leather armour

The Triton Mercenary

Tritons, merfolk, merrow and their kin all appear as a human head, arms and torso on the body of a fish, eel or dolphin. Most spend their lives undersea, but a few develop a wanderlust to walk on land. They walk onto land, transforming their lower halves into human form. This is not a reversible process; when on land they choose to stay, or they must find a way to transform back one day.

The Triton starts with Str 12, Con 10, Cha 6 and other attributes 8.

Id12	When you dream of your home, what do you see?	Gain
1	An undersea trench lined with catacombs	+2 Wis, +2 Str, +1 Con
2	Twisted spires of coral, flying the streamers of long-dead noble houses	+2 Int, +1 Cha, +1 Con, Skill: Undersea Lore
3	Black iron forged in lava vents	+2 Str, +1 Con, +1 Int, Skill: Smithing
4	Gardens of anemones and jellies, where lovers court one another	+2 Cha, +1 Int, +1 Wis, Skill: Gardening
5	The Triton senate, an amphitheatre decorated with hammered metal friezes	+2 Cha, +1 Con, +1 Wis, Skill: Command
6	A wasteland where Triton corpses lie next to the sunken ships of humans	+2 Str, +1 Dex, +1 Con, Skill: Survival
7	Emerging from the water onto an unnamed island, where stands a monolith bearing the names of forgotten gods	+2 Con, +1 Dex, +1 Wis, +1 Int
8	A library of metal scrolls, the combined history of the ancient race	+2 Int, +1 Wis, +1 Dex, Skill: Ancient History
9	A temple with a censer burning an eternal liquid blue flame	+2 Wis, +1 Str, +1 Con, Skill: Undersea Lore
10	Fields of half-buried eggs, dormant, never to hatch	+2 Con, +1 Cha, +1 Str, Skill: Herbalism
11	A huge circular city, viewed from above, with many radial and concentric trenches around central green dome	+2 Int, +2 Wis, +1 Str
12	A cyclopean city rising from beneath the waves	+2 Str, +2 Int, +1 Con

Id8	Why did you leave to walk the surface world?	Gain
1	You heard the voices of men above you as their vessel passed overhead, and you followed them	+2 Str, +1 Int
2	You heard the screams as unborn young were harvested from their beds by ships above, and you vowed bloody revenge	+2 Str, +1 Dex
3	You were the only survivor of a plague. There was nothing left for you there.	+2 Con, +1 Wis
4	You wandered alone through your peoples archives, learning of a world above this one.	+2 Int, +1 Con
5	You saw a beautiful and fascinating human on land, and you followed him.	+2 Cha, +1 Con
6	You are following in the footsteps of your father, who walked on land during his youth.	+2 Str, +1 Con
7	You were angry at your parents and defied them, going to walk on land.	+1 Wis, +1 Cha, +1 Str
8	You were outcast by your clan for a terrible crime (which you may or may not be guilty of).	+1 Dex, +1 Con, +1 Int

Id8	It's been difficult to live among humans. You've made friends with the rest of the characters. Who else became your friend?	Gain
1	You found a common ground between yourself and the boat-builders.	+2 Str, +1 Con
2	You got on well with human fishermen.	+2 Dex, +1 Con
3	A merchant swapped stories with you.	+2 Wis, +1 Con
4	Humans have their games of strategy, and you're surprisingly good at them.	+2 Int, +1 Dex
5	You spent time with a cook, understanding how a human kitchen is the centre of life.	+2 Con, +1 Int
6	You are in love with a beautiful human.	+2 Cha, +1 Dex
7	You worked for a while tending a garden, and made friends with the gardeners.	+1 Cha, +1 Con, +1 Str
8	A human soldier became your friend when you backed them up when they were outnumbered by ruffians.	+1 Str, +1 Con, +1 Dex

You stepped out onto land. You became a Level 1 Warrior, with the class ability Warrior's Knacks, and the skill Swimming.

id6	You've made your way as a sell-sword and bodyguard. What was your first job?	Gain
1	Guarding a merchant vessel.	+2 Int, +1 Str, Skill: Haggle
2	Hunting a wild animal that had threatened a village.	+2 Str, +1 Con, Skill: Hunting
3	On the winning side of a set-to between two rival pirate gangs.	+2 Str, +1 Cha, Skill: Deceit
4	As doorman to a rich hotel in a large city.	+2 Con, +1 Cha, Skill: Etiquette
5	Escorting a family North.	+2 Str, +1 Dex, Skill: Navigation
6	Hired by a merchant family to lay siege to a rival family's castle.	+2 Str, +1 Wis, Skill: Heraldry

id6	What is distinctive about your arms and armour?	Gain
1	You have a two-handed blade of undulating green metal.	+2 Str, Weapon specialisation in great sword
2	You have a trident of black metal.	+2 Dex, Weapon specialisation in spear/trident
3	Your short sword's pommel is shaped like a cuttlefish.	+2 Str, Weapon specialisation in 1-handed sword
4	Your mace is a cast sea serpent twining around a black iron bar.	+2 Str, Weapon specialisation in the mace/hammer
5	Your obsidian axe with a curved handle made from a shark's jaw.	+2 Con, Weapon specialisation in the axe
6	Your bellows gun fires distinctive darts you make yourself.	+2 Dex, Weapon specialisation in the crossbow/bellows gun

1d6	As a mercenary, you found yourself on the wrong side of a conflict. What happened? The player character to your right was there.	Gain
1	You realised that your targets were an unarmed shipping caravan, despite being told they were dangerous pirates. Your friend warned you of the deception, and gains +1 Wis.	+2 Wis, Knack: Fleet
2	You vastly outnumbered a local rebellion. At the last minute you heard rumours that the merchant lord was a tyrant. Your friend spoke to some of the rebels, and gains +1 Int.	+2 Int, Knack: Resilience
3	You recovered some lost treasure stolen by brigands, only to discover the thieves were a minor noble house and rightful claimants and your client was trying to defraud them. Your friend gained evidence of the deception, and gains +1 Int.	+2 Cha, Knack: Great Strike
4	You laid siege to a castle, but you discovered there was nothing of value in it and the move was part of a vendetta against the family by an upstart merchant's son. Your friend snuck inside the castle and learned the truth, and gains +1 Dex.	+2 Wis, Knack: Defensive Figher
5	You were goaded into single combat with another mercenary, but found out that you'd both been manipulated by your master to "tie up loose ends". Your friend overheard a secret conversation and warned you, and gains +1 Dex.	+2 Int, Knack: Great strike
6	You were shown evidence that some islanders had slaughtered a patrol of your fellows. You discovered that they were attacked by a third party and the village had tried to protect them. Your friend was there tending to the wounded, and gains +1 Wis.	+2 Cha, Knack: Fleet

1d6	Triton artefacts are scattered all over the Archipelago, and you found one near the village. What was it?	Gain
1	A coral ear cuff.	+2 Cha, an ear cuff
2	A small statue of a Triton god, worn down by centuries of rain.	+2 Wis, a statue
3	A dagger fashioned from a crayfish claw.	+2 Str, a dagger
4	A chest of obsidian coins.	+2 Con, coins
5	A map of thin beaten sheet metal.	+2 Int, a map
6	Half a dozen throwing spines.	+2 Dex, throwing spines

Ocean's Breath

A triton can survive underwater indefinitely. However the longer they stay in the water, the greater the risk of falling asleep and remaining there. After 6 minutes underwater the triton must save against poison/death or fall into a slumber. Repeat the roll every 2 minutes thereafter. The triton in slumber can be woken by a call once per day, with the -3 penalty to waking (as below).

Ocean's Heart

Tritons are unusually tough, and roll 1 die higher for hit points.

Child of the Ocean

A triton must be immersed in water daily, or suffer a -1 to all saving throws the next day.

Ocean's Slumber

A triton sleeps unusually deeply; if they are required to roll to wake up, they are at a -3 penalty.

Hit Points: d12

Initiative: +1

Fortune Points: 3

Armour: May wear any

The Itinerant Cartographer

You are an extraordinary map-maker, both in attention to detail and the distances you have travelled in pursuit of the finest and most accurate maps of the Archipelago. Now you need to pass on your experience so that the art of map-making isn't lost.

Your Int and Wis start at 10, and other attributes at 8.

Id12	How did your family earn its name?	Gain
1	Intrigue. Your family knows how to play the political game.	+2 Wis, +1 Int, +1 Cha Skill: Subterfuge
2	Strength of arms. Your family's navy is sought after for protection, and feared by pirates.	+2 Str, +1 Dex, +1 Wis, Skill: Command
3	Wealth. Your family has expansive and lucrative trade routes.	+1 Int, +1 Con, +1 Cha, +1 Wis, Skill: Finance
4	Knowledge. Your family deals in the secrets and lore of the Archipelago.	+2 Int, +1 Con, +1 Wis, Skill: Forbidden Secrets
5	Hunting leviathans.	+2 Con, +2 Wis, Skill: Animal Ken
6	Art. Your ships are impressive and exquisitely carved, and their staterooms opulently decorated.	+2 Cha, +1 Dex, +1 Con, +1 Str
7	Never breaking a deal. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Staffing the watchtowers all along the Eastern edge of the Archipelago, watching for invaders from the Land.	+2 Str, +2 Con, +1 Wis
9	Standing against a pirate warband.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest marines.	+2 Dex, +1 Str, +1 Cha, Skill: Sailing
11	Tending exotic gardens with specimens from all over the Archipelago, and beyond.	+2 Int, +1 Wis, +1 Con, Skill: Herbalism
12	Having one of the oldest names in the Archipelago, and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha

Id8	How did you distinguish yourself as a child?	Gain
-----	--	------

1	Children often fight, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest kid around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

rd8	You made friends with the other player characters on the island. Who else?	Gain
1	You gave the boatwright advice from time to time... and sometimes she appreciates it.	+2 Str, +1 Cha
2	You swapped stories with the fishermen.	+2 Dex, +1 Wis
3	You bump into a pedlar on different islands from time to time, as he plies his wares hopping from island to island.	+2 Con, +1 Int
4	You play chess with the village leader.	+2 Int, +1 Dex
5	You made friends with a local cook after you gave her a jar of her favourite spice.	+2 Wis, +1 Str
6	You discuss merchant politics with one of the village elders.	+2 Cha, +1 Con
7	Despite your age and status you do chores around the community.	+1 Str, +1 Int, +1 Cha
8	The grizzled watch captain took a liking to you.	+1 Dex, +1 Con, +1 Wis

You became an eminent cartographer, and a Level 2 Rogue with the abilities Fortune's Favour, Highly Skilled, and the skill Map-making. The tables below will tell you what happened next. While you learned much from books, you realised you needed to get out into the world to improve yourself.

rd6	What talent drew you to the attention of the Cartographer's Guild?	Gain
1	Your remarkable capacity for facts.	+2 Int, Skill: Ancient History

2	Your attention to detail in place names and distances.	+2 Int, Skill: General Knowledge
3	Your skill with a sextant.	+1 Int, +1 Wis, Skill: Navigation
4	Your talent for illuminating your own maps.	+2 Cha, Skill: Art
5	Your enthusiasm to go out into the field.	+2 Con, Skill: Athletics
6	Your family's connections with the Guild	+2 Cha, Skill: Politics

id6	Where have you mapped so far?	Gain
1	The North-Eastern Archipelago, where you saw vast ice floes and the people who lived in impossible cold.	+2 Con, Skill: Survival
2	The North-Western Archipelago, where you discovered a ridge of islets each with a monument to a different sea-god.	+2 Wis, Skill: Cult Initiation
3	The South-Eastern Archipelago, where the azure sea was thick with rich trade vessels and predatory pirates.	+2 Cha, Skill: Haggle
4	The South-Western Archipelago, where the sea churns and whirlpools threaten to swallow a ship whole.	+2 Dex, Skill: Shiphandling
5	You mapped the close of the Mainland, and caught a glimpse of the terrible beacons shining over the Ancient Land.	+2 Int, Skill: Spying
6	You mapped the very edge of the Ocean, far to the West, and saw a Leviathan first hand.	+2 Con, Skill: Meditation

id6	What caused you to choose your pupil? The player character to your right immediately gets +1 Wis and -1 Str, and shares this event with you.	Gain
1	While orienteering over the island you fell into a cave complex. They came to your aid and showed an interest in what you were doing, and asked to be instructed, gaining +1 Str.	+1 Str, Skill: Survival
2	They unloaded your bags for you when you arrived, and from then on followed you all the while you were looking around the island, asking questions and soaking up your answers like a sponge. You offered to teach them more formally, and they gain +1 Wis.	+1 Cha, Skill: General Knowledge
3	Someone broke into your belongings and took several things you'd been working on. They helped you trace the thief and recover the stolen items. They asked to be trained as a reward, and you agreed. They gain +1 Int.	+1 Wis, Skill: Investigation
4	They knew the location of a secret library on the island, and proudly showed it	+1 Int, Skill:

	to you. You helped them read some of the more complex texts and they gain +1 Int.	Linguistics
5	You made a tempting target for footpads. They helped you flee the thieves. You struck up a friendship with them and taught them some things, and they gain +1 Dex.	+1 Dex, Skill: Athletics
6	They owned a signet ring bearing the Cartographer's Guild crest, not knowing what it was. You taught them the history of the guild, and they gain +1 Wis.	+1 Wis, Skill: History

Id6	What unusual item do you carry in your satchel?	Gain
1	A golden compass given you by the Guild, before your first assignment.	+1 Wis
2	A deck of painted Tarot cards from a seer in the central Archipelago.	+1 Int
3	A tiny flute carved from a bear's thigh bone from the far North.	+1 Con
4	A set of rare coloured chalks from the far South Western isles.	+1 Cha
5	A vial of indelible (and possibly magical) Leviathan ink.	+1 Dex
6	A jar of exotic spice from the South.	+1 Str

Other Notes:

Hit Points: d8

Initiative: +2

Fortune Points: 5

Armour: You may wear Leather armour.