

A Miscellany of Backgrounds

Madeleine Ember



EMBER + ASH

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11. Gourd Golem

Born from the remnants of discarded magical refuse and a compost heap, you are an abomination that was never intended to exist. You cannot see, cannot hear, and cannot speak. Somehow you comprehend what is happening in the world around you. After an unpleasant encounter with a bristleback boar, you have a visceral fear response to pigs.

Possessions

Bag full of turnips
17 tarnished silver teaspoons

Skills

4 Decomposing
2 Mashing
2 Pig-sense
1 Seasonal awareness
1 Unnatural perception
1 Harvesting

Special

When you sleep 8 hours buried in compost or food waste, your stamina healing is doubled.



12. Hadalin Diver

They have explored depths beyond the touch of sunlight, in the darkness beyond memories, in the unkind place most cannot return from. None, certainly, return whole or entirely sane. Exploration of the unawakened world has granted these bold adventurers a keen resolve and a deft hand with a harpoon.

Possessions

Gleaming silver diving suit
Harpoon

Advanced Skills

4 spear hunting
2 swimming
1 underwater fighting
1 gazing upon the void

Special

Roll to find your level of resistance against any given atmospheric condition; the diving suit protects against most liquid, gaseous, and plasmic assault.



13. Iron-Bound Aegelus

You have parted from your folk and their righteous fury. You have left your home and the high aeries, never to return. A bird with broken wings is better off than one in a cage.

Possessions

10 ft of iron chain (worn around the body, secured by several padlocks)

Longsword

Polished, blank shield

Advanced Skills

2 Sword fighting

3 Locks

1 Spell - (Random)

2 Fist fighting

Special

You can use your chains as armor to deflect a physical attack once per day. You do not have the keys to the locks that bind your wings to your body. The GM should roll 1d6 to determine how many locks bind you. Keys can be found or made by skilled craftspeople.

If the number of keys in your bag is equal to the number of locks, you can unlock your chains and make use of the multitude of small wings that have been chained, folded against your back.



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14. Leporine Dueler

You're tired of running. Every day, fear pushing you past your breaking point. No more sneaking around, no more hiding. Your long ears can hear the beating heart of your foe. You have learned not to shy from gunfire. You will never again be prey.

Possessions

Long-barreled pistol with walnut handle

Tight, light leather armor

Two rapiers, one engraved with a rabbit motif, the other with a fox

One gold earring with a small, silver bell

Advanced Skills

3 Hunting

4 Dueling

2 Running

2 Hiding

4 Courage

Special

Unique Spell - **Face Me!** A creature in reach is compelled to fight you and you alone until one of you is dead or unconscious (declare your specific intent aloud: to the death, till you fall, till you are broken). Cannot be cast more than once in a day's time.



15. Paratrooper of the Astral Legions of Kerrix

The warlords of Kerrix ran out of other people on Kerrix to conquer. They lacked access to any eldritch portals. They got lost in the non-euclidean geometries of the Labyrinth. They couldn't quite figure out how to make a golden sail.

They are, however, the best damn fallers in the galaxy, good enough to fall through the layers of space and wage war on alien soil.

Maybe you got left behind when the warlords moved on. Maybe you deserted. Maybe your astral plunge was too fast or too slow. Maybe you just wanted to stay. Maybe. Maybe not. Which way is home?

Possessions

Plasma Lance

Silver-Skinned Parachute

Astral Plunge Boots

Slightly Moldy Rations

Advanced Skills

3 Falling

2 Lance Fighting

2 Marching

1 Knife Fighting

1 Astral Navigation

1 Orienteering



16. Runewright

You and the few others of your trade craft runes for daily and specialized use - fetching water, protecting doors, hiding forbidden towers, etc. You were taught that true magic can be set in stone, and so all the hand waving and levitation of wizards and sorcerers seems to be mere pageantry. The jealous of their kind has hunted your kind for millennia. Because, yes, you've got a rune for that.

Possessions

4d6 3x3 in blank soapstone tiles

2d6 3x3 in carved & imbued soapstone tiles (pick these from the random spell list)

Fine chisel set

Multi-phasic, trifocular goggles

Leather work apron

Advanced Skills

2 Carving and sculpting

3 Runes

3 Spell - Imbue

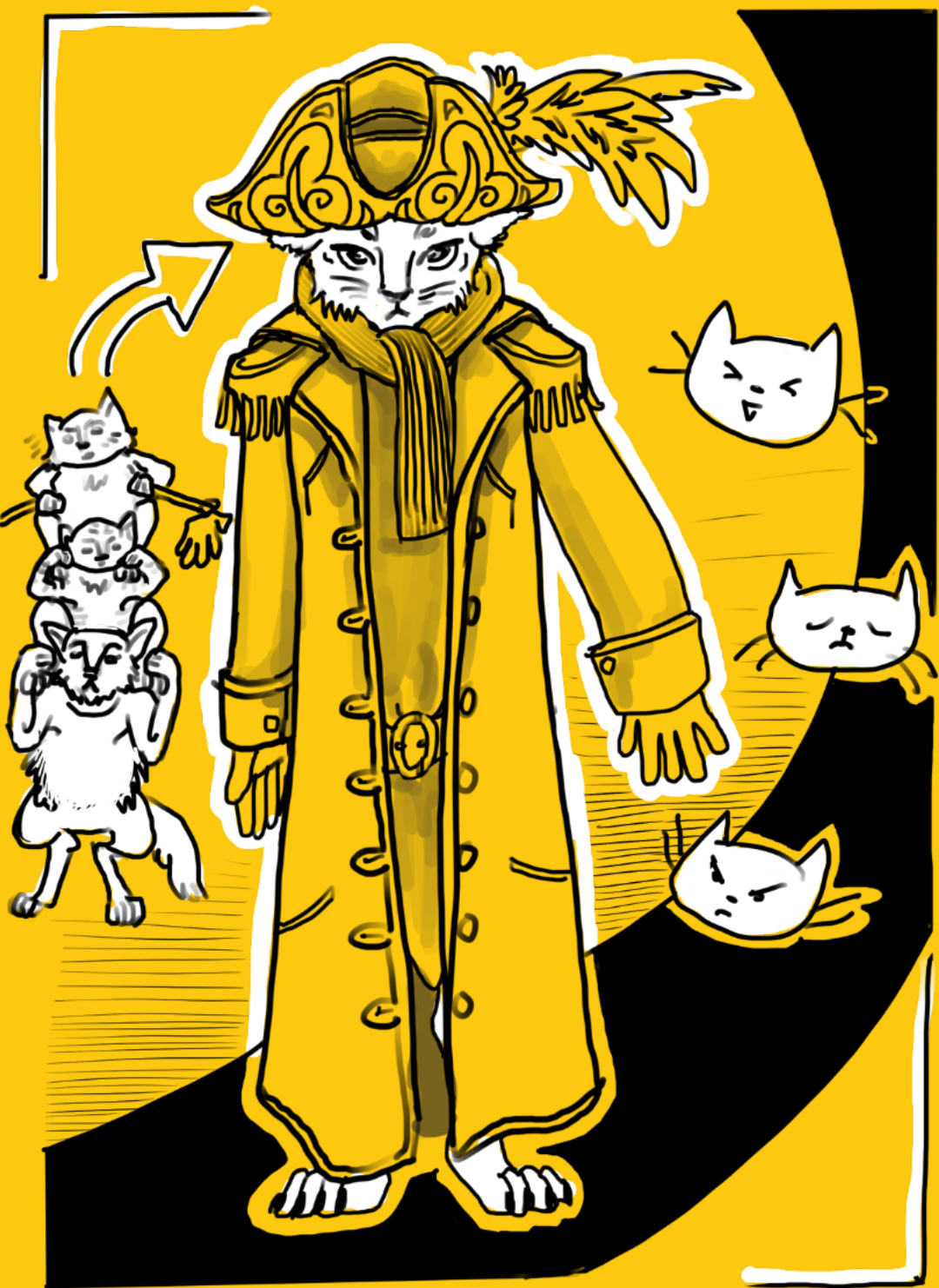
1 Fist-fighting

Special

Runes are their own language which translates the activity of magic and contains it in a small, physical widget. Each rune takes 1d6 hours to carve and imbue. Runes are one time use, but can be re-imbued at the cost of 1 stamina to a Runewright. Once a rune is set on the ground and its spell word is said, the rune will remain active until the stone is picked up or the magic is otherwise dispelled. All runes have a spelled in obsolescence matching their stamina cost in hours.

Spell - Imbue (4)

Cause the activity of a given spell to occupy a runed soapstone tile the caster is touching.



21. Stack of Cats

You made an enemy of a powerful demigod, who stole your dashing pirate form and split your consciousness between 3+1d6/2 cats. It's taken time, but you've learned how to operate the cats and now move through the world in the guise of a tall, furry faced being with distracting clothing and a tendency to purr when pleased.

Possessions

Rapier

Small pouch full of mice bits that you snack from occasionally

Large, black captain's coat

Outrageous pirate hat

2 long sticks with gloves tied on at the ends

Advanced Skills

2 Clawed combat

3 Meowing

3 Persuasion

2 Etiquette

2 Sneak

Special

When walking you stack one on top of the other. When at rest you divide your consciousness between the cats, and each can travel a maximum of 20 ft away from the others. In your unstacked form each cat has its own ordinary cat purrsuits in addition to those of your will. If a cat is lost in combat or otherwise, you will sense the location of the new cat (within 1 mile of your location) and it will instinctively journey to join the collective. If when rolling your cats you get a one on the d6, that is called "a kitten".



22. The Capsician

Scientists of Suffering, Capsicians have completed decades of study into forbidden fiery depths of flavor. There is no burn that can break their resolve. Most of their sort spend decades chasing down unusual spices used both in a culinary context and as reagents for their specific alchemical respiratory weapons.

Possessions

Flask of unspillable milk that is impervious to warmth or curdling

An aloe vera plant worn as a necklace

Small leather packet of unusually hot pepper flakes

Everburning dagger (melee damage knife +1)

Advanced Skills

3 Fortitude

2 Gastronomy

2 Second sight

1 Alchemy

Special

At the cost of a luck point you can use your respiratory weapon: you ingests some of the pepper flakes from your pouch and can with one exhale breathe flames. Same as **Fire Bolt** spell, but from your mouth. Acquisition of additional spices can add damage and duration of flame, but require risky and time consuming experimentation.



23. The Fugitive

Guilty or innocent, The Fugitive knows they'll be caught again - nobody escapes the Fulgate Briggs, not forever. They'll fight for each precious breath of freedom. It won't be long, now. The near misses keep getting nearer. They'll die before they feel the slow death of chains again.

Possessions

Blood-rusted sword

Broken manacles

Nothing to lose

Advanced Skills

2 Sword fighting

4 Ruthless and reckless disregard for safety

2 Slipping away

2 Pushing through pain



24. The Manycrowned of Bathe-In-Sky

These milky-eyed, exceptionally tall nobles of the floating city, Bathe-In-sky, have as many crowns as their houses have bathtubs. Tubs are warred over, hoarded by the elite and liberated by those both clever enough and strong enough to steal someone else's bathtub.

Possessions

3d6 crowns, worn and stacked precariously
As many bathtubs, potentially

Advanced Skills

4 Strength
2 Scheming
2 Theft
1 Bathing



25. The Two Bound as One

It is the practice of the physicans of Klidane to mend with minuscule stitches what is lost when a loved one passes beyond. Flesh is knit to cold, bloodless flesh. The resultant being is not exactly human and walks with disquieting stealth. No Bound One results in the same physiology. It will touch no weapon and speak no lie. Curiosity drives it to pursue fresh experiences. Even sadness. Even death, again.

Possessions

Locket with two pictures inside

Death shroud

Journal and pen

Advanced Skills

3 Sneak

2 Investigation

2 Brawling

1 Knitting

Special

Your anatomy is curiously woven. You regain 3d6 stamina with only 4 hours of rest. To determine the number of limbs, roll 1d6 for arms and 1d6 for legs. All limbs are functional.



26. Twisted Little Writhe

The Writhe are a people of few words and many limbs. To gaze upon them is to see a reflection of the movement of heavenly spheres; a slow, ecstatic dance. Though few, some like you are born with limbs that can be twisted together into a roughly standard bipedal arrangement, and are a tiny fraction in stature. Who better to learn new dances that express the rapture of existence?

Possessions

Tap shoes
Long, white gloves
Frimled poncho
Fancy hat with large, conspicuous feather

Advanced Skills

5 Dance
3 Pattern recognition
3 Agility

Special

When moved by great emotion you can choose to express yourself through a Test of dance. Your movements can lend you 1d6 additional luck if successful in a given 8 hour period.

Your form can be untwisted to lengthen or shorten your limbs at will. The process is painful and will take a point of stamina and 10 minutes to complete.