



Lifepath Worksheet

Training Boxes

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Check off a training box when instructed. Once the last box is checked off, skip to Finishing Touches.

Birth Fortune

Flip on the Birth Fortune table (pg. 22).

Origin

People

Pick a people and record its traits (pg. 25).

Religion

Pick a religion (pg. 25).

Foundational Event

Flip on the Foundational Events table (pg. 26).

Coming of Age

Name

Assign Stats [7, 6, 6, 5, 5, 4, 4, 3] *Pick a name.*

Str	Dex	Spd	End	Int	Per	Chr	Det
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Assign stats from above array, keeping requirements from People in mind.

Equipment: Clothes, Sack, Day's Rations, Dagger or Staff
Skill: Language (Standard) *Gain basic equipment and the Standard language.*

Youthful Ambition

Come up with a Youthful Ambition (pg. 30).

Age of Adulthood Years per Attempt

Elf = 120, Ogre = 8, All Other = 16

Elf = 15, Ogre = 1, All Other = 2

Career Attempt No.1

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Record advancement benefits from the first rank, including Title and Status.

Career Attempt No.2

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.3

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.4

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.5

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Career Attempt No.6

Age Career

Pick a career and record age (pg. 55).

Training

Pick from the career's training table.

Event

Flip on the career's event table.

Advancement

Title Status

Flip for advancement or take first rank and record any benefits.

Finishing Touches

Gathering the Party

Work with other players to figure out how you know each other (pg. 32).

Age Status

Atk	Def	Will	HP	Move	Luck
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Record age and chosen Status, then calculate scores (pg. 32).

Hearth & Coin

Start with home and money based on Status (pg. 32).

Pick Creed, Idiosyncrasy, optional Weakness and Ambitions (pg. 33).