



## 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

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

Pick a religion (pg. 25).

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

### Coming of Age

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.

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

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

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

### Career Attempt No.1

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

Pick from the career's training table.

Flip on the career's event table.

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

### Career Attempt No.2

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

Pick from the career's training table.

Flip on the career's event table.

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

### Career Attempt No.3

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

Pick from the career's training table.

Flip on the career's event table.

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

### Career Attempt No.4

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

Pick from the career's training table.

Flip on the career's event table.

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

### Career Attempt No.5

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

Pick from the career's training table.

Flip on the career's event table.

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

### Career Attempt No.6

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

Pick from the career's training table.

Flip on the career's event table.

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

### Finishing Touches

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

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).

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

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