

WOOD ELF BARBARIAN

Lich King (Negative Relationship) - *The Lich King is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it. **What happened in your past that caused you to dedicate yourself to fighting the Lich King?***

You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

High Druid (Positive Relationship) *The High Druid is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live. **How did you come to serve the High Druid?***

Elf Queen (Conflicted Relationship) *The Elf Queen rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells. **What happened that caused you to leave your elven homeland and wander the world?***

Orc Lord (Negative Relationship) *The Orc Lord is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't? **Why do you battle the Orc Lord's forces when you come upon them?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Barbarian: Wolf clan champion, caravan outrider, fur trapper, mountain tribeswoman, wasteland survivalist, underworld refugee, gladiator, Iron Seacoast hunter.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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FORGEBORN PALADIN

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

Great Gold Wurm (Positive Relationship) *The Great Gold Wurm is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wurm's physical form seals the gap that prevents the Abyss from erupting into the world, its dreams and the agents it employs still move through the world, helping those who will fight and even die for what's right. **How did you come to serve the Great Gold Wurm?***

Dwarf King (Conflicted Relationship) *The Dwarf King is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven home lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north. **You were originally crafted in the Dwarven forges below the mountains, why did you leave?***

Diabolist (Negative Relationship) *The Diabolist controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wurm who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise. **Why do you oppose the Diabolist so fervently?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Paladin: city guardsman, combat medic, bodyguard, outlaw hunter, Sea Wall captain, Golden Citadel archeologist, Elf Queen's courtier, First Triumph Inquisitor, veteran of the orc wars, hellhole commando, ex-priest of the Diabolist.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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HUMAN RANGER

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

High Druid (Positive Relationship) *The High Druid is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live. **How did you come to serve the High Druid?***

The Emperor (Conflicted Relationship) *The Emperor rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance? **Why did you choose to leave the Emperor's cities and wander the wilds?***

The Three (Negative Relationship) *The Three were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrm, who must fight alone, the Three have learned to join forces. **Why have you drawn the enmity of the Three?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Ranger: trackers, bounty hunters, members of secret orders of frontier guardians, agents of druidic circles, survivors of distant massacres, beast slayers, tree dwellers, initiates of the golden bough, woodsy assassins, dwellers on the Sea Wall, Koru behemoth tribesfolk, orc slayers, wanderers, and occasionally even secret monarchs of vanished kingdoms.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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Draconic Fighter

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

The Emperor (Positive Relationship) *The Emperor rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance? **What do you owe the Emperor? Why do you serve as a his dedicated agent?***

Great Gold Wyrms (Conflicted Relationship) *The Great Gold Wyrms are the world's protectors and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrms' physical form seals the gap that prevents the Abyss from erupting into the world, its dreams and the agents it employs still move through the world, helping those who will fight and even die for what's right. **Why do you have a somewhat uneasy relationship with the Great Gold Wyrms?***

The Three (Negative Relationship) *The Three were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces. **Why have you drawn the enmity of the Three?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

***Fighter:** swordmaster, mercenary captain, sea raider, shieldwall spearman, explorer, bouncer, thug, city guardsman, Sea Wall veteran, former gladiator, former orc captive, bankrupt nobleman, duelist, goblin-hunter, former Imperial legionnaire.*

***General:** acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.*

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Gnome Rogue

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

Prince of Shadows (Positive Relationship) *The Prince of Shadows is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives. **How did you come to serve as an agent of the Prince of Shadows?***

The Three (Conflicted Relationship) *The Three were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrms, who must fight alone, the Three have learned to join forces. **Why do you have a somewhat uneasy relationship with the Three?***

Orc Lord (Negative Relationship) *The Orc Lord is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't? **Why does the Orc Lord know your name and hate you?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background. You then have 2 additional points for knowledge based backgrounds.

Rogue: Street thug, cat burglar, diplomat, professional gambler, Imperial customs agent, courtier, jewel thief, acrobat, con artist, bartender, hellhole infiltrator, temple spy master, thieves guild organizer, pirate, dandy, rat catcher.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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Half Elf Bard

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

Archmage (Positive Relationship) *The Archmage has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt. **How did you come to serve as an agent of the Archmage?***

The Elf Queen (Conflicted Relationship) *The Elf Queen rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells. **Why do you have a somewhat uneasy relationship with the Elf Queen?***

Orc Lord (Negative Relationship) *The Orc Lord is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't? **Why do you battle against the Orc Lord?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Bard: Wandering minstrel, Cathedral musician, court jester, Drakkenhall court jester, mercenary, tavern owner, failed hedge wizard, diplomat, spy, royal taster, caravan guide, Imperial commissar, smuggler, Grey Harbor smuggler, Necropolis drummer, party circuit maven, battle skald.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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Aasimar Cleric

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

The Priestess (Positive Relationship) The Priestess hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors. **How did you come to serve as an agent of the Priestess?**

The Emperor (Conflicted Relationship) The Emperor rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance? **Why do you not fully trust that the Emperor and his agents work for the good of all?**

Crusader (Negative Relationship) The Crusader is the armored fist of the Dark Gods. So long as followers of the gods of light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost. **Why do you battle against the Crusader even though he works to keep demons in check?**

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Cleric: village healer, archivist, military chaplain, temple guard, bartender, reformed thief, abyssal survivor, wasteland prophet, dwarven hierophant, initiate of the Stellar Chorus, bishop of Foothold, multiversal pantheist, Cathedral guide, tutored by angels.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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Demontouched Sorcerer

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

Prince of Shadows (Positive Relationship) *The Prince of Shadows is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives. **How did you come to serve as an agent of the Prince of Shadows?***

The Diabolist (Conflicted Relationship) *The Diabolist controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrms who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise. **Why do you find yourself tempted by the Diabolist's offers and why do you resist going fully to her service?***

Crusader (Negative Relationship) *The Crusader is the armored fist of the Dark Gods. So long as followers of the gods of light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost. **Why does the Crusader hunt you?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Sorcerer: tribal shaman, former child avatar, pirate captain, spell-arena gladiator, failed wizard, Shadow Port city guard, sahuagin hunter.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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Dark Elf Wizard

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You get a one point Negative Relationship with the Lich King. Then choose one or two of the following Icon Relationships. If you choose only one additional icon relationship then choose one of your Icon Relationships to be primary and increase it to 2 points.

Elf Queen (Positive Relationship) *The Elf Queen rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells. **Why did you dedicate yourself fully to the service of the Elf Queen?***

The Archmage (Conflicted Relationship) *The Archmage has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt. **Why do you have a rocky relationship with the Archmage and his wizardly underlings?***

Diabolist (Negative Relationship) *The Diabolist controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wurm who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise. **Why do you oppose the Diabolist's schemes?***

Backgrounds. Choose from the backgrounds below or make up your own. You have 11 points to split among your backgrounds and you can apply a maximum of 5 points to a single background.

Wizard: Magical prodigy, spell thief, hedge wizard, chronomancer's apprentice, Horizon City Guard (magic cop!), transformed familiar, Koru behemoth cleaner, ship's wizard, Sea Wall veteran, royal poisoner.

General: acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, chef, con-woman, goblin exterminator, hunted outlaw, knight errant, magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet, and so on.

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