

The Origin Story

A character should be more than a collection of abilities and numbers. They are intended to be simulations of people, with personal desires and histories. A character will have been born someplace which existed here, on this Earth, though it may not exist presently. They will have birthdays, families and a home, or even land. Often, origin stories will provide a solid basis of a character's basic knowledge and their rough skill set, though class may carry more weight for some.

An origin story will encompass the culture and social class in which the character was raised, as well as the profession they have undertaken in adulthood. The choices available and the effects they have on a character are covered below.

Lineage

One of the most basic elements of the origin story has already been decided, the character's lineage. When choosing a class, a player also chooses the lineage of the character they are to play. Lineage will have an impact not only in a character's abilities and social interactions, but it will affect the sorts of adventures a character or party will likely have.

Common Men: Common men are the standard inhabitants of the Earth. By nature a common man is not able to make use of spells or spontaneous magic. Furthermore, when any being capable of using magic is outnumbered 100 to 1 by common men, both spells and spontaneous magic will be unusable until the situation changes. If any permanent item of magic rests among common men for greater than a year and a day, the item will go dormant and cease to function. If the item remains in such circumstances for over a century, it will lose its enchantment permanently.

High & Low Men: Having strong ties to the Otherworld, both high and low men share some peculiarities. If either is wounded by iron, the wound must be treated by magic, as it will not heal through natural means. Any dormant magic item found can be "revived" by rolling under charisma (for high men) or wisdom (for low men). This will not function for any item which is said to have lost its "enchantment". The simple presence of a high or low man within a group will increase the odds of encountering monstrous or otherworldly creatures. The effects of this will be detailed later.

High and low men will appear to change, in subtle ways, with their emotions and the current environmental conditions. Although this effect is but an illusionary seeming, there is no way to see beyond it. High men may slowly change color by season and current temperament. Low men are often made to appear frightening by the nature of their "mad" genius, or to appear of greater age and weather. As such character's gain experience, this effect strengthens and will eventually begin to effect their immediate surroundings. At level six, this effects a 1" radius around them, gaining another 1" in radius every level after. This effect should not provide much of a benefit, and is more "thematic". Changes may include: a subtle shift in temperature, illumination or odor. The surroundings could look more vibrant or dull, sharpened or soft, all a reflection of their environment as filtered through their emotions.

Deaths of the Monstrous and Otherworldly: All creatures of a monstrous, or otherworldly nature will not decompose in the same way as mundane beasts and men. Monstrous creatures will dissipate to dust in roughly a century, bones and all. An otherworldly creature will usually undergo a relatively rapid transition to a natural element, such as stone, or they take to flame roughly three days from death.