	Career Attempt No.3
AGE OF AMBITION	Age Career
	Pick a career and record age (pg. 55). Training
Lifepath Worksheet	Pick from the career's training table.
Training Boxes	Flip on the career's event table.
Check off a training box when instructed. Once the last box is checked off, skip to Finishing Touches.	Title Status
Birth Fortune	Flip for advancement or take first rank and record any benefits.
Flip on the Birth Fortune table (pg. 22).	Career Attempt No.4
People	Age Career Pick a career and record age (pg. 55).
Pick a people and record its traits (pg. 25). Religion	Training Pick from the career's training table.
Pick a religion (pg. 25). Foundational	Event
Event Flip on the Foundational Events table (pg. 26).	Flip on the career's event table.
1.00 0 m no 1.00 m no 4 98. 209.	Title Status Flip for advancement or take first rank and record any benefits.
Coming of Age	the second se
Name Pick a name. Assign Stats [7, 6, 6, 5, 5, 4, 4, 3] Pick a name.	Career Attempt No.5
Str Dex Spd End Int Per Chr Det	Pick a career and record age (pg. 55).
Assign stats from above array, keeping requirements from People in mind.	Training Pick from the career's training table.
Equipment: Clothes, Sack, Day's Rations, Dagger or Staff Skill: Language (Standard) Gain basic equipment and the Standard language.	Event Flip on the career's event table.
Youthful Ambition	Advancement Title Status
Come up with a Youthful Ambition (pg. 30). Age of Adulthood Years per Attempt	Flip for advancement or take first rank and record any benefits.
$Elf = 120, Ogre = 8, \overline{All Other} = \overline{16}$ $Elf = 15, Ogre = 1, All Other = \overline{2}$	Career Attempt No.6
Career Attempt No.1	Age Career
Age Career Pick a career and record age (pg. 55).	Pick a career and record age (pg. 55). Training
Training Pick from the career's training table.	Pick from the career's training table.
Event	Flip on the career's event table.
Flip on the career's event table.	Title Status
Title Status Record advancement benefits from the first rank, including Title and Status.	Flip for advancement or take first rank and record any benefits.
C. Autorit Noo	Finishing Touches
Coreer Attempt No.2 Age Career	Gathering the Party Work with other players to figure out how you know each other (pg. 32).
Pick a career and record age (pg. 55). Training	Age Status
Pick from the career's training table.	Atk Def Will HP Move Luck
Event Flip on the career's event table.	Record age and chosen Status, then calculate scores (pg. 32). Hearth & Coin
Advancement Status	Start with home and money based on Status (pg. 32).
Flip for advancement or take first rank and record any benefits.	Pick Creed; Idiosyncrasy, optional Weakness and Ambitions (pg. 33).