Background

These tables determines the realm of a character's birth, as determined by their Class. Realm of Birth is also used to determine Native Tongue and Script and Native Milieus and Favored Weapons possible.

Realm:/Class:	Amazon	Barbarian	Centaur	Noble	Spearman
Arcadia	01-15	01-10	01-15	01-07	01-05
Archeon Islands	-	11-40	-	08-21*	06-16*
Archytas	-	-	-	22	17-27
Britos	16-17	41-60	-	-	-
Chumriland	18-32	61-80	-	-	-
Hieroóikos	-	-	16-17	23-43	28-49
Minos	-	-	18	44-64	50-60
Necropolis	-	-	-	65-85	61-82
Pelasgia	33-99	81-85	19	86-92	83-88
Poseidonis	-	-	20	93-99	89-99
Sakai Steppes	-	86-99	21-99	-	-
Other	00	00	00	00	00

*The character is from the Poseidonis Exiles, and can choose between the backgrounds of being born on Poseidonis and being born on the Arcehon Islands.

Realm:/Class:	Elementalist	Lyrist	Nymph	Oracle	Priest	Shapeshifter	Sorcerer
Arcadia	01-04	01-18	01-28	01-11	01-08	01-20	-
Archeon Islands	05-13	19-22	29-32	12-17	09-16*	21-26	01-07*
Archytas	14-18	23-26	-	-	17-24	-	08-20
Britos	19-24	-	33-36	-	-	27-33	-
Chumriland	25-29	27-57	37-44	18-23	-	34-39	-
Hieroóikos	30-38	58-69	45-60	24-43	25-53	40-50	21-39
Minos	39-52	70-81	61-68	44-59	54-61	51-65	40-58
Necropolis	53-61	82-90	69-72	60-75	62-76	66-76	59-77
Pelasgia	62-75	91-94	73-88	76-86	77-84	77-82	78-84
Poseidonis	76-79	95-98	89-92	87-98	85-98	83-88	85-97
Sakai Steppes	80-97	-	93-96		-	89-98	-
Other	98-00	99-00	97-00	99-00	00	99-00	98-00

*The character is from the Poseidonis Exiles, and can choose between the backgrounds of being born on Poseidonis and being born on the Arcehon Islands.

Realm:/Class:	Artificier	Hunter	Mariner	Thief
Arcadia	-	01-16	-	-
Archeon Islands	01-06*	17-28	01-16*	01-06*
Archytas	07-64	-	17-27	07-17
Britos	-	29-40	-	-
Chumriland	-	41-52	-	-
Hieroóikos	65-75	53-60	28-43	18-37
Minos	76-81	61-64	44-59	38-53
Necropolis	82-92	-	60-80	54-68
Pelasgia	-	65-76	-	69-74
Poseidonis	93-97	77-84	81-96	75-98
Sakai Steppes	-	85-98	-	-
Other	98-00	99-00	97-00	99-00

*The character is from the Poseidonis Exiles, and can choose between the backgrounds of being born on Poseidonis and being born on the Arcehon Islands.

Realm:	Native	Native	Native Milieus	Favored Weapons	
	Tongue	Script		-	
Arcadia	Sylvan	Titanian	Forest, Mountain, Marsh	Bow, Sling, Spear, Staff	
Archeon Islands	Archaean	None	Forest, Mountain, Sea	Axe, Javelin, Spear, Sword	
Archytas	Oikonon	Atlantean	City, Sea	Dagger, Net, Staff, Sword	
Britos	Britan	None	Arctic, Mountain, Sea	Axe, Club, Javelin, Spear	
Chumriland	Chumri	Titanian	Forest, Settled, Marsh	Club, Sling, Staff, Sword	
Hieroóikos	Oikonon	Atlantean	City, Mountain, Settled, Sea	Bow, Dagger, Spear, Sword	
Minos	Pelasgian	Titanian	City, Mountain, Settled, Sea	Axe, Bow, Dagger, Spear	
Necropolis	Oikonon	Atlantean	City, Settled, Sea, Underground	Bow, Club, Dagger, Spear	
Pelasgia	Pelasgian	Titanian	Forest, Marsh, Mountain, Settled	Axe, Club, Javelin, Spear	
Poseidonis	Oikonon	Atlantean	City, Mountain, Settled, Sea	Club, Javelin, Net, Spear	
Sakai Steppes	Sakaian	None	Steppes	Bow, Javelin, Spear, Sword	
Other	None	None	Anyone	Anyone	

Native Tongue: All characters can speak this tongue and Trade Argot. In addition, Nobles, Artificiers and all Magician can speak Atlantean, Nymphs (except Nereids), and Centaurs can speak Sylvan, Mariners and Nereids can speak Merian, and any character with Wits 13+ can speak one other tongue.

Native Script: Any Artificier, Noble or Magician can read and write this script. Anyone with Wits 13+ can also read/write this script. Anyone with Wits 16+ can read and write one other script.

Native Mileu: Any Amazon, Barbarian, Centaur, Hunter, Mariner, Nymph or Thief chooses one of these as his Native Milieu (see Unveiled Addenda).

Favored Weapons: Any Warrior or Specialist choses one of these as his Favored Weapon (see Unveiled Addenda).