

# SIX NEW FANTASY ORIGINS

# BASTARDS AND APPRENTICES



**T**HE CORE WOIN RULES contain a number of character origins. This article expands on those found in core fantasy settings to include another half-dozen archetypal origins - Apprentice, Bastard, Chosen One, Feral, Nomad, and Villager.

## APPRENTICE (2D6+6 YEARS)

*You learned valuable skills as a child, apprenticed to a smith or craftsman.*

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**Prerequisites:** none.

**Attributes:** AGI +1, INT +1, LOG +1, REP +1

**Skill Choices:** [crafting], [artistic], animal handling, appraisal

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**Quick Learner.** You are able to pick up skills quickly. Skills (but not attributes) cost you one less XP to acquire or advance than they normally would.

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## BASTARD (2D6+6 YEARS)

*You were brought up by a family, but you never really belonged and had to learn to fit in.*

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**Prerequisites:** none.

**Attributes:** INT +1, WIL +1, CHA +2

**Skill Choices:** [social], insight, heraldry, law, history

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**Adaptable.** You find it easy to fit in with others, adapting to their ways. When part of a group making a group attribute check, you gain a bonus +1d6 to the check.

## CHOSEN ONE (3D6 YEARS)

*There was always something special about you. You are prophesied, with a destiny greater than yourself.*

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**Prerequisites:** none.

**Attributes:** INT +1, CHA +1, LUC +2

**Skill Choices:** [artistic], [developmental], [physical], history, religion

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**Here For A Reason.** Once (and only once) when you would normally die, you instead wake up one day later with full HEALTH. The gods - or some other power - still have need of you.

## FERAL (2D6+6 YEARS)

*You grew up alone, in the wild, your only friends the animals who surrounded you.*

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**Prerequisites:** none.

**Attributes:** STR +1, END +1, INT +1, WIL +1

**Skill Choices:** [outdoor], [physical]

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**King of the Wild.** Choose a terrain such as jungle, desert, or arctic. You are able to

communicate with semi-sentient creatures (animals) from that terrain type, although this does not guarantee their friendship or grant them particular knowledge or intelligence.

## NOMAD (2D6+6 YEARS)

*Traveling is your way of life, never staying in one place for too long.*

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**Prerequisites:** none.

**Attributes:** INT +1, END +2, WIL +1

**Skill Choices:** [developmental], astronomy, navigation, running, tracking, survival

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**Wanderer.** When traveling, you (and your party) automatically gain +1 to your travel score at the start of each day.

## VILLAGER (2D6+6 YEARS)

*Just a small-time boy, living in a small-time world. But you always knew there was more out there!*

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**Prerequisites:** none.

**Attributes:** AGI +1, INT +1, CHA +1, LUC +1

**Skill Choices:** [crafting], local knowledge, [hobby], carousing

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**Practical.** You gain three [crafting] or [hobby] skills of your choice at one rank; this does not increase an existing skill higher than one rank.

