

Background:

Not everyone is born with a silver spoon in their mouths. Technology is wonderful, but people are still selfish, and its easy enough for a kid to grow up with little or nothing.

Description:

Those freshly escaped from the gutter are liable to dress in worn out second hand clothes (or rags). Depending if and how far you've left your past life behind, you might either be dressed rough, or have some fully respectable belongs.

Starting Bonuses:

- ☐ +2 Agility, Dexterity, Stealth, Squirm and Deceive
- ☐ +3 Perception and Survival
- ☐ +1 reaction per round in combat.
- ☐ **Equipment:** 2d4 knife. x3 crit damage.

Ethos:

As a streetborn, you are liable to have seen the grubbier side of humanity. The bits people assure you aren't there. They're there. It doesn't take much. You just have to scratch the surface. What do you take from this? Well... different people take it differently.

You're used to being the underdog. You're used to being looked down upon, used to people being savage, complacent, power hungry. You might be used to kindness too... but then again you might not.

Naming:

Character details:

Consider the following questions:

- ☐ Who looked after you growing up? Parents? An avatar run temple? Jotunn run orphanage? Other street kids? Fae?
- ☐ Did you have any run ins with the law, or other local authority figures? What did this result in?
- ☐ So you've picked up some skills, and got yourself in an adventuring band. What do you want now? To prove yourself? To lift others out of the gutter? Something else?
- ☐ Name someone important from your past - some relationship or interaction that still drives you, either positively or negatively. In what way does this person's presence or absence impact your current actions?

Notespace:


