

<div>Character Background</div> <div>Street Survivor</div> <hr/> <div>CORE STORY</div> <div>Grew up in tough urban environment</div> <hr/> <div>KEY SKILLS</div> <div>Street smarts, Survival skills, Quick thinking</div> <hr/> <div>RESOURCES</div> <div>Street contacts, Hidden caches, Urban knowledge</div> <hr/> <div>CHALLENGES</div> <div>Trust issues, Territory conflicts, Past debts</div> <hr/> <div>CONNECTIONS</div> <div>Street gangs, Local merchants, Fellow survivors</div>	<div>Character Background</div> <div>Noble Heir</div> <hr/> <div>CORE STORY</div> <div>Raised in privilege with expectations</div> <hr/> <div>KEY SKILLS</div> <div>Etiquette, Leadership, Education</div> <hr/> <div>RESOURCES</div> <div>Wealth, Family name, Political ties</div> <hr/> <div>CHALLENGES</div> <div>Family pressure, Political rivals, Public scrutiny</div> <hr/> <div>CONNECTIONS</div> <div>Noble families, Servants, Political allies</div>	<div>Character Background</div> <div>Military Veteran</div> <hr/> <div>CORE STORY</div> <div>Served in armed forces</div> <hr/> <div>KEY SKILLS</div> <div>Combat training, Tactical thinking, Discipline</div> <hr/> <div>RESOURCES</div> <div>Military contacts, Combat gear, Strategic knowledge</div> <hr/> <div>CHALLENGES</div> <div>PTSD, Adjustment to civilian life, Old enemies</div> <hr/> <div>CONNECTIONS</div> <div>Former unit, Military command, Veterans</div>
<div>Character Background</div> <div>Scholar</div> <hr/> <div>CORE STORY</div> <div>Dedicated life to learning</div> <hr/> <div>KEY SKILLS</div> <div>Research, Analysis, Languages</div> <hr/> <div>RESOURCES</div> <div>Academic resources, Knowledge network, Laboratory access</div> <hr/> <div>CHALLENGES</div> <div>Ivory tower isolation, Funding needs, Academic rivals</div> <hr/> <div>CONNECTIONS</div> <div>Fellow scholars, Students, Institution ties</div>	<div>Character Background</div> <div>Merchant</div> <hr/> <div>CORE STORY</div> <div>Trades goods across regions</div> <hr/> <div>KEY SKILLS</div> <div>Negotiation, Value assessment, Network building</div> <hr/> <div>RESOURCES</div> <div>Trade routes, Market knowledge, Business contacts</div> <hr/> <div>CHALLENGES</div> <div>Competition, Travel dangers, Market shifts</div> <hr/> <div>CONNECTIONS</div> <div>Trade partners, Suppliers, Customers</div>	<div>Character Background</div> <div>Outlaw</div> <hr/> <div>CORE STORY</div> <div>Lives outside society's laws</div> <hr/> <div>KEY SKILLS</div> <div>Stealth, Survival, Criminal skills</div> <hr/> <div>RESOURCES</div> <div>Hidden resources, Criminal contacts, Safe houses</div> <hr/> <div>CHALLENGES</div> <div>Law enforcement, Rival criminals, Limited movement</div> <hr/> <div>CONNECTIONS</div> <div>Criminal networks, Fences, Informants</div>
<div>Character Background</div> <div>Artisan</div> <hr/> <div>CORE STORY</div> <div>Masters specific craft or trade</div> <hr/> <div>KEY SKILLS</div> <div>Crafting skills, Design, Material knowledge</div> <hr/> <div>RESOURCES</div> <div>Workshop, Tools, Material sources</div> <hr/> <div>CHALLENGES</div> <div>Material costs, Market demands, Competition</div> <hr/> <div>CONNECTIONS</div> <div>Guild contacts, Suppliers, Clients</div>	<div>Character Background</div> <div>Farm Hand</div> <hr/> <div>CORE STORY</div> <div>Worked the land</div> <hr/> <div>KEY SKILLS</div> <div>Physical labor, Animal handling, Weather knowledge</div> <hr/> <div>RESOURCES</div> <div>Land knowledge, Tool skills, Natural wisdom</div> <hr/> <div>CHALLENGES</div> <div>Hard seasons, Market prices, Natural disasters</div> <hr/> <div>CONNECTIONS</div> <div>Local community, Farm networks, Traders</div>	<div>Character Background</div> <div>Refugee</div> <hr/> <div>CORE STORY</div> <div>Fled from homeland</div> <hr/> <div>KEY SKILLS</div> <div>Adaptation, Languages, Survival</div> <hr/> <div>RESOURCES</div> <div>Cultural knowledge, Survivor network, Hidden skills</div> <hr/> <div>CHALLENGES</div> <div>Cultural adjustment, Documentation, Discrimination</div> <hr/> <div>CONNECTIONS</div> <div>Fellow refugees, Aid workers, New community</div>

<div>Character Background</div> <div>Entertainer</div> <hr/> <div>CORE STORY</div> <hr/> <div>Performed for audiences</div> <hr/> <div>KEY SKILLS</div> <div>Performance skills, Crowd reading, Networking</div> <hr/> <div>RESOURCES</div> <div>Performance venues, Fan base, Industry contacts</div> <hr/> <div>CHALLENGES</div> <div>Irregular income, Travel demands, Fame pressure</div> <hr/> <div>CONNECTIONS</div> <div>Other performers, Venues, Fans</div>	<div>Character Background</div> <div>Religious Acolyte</div> <hr/> <div>CORE STORY</div> <hr/> <div>Devoted to faith or beliefs</div> <hr/> <div>KEY SKILLS</div> <div>Theological knowledge, Rituals, Counseling</div> <hr/> <div>RESOURCES</div> <div>Faith community, Sacred knowledge, Divine favor</div> <hr/> <div>CHALLENGES</div> <div>Faith challenges, Secular conflicts, Dogma limits</div> <hr/> <div>CONNECTIONS</div> <div>Religious order, Believers, Other faiths</div>	<div>Character Background</div> <div>Urban Professional</div> <hr/> <div>CORE STORY</div> <hr/> <div>Worked in city career</div> <hr/> <div>KEY SKILLS</div> <div>Business skills, Social networking, Tech savvy</div> <hr/> <div>RESOURCES</div> <div>Professional network, City knowledge, Career skills</div> <hr/> <div>CHALLENGES</div> <div>Work stress, Competition, Life balance</div> <hr/> <div>CONNECTIONS</div> <div>Colleagues, Industry contacts, Service providers</div>
<div>Character Background</div> <div>Wilderness Guide</div> <hr/> <div>CORE STORY</div> <hr/> <div>Lived off the land</div> <hr/> <div>KEY SKILLS</div> <div>Navigation, Survival, Nature knowledge</div> <hr/> <div>RESOURCES</div> <div>Wilderness skills, Territory knowledge, Natural resources</div> <hr/> <div>CHALLENGES</div> <div>Harsh environments, Development threats, Isolation</div> <hr/> <div>CONNECTIONS</div> <div>Other guides, Locals, Wildlife experts</div>	<div>Character Background</div> <div>Factory Worker</div> <hr/> <div>CORE STORY</div> <hr/> <div>Experienced industrial labor</div> <hr/> <div>KEY SKILLS</div> <div>Machine operation, Safety knowledge, Physical stamina</div> <hr/> <div>RESOURCES</div> <div>Technical skills, Worker networks, Industry knowledge</div> <hr/> <div>CHALLENGES</div> <div>Harsh conditions, Labor disputes, Automation threats</div> <hr/> <div>CONNECTIONS</div> <div>Fellow workers, Union contacts, Management</div>	<div>Character Background</div> <div>Court Servant</div> <hr/> <div>CORE STORY</div> <hr/> <div>Worked in noble household</div> <hr/> <div>KEY SKILLS</div> <div>Discretion, Observation, Service skills</div> <hr/> <div>RESOURCES</div> <div>Inside knowledge, Service network, Hidden passages</div> <hr/> <div>CHALLENGES</div> <div>Class barriers, Political intrigue, Limited freedom</div> <hr/> <div>CONNECTIONS</div> <div>Other servants, Noble employers, House staff</div>
<div>Character Background</div> <div>Sailor</div> <hr/> <div>CORE STORY</div> <hr/> <div>Lived life at sea</div> <hr/> <div>KEY SKILLS</div> <div>Navigation, Ship handling, Weather reading</div> <hr/> <div>RESOURCES</div> <div>Maritime knowledge, Port contacts, Sea routes</div> <hr/> <div>CHALLENGES</div> <div>Storm dangers, Long absences, Shore adjustment</div> <hr/> <div>CONNECTIONS</div> <div>Ship crews, Port contacts, Maritime merchants</div>	<div>Character Background</div> <div>Medicine Worker</div> <hr/> <div>CORE STORY</div> <hr/> <div>Healed the sick</div> <hr/> <div>KEY SKILLS</div> <div>Medical knowledge, Caretaking, Herb lore</div> <hr/> <div>RESOURCES</div> <div>Medical supplies, Healing knowledge, Patient network</div> <hr/> <div>CHALLENGES</div> <div>Resource limits, Burnout risk, Death exposure</div> <hr/> <div>CONNECTIONS</div> <div>Other healers, Patients, Suppliers</div>	<div>Character Background</div> <div>Nomad</div> <hr/> <div>CORE STORY</div> <hr/> <div>Wandered between communities</div> <hr/> <div>KEY SKILLS</div> <div>Adaptation, Trading, Cultural knowledge</div> <hr/> <div>RESOURCES</div> <div>Travel knowledge, Multiple cultures, Survival skills</div> <hr/> <div>CHALLENGES</div> <div>No permanent home, Outside status, Resource gathering</div> <hr/> <div>CONNECTIONS</div> <div>Other nomads, Trading posts, Local contacts</div>

<div>Character Background</div> <div>City Guard</div> <div>CORE STORY</div> <div>Protected urban order</div> <div>KEY SKILLS</div> <div>Law enforcement, Combat, Investigation</div> <div>RESOURCES</div> <div>Legal authority, City knowledge, Guard network</div> <div>CHALLENGES</div> <div>Corruption exposure, Danger, Political pressure</div> <div>CONNECTIONS</div> <div>Other guards, Citizens, Officials</div>	<div>Character Background</div> <div>Tech Expert</div> <div>CORE STORY</div> <div>Mastered technology</div> <div>KEY SKILLS</div> <div>Technical skills, Problem solving, Innovation</div> <div>RESOURCES</div> <div>Tech resources, Digital network, Technical knowledge</div> <div>CHALLENGES</div> <div>Rapid changes, Security risks, Work-life balance</div> <div>CONNECTIONS</div> <div>Other experts, Clients, Innovation networks</div>
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