

# ORIGIN AND PROFESSION

## ORIGINS

Origins represent a character's start in the world. This can be interpreted as the character's early training and profession, or that of their family/parents, but should be taken into account when creating a character as the part of their story that gave them their initial foundation. This does, however, not mean it must be tied to their current class (selected below). Many get their start in professions, or are forced to follow in the footsteps of a parent, but then choose a different path in adulthood.

When selecting an Origin, characters will gain the listed skills as Major Skills. Additionally, at the time of selection, the character may select three of those skills, and gain a free rank in them.

### APPRENTICE

Typically trained under a master wizard or perhaps in the entry levels of the Mages Guild or similar academic schools, an Apprentice has been granted the fundamental knowledges of Magicka and its place in the cosmos. They will have a solid understanding of the basics of such skills, and the realms beyond Mundus. Their Major Skills are **Knowledge(Oblivion)**, **Enchant**, **Alteration**, **Alchemy**, **Mysticism**, and **Illusion**.

### ADVENTURER

Raised on the roads, or perhaps striking out very young, those of the Adventurer Origin are accustomed to seeing new things, and travelling often. They will be skilled at picking up the latest stories (or spreading them), managing their mounts or carts, or simply just hoofing it on long stretches of road. Ever keen for the next venture, they are typically possessed of higher perception. Their Major Skills are **Knowledge (Imperial or Elven History)**, **Rumours**, **Handle Animal**, **Athletics**, **Search**, and **Vigilance**.

### ACOLYTE

Spending much of their youth around a particular theological organisation or another, or simply raised or trained under a monk or priest, Acolytes gain great knowledge of those in positions of divinity, and their counterparts in Oblivion, but also the skills of oration, healing, and patience and are ultimately well read and wise. Their Major Skills are **Knowledge (Gods and Religion)**, **Knowledge (Oblivion)**, **Rumours**, **Cool**, **Restoration**, **Mysticism**, and **Charm**.

### BANDIT

Raised by criminals, or aspiring to it at a young age, those of the Bandit origin are accustomed to keeping to the shadows, avoiding the guard, and finding ways to earn coin without taking to a more legitimate profession. Bandits and their ilk are commonly skilled in areas most would avoid, but they can be more than useful when an adventure steers a group down a less travelled path. Their Major Skills are **Knowledge (Underworld)**, **Sneak**, **Security**, **Search**, **Intimidate**, and **Deception**.

### WILD ONE

Perhaps raised by no one, under the tutelage of Witches or other wildlings, or simply a Bosmeri tribe living off the land, Wild Ones have poor understanding of common civilised society. They understand the natural world, however, more than most, and will always have keen insights onto

unseen paths, or edible foliage. As such, their Major Skills are **Survival, Handle Animal, Alchemy, Sneak, Search, and Vigilance.**

### **TRADESMAN**

Taking the caravan trail early in life, or busy apprenticing on the bustling market streets, those of the Tradesman Origin began life with coin in hand, and now how to earn it - and spend it. While skilled beyond simply the mercantile, they are adept at finding the newest trades, and driving a caravan on the roads to it. Their Major skills are **Knowledge (Imperial or Elven History), Rumours, Charm, Mercantile, Handle Animal, and Engineering.**

### **OUTSIDER**

Living in squalor, on the outside of society, Outsiders are exactly as they sound. Having little appreciation for civilised society, and civilised society having little appreciation for them, these exiles have learned to survive by whatever means come to them. They often resort to thievery, scavenging or similar such drudgery to make it through life. Their Major Skills are **Survival, Sneak, Security, Cool, Acrobatics, and Deception.**

### **ASPIRANT**

Ever eager to join the local Knighthood, the lauded Imperial Legion, or some other group of great warriors, Aspirants began their career training, apprenticing and squiring under heroes and knights of similar skill, and learning the ropes. Typically fearless and vigilant, Aspirants tend to make natural leaders. Their Major Skills are **Knowledge (Imperial or Elven History), Charm, Leadership, Block, Search, and Vigilance.**

## **CLASSES**

A Class represents the path a character takes as they set out into the world, and their training into their current profession. These Classes are specified skills that correspond to their specialisation, and can either compliment or contrast with one's Origin.

When selecting a Class, the character gains the listed Skills as Major Skills, and at the time of selection, they may select two of these skills, and gain a free rank - even if they already gained a rank from their Origin. They may not, however, exceed a rank of three in any skill during character creation.

### **OPTIONAL RULE: CLASS TREES**

As an optional rule, each Class has a corresponding Class Talent Tree that helps formulate the talents necessary to experience the fantasy of this class. When compared to the Core Genesys Talent system, these trees allow for more specialised or gated skills, that evolve off of one another more naturally.

### **AGENT**

*Agents are operatives skilled in deception and avoidance, but trained in self-defense and the use of deadly force. Self-reliant and independent, agents devote themselves to personal goals, or to various patrons or causes.*

Agents gain **Acrobatics, Deception, Illusion, and Sneak** as Major Skills.

## **ALCHEMIST**

*Alchemists are the brewers of potions and poisons, and the masters of unlocking the secrets of nature, and supernature. With knowledge of every herb and magical ingredient, they are ever a staple to adventuring Companies.*

Archers gain **Alchemy, Mercantile, Survival, and Resilience** as Major Skills.

## **ARCHER**

*Archers are fighters specializing in long-range combat and rapid movement. Opponents are kept at distance by ranged weapons and swift maneuver, and engaged in melee with sword and shield after the enemy is wounded and weary.*

Archers gain **Marksman, Vigilance, Acrobatics, and Sneak** as Major Skills.

## **ASSASSIN**

*Assassins are killers who rely on stealth and mobility to approach victims undetected. Execution is with ranged weapons, short blades, or deadly poisons. Assassins include ruthless murderers and principled agents of noble causes.*

Assassins gain **One-Handed, Deception, Sneak, and Alchemy** as Major Skills.

## **BARBARIAN**

*Barbarians are the proud, savage warrior elite of the plains nomads, mountain tribes, and sea reavers. They tend to be brutal and direct, lacking civilized graces, but they glory in heroic feats, and excel in fierce, frenzied single combat.*

Barbarians gain **Athletics, Hand-to-Hand, One-Handed, and Two-Handed** as Major Skills.

## **BARD**

*Bards are loremasters and storytellers. They crave adventure for the wisdom and insight to be gained, and must depend on sword, shield, spell and enchantment to preserve them from the perils of their educational experiences.*

Bards gain **Charm, Deception, Rumors, and Leadership** as Major Skills.

## **BATTLEMAGE**

*Battlemages are wizard-warriors, trained in both lethal spellcasting and heavily armored combat. They sacrifice mobility and versatility for the ability to supplement melee and ranged attacks with elemental damage and summoned creatures.*

Battlemages gain **Destruction, One-Handed, Block, and Conjuration** as Major Skills.

## **CARAVANEER**

*Caravaneers are the backbone of Tamriel's economy. Typically manning caravans, or working great cargo ships, traders move product from farms and artisans, to the hands of the people. Skilled negotiators, Caravaneers can sway a buyer just as easily as they can drive a carriage.*

Caravaneers gain **Charm, Mercantile, Animal Handling, and Engineering** as Major Skills.

### **CONJURER**

*Conjurers are adepts with the realms and creatures of Oblivion. Forming contracts with the deadly Daedra, they draw forth powerful weapons and allies from Oblivion, supporting their allies and bolstering their forces with Daedric might.*

Conjurers gain **Conjuration, Destruction, Enchanting, and Knowledge(Daedra)** as Major Skills.

### **ENCHANTER**

*Enchanters possess the rare and valuable gift of imbuing artifacts, weapons, and items with magical powers. Adept at their art, the filling and refining of Soul Gems is second nature to them, and they are always capable of drawing that last shred of power from a soul.*

Enchanters gain **Enchanting, Mysticism, Mercantile, and Alteration** as Major Skills.

### **GLADIATOR**

*The Arena is the bloody jewel of the Imperial City, and for Gladiators across Tamriel, it is their dream. Armed with blade, shield, and showmanship, they cut a glorious bloody swath across the Provinces to get there, followed only by the sounds of applause, and the awe of their fans.*

Gladiator gain **One-Handed, Two-Handed, Block, and Charm** as Major Skills.

### **GUARDSMAN**

*Guardsmen provide the security that many areas of Tamriel enjoy. Be they Imperial soldiers, or the guards of a provincial township, guardsmen keep things in line, with blade and boot if need be.*

Guardsmen gain **Block, One-Handed, Leadership, and Intimidate** as Major Skills.

### **HEALER**

*Fighters of poison and illness. The ancient art of restoration is their ally, and they utilise Alchemy to procure medicines and tinctures from Nirn itself.*

Healers gain **Alchemy, Restoration, Cool, and Knowledge(Medicine)** as Major Skills.

### **KNIGHT**

*The most noble of all combatants. Strong in body and in character.*

Knights gain **Block, One-Handed, Two-Handed, and Leadership** as Major Skills.

### **MAGE**

*Preferring to use their extensive knowledge of all things magical, they wield a might more powerful than the sharpest blade.*

Mages gain **Destruction, Alteration, Conjuration, and Enchanting** as Major Skills.

## **MONK**

*Quick and cunning with the empty hand, they are strong in spirit. They prefer to solve conflict with words and level heads, and failing that, their fists.*

Monks gain **Cool**, **Hand-to-Hand**, **Rumors**, and **Athletics** as Major Skills.

## **NIGHTBLADE**

*Spell and shadow are their friends. By darkness they move with haste, casting magic to benefit their circumstances.*

Nightblades gain **One-Handed**, **Sneak**, **Illusion**, and **Alteration** as Major Skills.

## **NECROMANCER**

*Nothing is quite as hated in Tamriel as the vile Necromancer. Forsaken mages, who study and practice of raising the dead, Necromancers seclude themselves away, or do their best to disguise their typically disturbing arts.*

Necromancers gain **Necromancy**, **Destruction**, **Deception**, and **Mysticism** as Major Skills.

## **ROGUE**

*Rogues are adventurers and opportunists with a gift for getting in and out of trouble. Relying variously on charm and dash, blades and business sense, they thrive on conflict and misfortune, trusting to their luck and cunning to survive.*

Rogues gain **Charm**, **Deception**, **One-Handed**, and **Sneak** as Major Skills.

## **SCOUT**

*Scouts rely on stealth to survey routes and opponents, using ranged weapons and skirmish tactics when forced to fight. In combat scouts tend to be cautious and methodical, rather than impulsive.*

Scouts gain **Sneak**, **Search**, **Survival**, and **Handle Animal** as Major Skills.

## **THIEF**

*Thieves are pickpockets and pilferers. Unlike robbers, who kill and loot, thieves typically choose stealth and subterfuge over violence, and often entertain romantic notions of their charm and cleverness in their acquisitive activities.*

Thieves gain **Deception**, **Security**, **Sneak**, and **Illusion** as Major Skills.

## **WITCHHUNTER**

*Witchhunters are dedicated to rooting out and destroying the perverted practices of dark cults and profane sorcery. They train for martial, magical, and stealthy war against vampires, witches, warlocks, and necromancers.*

Witchhunters gain **Archery**, **Mysticism**, **Perception** and **Rumours** as Major Skills.