Character Backgrounds

# Race

First roll or pick your race from the bottom four options. This will determine a great deal of what your character looks like and who they are.

|  |  |
| --- | --- |
| **d10** | **Race** |
| 1-3 | **Insider** – You once were a relatively normal human being. Somehow you became something more though. Go to **Origin**. |
| 4-6 | **Fey** – You a person born Outside the mundane world. Magic is yours by birthright but you have sacrificed much of it to travel Inside. Go to **Origin**. |
| 7-8 | **Chimera** – You are not so much a person but a wild creature gifted with language and cunning enough to rival any person. Go to **Origin**. |
| 9-10+ | **Ephemera** – You are an ethereal spirit that represents someone or something lost or forgotten. You have become bound to this physical world for a purpose. Go to **Origin**. |

# Origin

Everyone comes from somewhere. Where did you start your life? If you are an Outsider such as Fey, Chimera, or Ephemera then add +3 to this roll.

|  |  |
| --- | --- |
| **d10** | **Origin** |
| 1-4 | You were born and raised in the mundane world among humanity. This origin is natural for the vast majority of Insiders. If you are an Outsider you are used to hiding your magical nature. Perhaps you have even forgotten that you were not human to begin with. Go to **Inside**. |
| 5-8 | You grew up in a small magical pocket that parallels the mundane Inside. While human culture isn’t alien to you, you’re also quite familiar with Outsider customs and the use of magic. Go to **Sideways**. |
| 9-10+ | You were born or created in a magical world far Outside the mundane world the humans know. Such a world was likely the domain of powerful gods or spirits. Inside seems very strange to you, but also very promising. Go to **Outside**. |

# Inside

Humanity inhabits much of the Inside without ever realizing they share their world other fantastic creatures. Consult the table appropriate for your race.

## Insider

|  |  |
| --- | --- |
| **1d10** | **Type** |
| 1-3 | You have a deep connection with humanity and the Inside world. As a result you feel as if you have been chosen for some great destiny. Is your purpose to lead humanity or judge it? Go to **Attuned**. |
| 4-7 | You could have had a normal life but a magical curse transformed you into an abomination. You must go through great expense to resist your curse and conceal your condition. How did you acquire this curse? Go to **Cursed**. |
| 8-10+ | Most of you is human, but not all. You are the descendent of an Outsider that travel Inside and took on a human identity many years ago. What sort of creature was it and how has it influenced your family history? Go to **Scion**. |

## Fey

|  |  |
| --- | --- |
| **1d10** | **Type** |
| 1-5 | You are a hob sprite that hides among human dwellings. Your ancestors were trapped Inside when the Host closed the gates to Outside and so they adapted and survived by making pacts and bargains with trusted humans. Go to **Anima**. |
| 6-10 | You are a giant troll that has recently awakened after being in a stone sleep for several millennia. The Inside world has changed so much while you slept. Where is everyone? How did this happen? Go to **Titan**. |

## Chimera

|  |  |
| --- | --- |
| **1d10** | **Type** |
| 1-3 | You are a great behemoth that has been trapped underneath the earth and sea for several millennia. Why were you imprisoned? Go to **Behemoth**. |
| 4-7 | While you appear to be an ordinary wild animal you have been gifted with both special cunning and magical abilities. How did you gain these abilities? Go to **Familiar**. |
| 8-10+ | Most of you is human, but not all. You are the descendent of an Outsider that travel Inside and took on a human identity many years ago. What sort of creature was it and how has it influenced your family history? Go to **Scion**. |