

# ONE ROLL EXALTED

# ONEROLL CHARGEN

The One Roll Generation System is a fun way to quickly generate a random character to start play with. One advantage of this system is you might end up playing a character you wouldn't have thought of on your own but that ends up being tremendous fun because it's a change from your usual play style. The system also gives player a rough life path that helps flesh out the character.

## Step 1: Determine Exalt Type

The first (and only) thing you have to do before rolling the dice is to determine what kind of Exalt you will play.

Nr.	Exalt Type
1	Heroic Mortal (hey, you wanted to roll!)
2	Terrestrial Exalted
3	Terrestrial Exalted
4	Terrestrial Exalted
5	Terrestrial Exalted
6	Alchemical Exalted
7	Sidereal Exalted
8	Lunar Exalted
9	Abyssal Exalted
10	Solar Exalted

## Step 2: Basic Stats

Using the One Roll System, your character always begins play with at two regular die in each of the six stats and an Essence of two (or one for Heroic Mortals).

## Step 3: Roll the dice

With your Exalt type determined you can go and grab the number of dice appropriate to your Chosen. Each of these dice represents a package of 100 GP.

### Exalt Type and Generation Points

Solar Exalted, Abyssal Exalted	1500 GP
Lunar Exalted, Sidereal Exalted	1400 GP
Terrestrial Exalted, Alchemical Exalted	1300 GP
Heroic Mortals	700 GP

### Exalt Type One Roll Dice Pools

Solar Exalted, Abyssal Exalted	12 dice
Lunar Exalted, Sidereal Exalted	11 dice
Terrestrial Exalted, Alchemical Exalted	10 dice
Heroic Mortals	5 dice

If you're wondering why these are less dice than GP you would get normally, remember that you already spent 300 GP for the basic stats.

Now roll the dice. You can find out what the matches you rolled mean by checking the table below. Each match represents a certain profession. If you got a match with a width of 6 or higher, take the excess dice and treat them as Waste Dice.

The Waste Dice (that is the dice that do not come up as matches) are applied to Event tables. You can choose to apply them as you see fit.

Whenever Excellency Dice are listed, an upgrade is concerned. This means that one of the regular dice in the listed skill is turned into an ExD.

Additionally when ExD are granted the player may instead choose two Charm Rotes for the skill. If he is given more ExD than allowed, then he has to chose rotes. Occult ExD may be exchanged for spells.

### Smoothing the Edges

After rolling up your character you'll still have to do some manual assembly. The first thing you have to do is to check if you have more points in a skill or stat than would be possible. If so, then simply rearrange those skill points as you see fit. You also have to do this whenever a heroic mortal is granted ExD or Charms. Simply transform them into GP and spend them as you please.

### Generation Point Costs

Increase a Stat by 1:	50 GP
Increase a favored Stat by 1:	40 GP
Increase a Skill by 1:	15 GP
Increase a favored Skill by 1:	10 GP
Increase Essence to 3:	125 GP
Promote a dice into an Excellency Dice:	50 GP
Promote a favored dice to an ExD:	40 GP
Buy a Charm Rote or Spell:	25 GP
Buy a favored Charm or Spell:	20 GP
Buy 1 level of an Advantage:	15 GP

### Step 4: Caste and favored Skills

The next step is to mark off your favored skills (or stats). Simply check below how many you have available and then assign half of that number to highest skills on your sheet. The other half can be distributed freely.

### Exalted Type and Favored Traits

Solar Exalted, Abyssal Exalted	10 skills
Sidereal Exalted	9 skills
Terrestrial Exalted	8 skills
Heroic Mortals	3 skills
Lunar Exalted, Alchemical Exalted	2 stat, 2 skills

The choice of skills determines the caste and should be appropriate to the character's different traits and previous lifepath. The character belongs to the caste that has most of its skills favored. If there is a tie, the player may decide freely.

### Step 5: Charm Rotess

With your caste determined and all your stats & skills set you might want to think about the Charm Rotes you want to start with. Remember that if you have more ExD in a skill than you are allowed to that you have to take 2 Charm Rotes instead. Talk to your Storyteller about the Rotes and their functions.

### Step 6: Personality

The last step is to determine the Motivation, Intimacies and the Virtue Flaw of the character. During this step be sure to be in touch with your Storyteller and your fellow players to ensure compatible and interesting characters.

### Strategies and Tips

A few handy tips about using the One Roll Character Generation system can be found below. They provide ideas on how to shape the results and interpret them.

#### Roll again

Remember that this system is a tool to quickly come up with cool characters. If the character you rolled up just doesn't look like he's going to be fun for you, then don't hesitate to scrap it and start over.

#### Use the same events to bond

If you want to make your character mesh well with those of your fellow players, look if you have the same events appearing in both histories. If you do then you can easily use those to bring the two characters closer together. If there are no identical events or professions, then maybe you can use similar (or even opposed) ones and interlink them.

#### Keep them or roll them?

If you have a match with a width of 6 or more then you usually treat the excess dice as Waste Dice and apply them to events. This creates more focused characters as is typical for Exalted. If you want a less focused but better rounded character, then re-roll the excess profession dice and apply the results as usual.

#### Roll less dice

You might want to roll a few dice less than you are allowed to and then spend GP just as in the regular character generation after you rolled. For each die held back in that manner you gain 100 GP to spend as you see fit.

#### Fix some dice

Instead of taking out some dice you can simply set them to a desired number to make sure you end up with a character that has the skills you desire. Either look at the various event and profession tables and find those that interest you or check out the table below to find out which number on the dice roughly corresponds with what skills and stats.

#### Nr. Relevant Stats & Skills

- 1 Charisma, Wits, Larceny, Performance
- 2 Dexterity, Manipulation, Stealth, Athletics
- 3 Charisma, Manipulation, Performance, Socialize
- 4 Manipulation, Wits, Presence, Bureaucracy
- 5 Strength, Wits, Investigation, Survival
- 6 Strength, Dexterity, Close & Ranged Combat
- 7 Intelligence, Wits, Lore, Medicine
- 8 Strength, Charisma, War, Presence
- 9 Intelligence, Occult, Lore
- 10 Dexterity, Manipulation, Integrity, Socialize

## Professions

These sets represent a wide variety of jobs that can be found in almost all areas of Creation. Each set you have stands for one profession that your character held during his current life. Note that each level includes the bonuses from the previous levels.

### Beggar

2x1 *Lowly Beggar*

+1 WITS, +2 Larceny, +1 Dodge +1 Awareness. 1 ExD (Larceny), 1 ExD (Awareness)

3x1 *Canny Beggar*

+1 Larceny, +1 Stealth, +1 Presence, +1 Performance. 1 ExD (Larceny)

4x1 *Experienced Beggar*

+1 Larceny, +1 Performance, +2 Awareness. 1 ExD (Larceny or Awareness)

5x1 *Beggar Monarch*

+1 CHARISMA . 1 ExD (Awareness)

### Thief

2x2 *Petty Thief*

+1 DEXTERITY, +1 Larceny, +2 Stealth, +1 Athletics. 2 ExD (Stealth)

3x2 *Cutpurse*

+1 Stealth, +1 Athletics +1 Larceny, +1 Advantage: Wealth. 1 ExD (Athletics or Stealth)

4x2 *Burglar*

1 ExD (Stealth), 1 ExD (Athletics)

5x2 *Criminal Mastermind*

+1 MANIPULATION, +1 Awareness or +1 Investigation, +1 Athletics, +2 Advantage: Wealth

### Bard

2x3 *Street Entertainer*

+1 CHARISMA, +1 Performance, +1 Presence, +1 Socialize, +1 Dodge. 2 ExD (Performance or Socialize)

3x3 *Traveling Bard*

+1 MANIPULATION. 1 ExD (Performance or Socialize)

4x3 *Successful Player*

+1 Performance, +2 Socialize, +1 Linguistics. 1 ExD (Performance or Socialize)

5x3 *Renowned Performer*

+1 Lore, +1 Linguistics, +1 Advantage: Artifact (performance related). 1 ExD (Performance)

### Trader

2x4 *Miserly Merchant*

+1 CHARISMA, +2 Presence, +1 Bureaucracy, +1 Linguistics, +1 Lore. +1 Advantage: Wealth, +2 Advantage: Possession. 1 ExD (Presence)

3x4 *Canny Tradesman*

+1 WITS, +1 Bureaucracy, +1 Presence, +1 Survival, +1 Ride or Sail

4x4 *Banker*

+1 Bureaucracy, +1 Investigation. +2 Advantage: Wealth. 1 ExD (Bureaucracy or Presence)

5x4 *Captain of Industry*

2 ExD (Presence or Bureaucracy)

### Wildsman

2x5 *Poacher*

+1 WITS, +2 Survival, +2 Investigation. 2 ExD (Survival or Investigation)

3x5 *Experienced Hunter*

+1 Awareness, +1 Archery or Thrown, +1 Dodge, +1 Resistance. 1 ExD (Survival)

4x5 *Expert Woodsman*

+1 STRENGTH, +1 Awareness, +1 Crafts, +1 Archery or Thrown, +1 Linguistics

5x5 *Master Wildsman*

1 ExD (Investigation), 1 ExD (Survival or Investigation)

## CHAPTER THREE · CHARACTER GENERATION

### **Soldier**

#### 2x6 Foot Soldier

+1 STRENGTH, +2 Brawl or Melee, +1 Awareness, +1 Resistance. 2 ExD (Brawl or Melee)

#### 3x6 Veteran Soldier

+1 DEXTERITY, +2 Archery or Thrown, +1 Brawl or Melee, +1 War

#### 4x6 Elite Warrior

+1 Medicine, +1 Resistance, +1 Archery or Thrown, +1 Awareness. 1 ExD (Brawl or Melee)

#### 5x6 Master of Combat

1 ExD (Archery or Thrown), 1 ExD (Archery, Brawl, Melee or Thrown)

### **Sage**

#### 2x7 Lowly Sage

+1 INTELLIGENCE, +2 Lore, +1 Medicine, +1 Linguistics. 1 ExD (Lore), 1 ExD (Lore or Medicine)

#### 3x7 Canny Sage

+1 Lore, +1 Crafts, +1 Dodge, +1 Medicine. 1 ExD (Lore or Medicine)

#### 4x7 Expert Sage

+1 WITS, +1 Investigation, +1 Occult, +1 Linguistics, +1 Medicine

#### 5x7 Master Sage

+1 Lore, +2 Medicine, +1 Crafts. 1 ExD (Lore or Medicine)

### **Officer**

#### 2x8 Squad Leader

+1 STRENGTH, +2 War, +2 Melee. 2 ExD (War)

#### 3x8 Officer

+1 Awareness, +1 Melee, +1 Ride, +1 Performance or Presence. 1 ExD (Performance or Presence)

#### 4x8 Commander

+1 WITS, +1 War, +1 Lore, +1 Integrity, +1 Advantage: Status

#### 5x8 General

+2 War, +1 Performance or Presence, +1 Advantage: Status. 1 ExD (Presence, Performance or War)

### **Sorcerer**

#### 2x9 Sorcerer's Apprentice

+1 INTELLIGENCE, +2 Occult, +1 Lore, +1 Dodge. 2 ExD (Occult)

#### 3x9 Hedge Wizard

+1 Occult, +2 Crafts, +1 Dodge. 1 ExD (Crafts)

#### 4x9 Adept

+1 INTELLIGENCE, +1 Occult, +1 Investigation, +1 Integrity, +1 Lore

#### 5x9 Master Enchanter

1 ExD (Occult or Crafts), 1 ExD (Occult)

### **Noble**

#### 2x10 Noble By-Blow

+1 DEXTERITY, +1 Socialize or Bureaucracy, +1 Melee or Archery, +1 Advantage: Wealth, +1 Advantage: Status. 2 ExD (Socialize or Bureaucracy)

#### 3x10 Minor Noble

+1 MANIPULATION +1 Dodge, +1 Ride, +1 Melee or Archery, +1 Advantage: Wealth

#### 4x10 Prominent Noble

+1 Linguistics, +1 Integrity, +1 Socialize or Bureaucracy, +1 Advantage: Status. 1 ExD (Integrity)

#### 5x10 Of Royal Blood

+1 Integrity, +1 War, +1 Advantage: Wealth, +1 Advantage: Status. 1 ExD (Integrity)

## Events of the North

These events often deal with the rugged conditions of wild nature. The strongly intellectual nature of the element of Air stands in contrast to this.

### 1 Lost Artifact

You've found a useful artifact that looked like someone had lost it and you kept it. Maybe you found it on the remains of a battlefield or in a ruin hidden away from the rest of the world.

+1 WITS, +2 Awareness, +1 Advantage: Artifact

### 2 Wilderness Explorer

You enjoy being outdoors and moving through the world. Maybe you've been a very active child climbing on trees and rooftops in between work. You know how to move and where to go.

+2 Athletics, +1 Dodge, +1 Brawl. 1 ExD (Athletics)

### 3 Keeper of the Traditions

You were taught the old legends and traditions by a teacher, parent or hired sage. You still know most of them and the truth they contain always comes in handy.

+2 Performance, +2 Lore. 1 ExD (Lore or Performance)

### 4 Bureaucratic Swindle

You've noticed the loophole and you've exploited it to your heart's content. You took some of the money for yourself or you've secretly rerouted some shipments with a few well placed letters. Now you're richer and noone's any wiser.

+1 MANIPULATION, +2 Bureaucracy, +1 Advantage: Possession, +1 Advantage: Wealth

### 5 Lived with Barbarians

You spent some time with a roving barbarian tribe. Did they snatch you during a raid? Did they find you lost in the wilderness? Did they let you go or did you escape? Regardless of the circumstances, you learned many a useful thing from your captors, not the least their language.

+2 Survival, +1 Resistance, +1 Linguistics. 1 ExD (Survival)

### 6 Harsh Winter

It came as a surprise to everyone and it was the coldest winter in ages. It might have been wyld storms, air elementals on strike or just plain bad luck but the people suffered and fought for food with only the toughest surviving. You did but at what cost?

+1 STRENGTH, +1 Brawl, +2 Resistance, +1 Survival

### 7 Left for Dead

Attacked by bandits, barbarians or beasts you were left behind for dead. With sheer will and endurance you managed to survive, patch yourself up to the best of your abilities and then stumble back into civilization.

+2 Medicine, +1 Resistance, +1 Dodge. 1 ExD (Medicine)

### 8 Exiled

You rivaled the leaders of your community with your personal influence and new ideas and you were exiled. Or did you maybe just commit a heinous crime?

+1 CHARISMA; +2 Presence, +1 Integrity, +1 Dodge

### 9 Learned from a Shaman

Just how it did it come about that you spent some time learning about the spirits and their secrets from a Shaman? Whatever the cause he taught you many occult secrets.

+2 Occult, +1 Lore, +1 Medicine. 1 ExD (Occult)

### 10 Strict Physical Regimen

You decided to undergo a dietary restriction and daily training for personal or religious reasons and it led to a clarity of mind. But what do or don't you eat? And why did you start?

+2 Integrity, +1 Lore, +1 Brawl or Athletics. 1 ExD (Integrity)

## Events of the Blessed Isle

The events from this list deal with society and its pitfalls. They are also based on the stable and creating nature of the element of earth.

### 1 False Hero

You were considered a hero for a deed you never accomplished. Maybe you made the story up or someone else was responsible and you just took credit for it. What was the deed?

+1 CHARISMA, +2 Performance, +1 Larceny, +1 Presence

### 2 Secret Love

The two of you were deeply in love but it had to remain secret, for the sake of both of you. Maybe the social standing was too different or she/he was of a feuding family or religion. Whatever the cause, your love had to remain a secret and you spent a lot of your time sneaking about.

+1 DEXTERITY, +2 Stealth, +1 Athletics, Advantage: Beauty (1)

### 3 The Unseen Eye

You've been hired by someone to spy on someone else. The question is why? And were you successful?

+1 Stealth, +1 Performance, +1 Presence, +1 Socialize. 1 ExD (Stealth or Performance)

### 4 Marriage of Convenience

Maybe you were forced into it by your family or you chose your spouse on your own but you're stuck in an uncomfortable marriage of convenience. What was the reason for buying into a dry and loveless marriage? And are you still stuck with him/her or did you flee one night?

+2 Bureaucracy, +1 Dodge, +1 Integrity. 1 ExD (Bureaucracy)

### 5 Uncovered a treacherous Plot

Either through dumb luck or cunning you stumbled over a treacherous plot against one of the powerful. You uncovered the conspiracy and unmasked the traitors leading to their swift execution. You have been sufficiently rewarded but you might have earned some enemies.

+2 Investigation, +1 Integrity, +1 Advantage: Wealth. 1 ExD (Investigation)

### 6 Privately Tutored in the Art of Combat

At some point during your life you had the luxury of being trained in the arts of Combat by a talented master of his art. Someone most likely spend a lot of money to get you there or maybe your master just discovered your hidden talent.

+1 STRENGTH, +2 Brawl or Melee, +1 Archery, +1 Integrity

### 7 Librarian to the Powerful

For some reason or another you spend some time of your life tending the library of the rich and influential. You've learned many a thing from the books and your masters alike.

+2 Lore, +1 Socialize, +1 Bureaucracy. 1 ExD (Lore)

### 8 Board game Master

At some point you've discovered that you had an aptitude for the strategic board games in vogue with the powerful. You actually won a few tournaments and earned some accolades for yourself. You might have even taught a few spoiled children how to play the game and think strategically, preparing them for their future careers as officers.

+2 War, +1 Presence, +1 Lore. 1 ExD (War)

### 9 Secret Workshop

You were once working on secret projects for a lord. You might have been part of the workforce secretly building catapults for a siege or you've been the master craftsman forging a masterful blade in secret.

+3 Crafts, +1 Stealth. 1 ExD (Crafts)

### 10 Bastard Child

You're the bastard child to someone with a significant degree of influence. You had to hide your identity and you've hardly known your real parent. Who is or was your parent? And who raised you?

+1 MANIPULATION, +1 Integrity, +1 Stealth, +1 Socialize, +1 Advantage: Wealth

## Events of the East

The events from this deal with the manifold lands of the east, their vegetation and inhabitants. Other the themes are growth, life and death that can be found in the element of Wood.

### 1 Murder!

You had to commit a cruel and cold act of murder. Was it long planned and out of spite or greed? Or didn't you have any choice left and just did what had to be done? Who did you kill, and why?

+2 Melee, +1 Stealth, +1 Larceny. 1 ExD (Melee or Stealth)

### 2 Scavenger Expedition

You've taken part in at least one expedition trying to unearth the secrets of the First Age. You might have been the leader of the expedition or just someone responsible for carrying the food. Either way you managed to snatch something of great value for yourself.

+2 Stealth, +1 Athletics, +1 Larceny, +2 Advantage: Artifact

### 3 Growing Capital

You are involved with a bar or brothel or other establishment that benefited from a burst of growth: You might be the owner or just someone who invested into the project but you reap the rewards.

+2 Socialize, +2 Advantage: Wealth. 1 ExD (Socialize)

### 4 Survived a Death Sentence

You were supposed to be hanged, or decapitated but you managed to free yourself at the last minute. Maybe someone rescued you or general turmoil allowed you to escape. Maybe someone even declared you innocent at the last second.

+2 Presence, +1 Bureaucracy, +1 Dodge. 1 ExD (Presence)

### 5 Adopted an Animal

Maybe you rescued an injured animal or you raised it from its birth. Whatever the reason you have a trusty animal that not only follows your commands but that also loves and wants to protect you.

+1 WITS, +1 Survival, +3 Advantage: Animal Companion

### 6 Caught in a War

A war broke out and you were right in the middle. Maybe the neighboring kingdom decided to invade or it was an attack from one of the lords of the Underworld. Regardless of the cause you were forced to fight for your life and maybe even for the life of your family.

+1 Melee, +1 Brawl, +1 Stealth, +1 Athletics. 1 ExD (Melee or Brawl)

### 7 Spontaneous Midwife

You never intended to get your hands this dirty but for some reason you were the only one on site to deliver the baby. And you actually succeeded in bringing the child out alive. Whose baby was it and is the mother still alive?

+1 DEXTERITY, +2 Medicine, +1 Lore, +1 Survival

### 8 Band of Drifters

You've joined the rowdy bunch roaming the countryside and before you knew it you were their leader. The group might be a few cutthroats or a few honorable deserters from a lost war but they are loyal to you.

+1 CHARISMA; +1 War, +1 Presence, +1 Archery or Thrown, +1 Advantage: Followers

### 9 Gravedigger

You've dug your fair share of graves in your lifetime. Maybe you worked for a big morticians guild or you've just been the only one with a proper shovel in your village. Whatever the reason, you learned a lot about life and death.

+1 INTELLIGENCE, +2 Occult, +1 Medicine, +1 Athletics

### 10 You rescued them!

You were at the right place at the right time and managed to save someone important from a dire fate. Not only did they reward you they also gave you all the duly deserved glory and people know your name now.

+2 Integrity, +1 Advantage: Wealth, +1 Advantage: Status. 1 ExD (Integrity)

## Events of the South

These events are inspired by the hot lands of the southern Direction. Because the element of Fire is closely linked to the wide range of human passions these events are often social in nature.

### 1 Blind Love

You've met her (or him) and you've been swept off your feet from the first moment. You were madly in love and it took you too long to figure out that he/she just wasn't good for you. He/she got you involved in things that you'd rather not be involved in and you've done things you'd rather not. But you're over it now, right?

+2 Larceny, +1 Stealth, +1 Melee. 1 ExD (Larceny)

### 2 Professional Athlete

You were at one time a professional athlete, performing in theaters for the amusement of the audience.

+1 DEXTERITY, +2 Athletics or +2 Ride, +1 Resistance, +1 Advantage: Status

### 3 Served in a Harem

You might have been one of the beautiful wives or husbands of an influential potentate or you had just been the boy to clean the pool, serve the wine and change the sheets. Whatever you did, you know what people desire and how to use this for your own ends.

+1 MANIPULATION, +1 Presence, +1 Performance +1 Socialize, +1 Stealth

### 4 Bureaucratic Nightmare

For some reason or another you were lost in a bureaucratic nightmare and had to navigate the offices and bureaus of a city to keep your life intact. Did you succeed?

+1 WITS, +2 Bureaucracy, +1 Presence, +1 Integrity

### 5 Lost in the Desert

You were part of a caravan traveling the southern sands when something went awry. Bandits attacked, the guide lost his way or a wild storm raged. Whatever the cause, you got separated and lost in the desert. Only through sheer will did you manage to survive and stumble back to civilization.

+1 STRENGTH, +2 Resistance, +2 Survival

### 6 Fought as a Gladiator

You fought for money or fame in an arena while the crowd cheered on. Did you do so at your own volition or at the behest of others? Whatever the cause you've emerged a strong fighter.

+2 Brawl or Melee, +1 Dodge, +1 Performance. 1 ExD (Brawl or Melee)

### 7 Learned Slave

You lived some time of your life as a slave to the rich and mighty. Maybe raiders snatched you from a caravan or your family sold you into slavery to survive? Instead of the life of hard work that awaited most other slaves you were taught in the arts of medicine as to be a useful servant to your lord.

+2 Medicine, +1 Lore, +1 Resistance. 1 ExD (Medicine)

### 8 Vengeance!

You were wronged by someone in a way that only blood could wash away the stain. Whether in boiling rage or cold vengefulness you got your revenge and someone got what he deserved. But just what happened?

+1 Integrity, +2 Brawl or Melee, +1 War. 1 ExD (Brawl or Melee)

### 9 Favored Artist

Your talent and work captured the eyes of the important and they supported you with both contracts and exposure. You lived the good life, taking part in parties and showing your works to the influential. But what now? Do you still own their favor or did you fall from grace?

+3 Crafts, +1 Socialize. 1 ExD (Crafts)

### 10 Drug Delirium

You've been a regular drug user and seller but at some point you just took too much of the drug of your choice and nearly killed yourself. You're lucky to have survived and now you're trying to stay sober. Luckily the money you made dealing with drugs helps to distract you from your cravings.

+1 Integrity, +1 Socialize, +1 Resistance, +1 Advantage: Wealth. 1 ExD (Integrity or Resistance)



## Events of the West

The events of the West not only deal with water and sailing but with sudden changes of fortune and the characters success (or failure) in adapting to those.

### 1 Theft of Opportunity

You always had a thing for shiny and expensive things, especially when they belonged to other people and that one time you just couldn't resist. You've snatched something valuable and nobody suspects you.

+2 Larceny, +1 Dodge, +1 Advantage: Wealth. 1 ExD (Larceny)

### 2 Escape in the Night

Things changed suddenly and drastically and you had no other option but to flee in the dark of night.

+2 Stealth, +1 Athletics, +1 Resistance. 1 ExD (Stealth)

### 3 Traitor!

You betrayed someone or something and promptly switched sides. Unfortunately your betrayal has become more widely known than you might have desired.

+1 MANIPULATION, +2 Performance, +1 Presence, +1 Dodge

### 4 Robbed

You were robbed and somebody took almost everything you owned. Maybe pirates raided the merchant expedition that you invested all your money in. Or you were simply mugged with brute force.

+1 WITS, +2 Bureaucracy, +1 Awareness, +1 Integrity

### 5 Shipwrecked

Through some ill fortune you were onboard a ship that was wrecked. But how exactly did you survive? And did anyone else or are you the only one left?

+2 Sail, +1 Survival, +1 Resistance. 1 ExD (Sail or Survival)

### 6 Ambushed

Someone ambushed you and you had to fight back to survive. Was it a group of bandits or a single stealthy assassin? And what was the reason for the attack?

+2 Awareness, +1 Dodge, +1 Melee or Brawl. 1 ExD (Awareness)

### 7 Unlikely Tutor

A wise old man told you a lot of surprisingly accurate stories about the world. Maybe it was your uncle or the old sailor you traveled with. Or you simply shared a room with him because you couldn't afford one on your own.

+1 INTELLIGENCE, +2 Lore, +1 Linguistics, +1 Crafts

### 8 Press Ganged

You were pressed into military service aboard a war ship against your will. Just how did you manage to get out of this?

+1 STRENGTH, +2 Resistance, +1 Sail, +1 War

### 9 Religious Convert

An occult revelation caused you to change your beliefs. What did you believe in and who do you pray to now? And just what happened to change your mind?

+2 Occult, +1 Lore, +1 Performance. 1 ExD (Occult)

### 10 Unexpected Treasure

Maybe you won it or you've just stumbled over it on a deserted Island. Either way fortune has been smiling at you and now you're in possession of something very valuable.

+1 Integrity, +1 Socialize, +2 Advantage: Artifact or +4 Advantage: Possession, +2 Advantage: Wealth