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The Old World as a setting

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Origins and Lifepaths

This is not a definitive list of origins, just something to get you started. The lifepaths are separated into different tiers just to give you an idea on a "progression" of sorts, but they are nothing binding.

Humans

Imperial folk

Moustaches, bright colours, industry, The Holy Roman Empire with black powder weaponry.

Origins

- Outcast
- Peasant
- Burgher
- Nobility

All these can add the *Gifted* keyword.

Tier 1 Lifepath

- Farmhand
- Apprentice craftsman
- Novice/Initiate
- Page
- Apprentice Magician
- Witches helper
- Student
- Outlaw

Tier 2 Lifepaths

- Farmer
- Barber
- Craftsman
- Town guard
- Deacon (priestly rank)
- Thief
- Squire
- Journeyman Magician
- Doctor's apprentice
- Roadwarden
- Bandit

Tier 3 Lifepaths

- Town leader
- Guildsman
- Merchant
- Magician
- Priest
- Witch
- Gunner/Cannoneer
- Nobleman/Noblewoman
- Knight
- Academic

- Doctor

Tier 4 Lifepaths

- Guild leader
- Merchant Lord
- Master Wizard
- Bishop/High Priest
- Head of the Coven
- Gunnery Sergeant
- Professor
- Surgeon
- Lord Knight

Bretonnians

Bucketheads and serfs, with Robin of Sherwood thrown in for good measure. Grimy Arthurian knights, The Wild Hunt, Lady of the Lake and all that.

Origins

- Outcast
- Serfs
- Nobility

Norse, Tileans, Estalians

Norsemen, Spaniards, Italians and others.

Dwarves

Craftsmanship, grudges and tales of heroism.

Mountain Dwarves

Dwarves within the Empire

Elves

Fey Folk from beyond the seas or from the woods.

Asrai

Asur

Druchii

Eonir

Halflings

But what about second breakfast?

Common Abilities

A list of more common things you might want to list on your character sheet.

Keys

Secrets

Includes Magic and Religion. Keep it simple.