

# One Roll Ulds



The characters from Uldholm can come from a broad variety of backgrounds. Since the ejection of the Empire and the social revolution of the Guilds, people of quality are now those who are qualified. There's a degree of social mobility that's simply not present in Dindavara or most of the Empire. True, peasants in those nations can attain great influence, especially if they're willing to make fortunes doing things the gentility consider beneath them. But breaking through to the upper crust is nearly impossible in those monarchies. In Uldholm, it's not only possible for a beggar to join the Ruling Council, just about anyone could tell you how it would be done.

That's not to say there isn't an underclass. Oh, there is, and given the governing myth of ability, there's not much pity for the poor, the unskilled, or people who are just good at jobs that have no Guild to represent them. Furthermore, social mobility cuts both ways. For every scrappy, hardworking kid saving pennies and climbing the ladder, there's a tired middle-aged Guildsman who did something unpopular with his fellows, sliding down towards poverty.

## BACKGROUND

**2x1 Medic:** +1 KNOWLEDGE, +1 Vigor, +3 Heal, +1 Lore

**3x1 Apothecary:** Upgrade one Heal die to ED, +1 Lore, +1 Eerie, +1 Sorcery, +1 Spells

**4x1 Physician:** +1 Inspire, +1 Fascinate, +1 Athletics, +1 Ride, +1 Counterspell

**5x1 Master Healer:** Upgrade Heal ED to MD

**2x2 Busker:** +1 CHARM, +1+ED Perform, +1 Fascinate, +1 Language

**3x2 Musician:** +1 Graces, +1 Lie, *First two levels of a Perform path*

**4x2 Player:** +1 Language, +1 Beauty, *Third Perform path level*

**5x2 Bard:** Upgrade Perform ED to MD

**2x3 Guard:** +1 BODY, +1 Fight, +3 Parry, +1 Intimidate

**3x3 Bodyguard:** +2 Heal, +1 Sight, +1 Sword, *First level of a Parry path*

**4x3 Personal Protector:** +1 Sword, +1 Expert: Throw, +1 Athletics, *Second level of Parry path*

**5x3 Expert Defender:** Upgrade a Parry die to an ED, +1 Sword, +2 Expert: Throw, +1 Athletics

**2x4 Haggler:** +1 COMMAND, +3 Hagggle, +1 Plead, +1 Followers

**3x4 Bargainer:** +1 Inspire, +1 Intimidate, +1 Lie, +1 Language, +1 Wealth

**4x4 Merchant:** *First two levels of a Hagggle path, First level of a Plead path, +1 Followers*

**5x4 Entrepreneur:** +2 Plead, +2 Possession, +1 Wealth

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**2x5 Lookout:** +1 SENSE, +1 Sight, +2 Listen, +1 Direction, +1 Bow  
**3x5 Scout:** +1 Endurance, +1 Bow, +1 Run, Upgrade Sight die to ED, +1 Stealth  
**4x5 Trailblazer:** +1 Direction, +1 Listen, +1 Eerie, +2 Counterspell  
**5x5 Explorer:** Upgrade Sight ED to MD

**2x6 Gossip:** +1 CHARM, +3 Stealth, +2 Lie  
**3x6 Rumormonger:** +2 Run, +2 Dodge, +1 Listen  
**4x6 Character Assassin:** +ED Stealth, +2 Climb, +1 Lie  
**5x6 Spy:** Upgrade Stealth ED to MD



**2x7 Flame Dance Apprentice:** +1 COORDINATION, +2 Perform, +2 Sorcery, +1 *Spells*  
**3x7 Expert Sorcerer:** +ED Sorcery, +3 *Spells*  
**4x7 Flies in Winged Glory:** *Flame Dance Full Attunement*  
**5x7 Master Enchanter:** Upgrade Sorcery ED to MD

**2x8 Thug:** +1 BODY, +2 Fight, +1 Parry, +2 Counterspell  
**3x8 Enforcer:** +1 Fight, +1 Dodge, +2 Intimidate, +1 Athletics  
**4x8 Mercenary:** +1 SENSE  
**5x8 Hardened Sell-Sword:** +ED Fight, +2 Vigor, +1 Tactics

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## **2x9 Trainee Sword-Bait:** +1

COORDINATION, +2 Tactics, +1 Dodge, +1 Spear

**3x9 Soldier:** +ED Dodge, +2 Vigor, *First level of a Dodge path*

**4x9 Veteran:** +ED Spear, *First two levels of a Spear path*

**5x9 Squad Commander:** +1+ED Tactics, +1 Inspire, *First level of a Tactics path*

## **2x10 Cultivator Functionary:** +1

COMMAND, +1 Student: Agriculture, +2 Inspire, +2 Fascinate

**3x10 Agricultural Politician:** +1 Ride, +1 Followers, +1 Wealth, +1 Patron, +1 Status

## **4x10 Among the Guild Elite:** +1

Possession, +1 Followers, +1 Wealth, +1 Patron, +1 Status

**5x10 Power Monger:** +1 Lie, +1 Followers, +1 Wealth, +1 Patron, +1 Status

## EVENTS

**1 Lengthy Illness.** You were sick a long time, having long conversations with someone who was trying to restore you. What was the illness? The treatment? What symptoms did you have? Were there books you read, which made a particular impression? Or is your lore a set of stories from a wise elder?: +2 Heal, +3 Lore

**2 Ridiculously Fair.** No way around it, you're a stunner. How many have been wracked by longing for you? Lots. Probably a few you don't know about. Were you always radiant, or did was it some sudden transformation?: +5 *Beauty*

**3 Studied with a Master.** Were you training to be a soldier or a mercenary, is the art you learned passed down from father to son, or did you meet a sword master some other way? : +2+ED Sword, *First level of a Sword path*

**4 Raided an Ancient Temple.** Presumably there was an encrypted map, traps, deadly riddles, treachery on the part of your companions, and at least one attack by a mass of pestilential vermin. Whose temple was it? Are you sure their cult is wiped out?: +2 Climb, +3 Possession

**5 Incident in the Woods.** Strange things happen out there, you know: +2 Counterspell, **3 points of Animal Companion(s)**

**6 Political Imbroglio.** Someone's reputation got tarnished, or somebody's perks got stepped on, or someone's corruption was inconveniently outed. What was your role? Were you the crusader for truth, or a co-defendant who managed to get off with a slap on the wrist? Was it a guild matter, something between two guilds, a city or family or national matter? All of the above?: +2 Lie, +3 Stealth

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## 7 Stormtongue Dropout.

You had potential, and you picked up a few tricks here and there, but you just couldn't go the distance. Why did you fail?: +1 Eerie, +1 Counterspell, +1 Sorcery, +2 **Spells**

## 8 Violent Childhood.

Unfortunately, a lot of your dinners started with glares and ended with shouted insults and flung

crockery. If you were *lucky*. When it got bad, the whole lot of you might wind up rolling out into the street, punching and biting: +3 Fight, +1 Expert: Throw, +1 Dodge

## 9 Dancer Mother,

**Poacher Father.** Was your mother a Flame Dancer, or just a mundane performer? As for your game-grabbing pappy,

was he poor, dishonest, or slumming?: +1

**COORDINATION**

## 10 Privileged

**Upbringing.** You've always had servants, poor cousins and younger schoolchildren nearby to boss around. You're used to presenting your opinions forcefully: +1 **COMMAND**

## EXAMPLE

The local blood center's number is 18007864483, so that turns into 1,3,4,4,7,7,8,8,8,10,10 and the character has the following fate.

**2x4 Hagglers:** +1 **COMMAND**, +3 Haggle, +1 Plead, +1 *Followers*

**2x7 Flame Dance Apprentice:** +1 **COORDINATION**, +2 Perform, +2 Sorcery, +1 *Spells*

**3x8 Enforcer:** +1 **BODY**, +3 Fight, +1 Parry, +2 Counterspell, +1 Dodge, +2 Intimidate, +1 Athletics

**2x10 Cultivator Functionary:** +1 **COMMAND**, +1 Student: Agriculture, +2 Inspire, +2 Fascinate

**1 Lengthy Illness:** +2 Heal, +3 Lore

**3 Studied with a Master:** +2+ED Sword, *First level of a Sword path*

Let's start with the somewhat stodgier elements – experience as a merchant and with the powerful Cultivator's Guild. I picture this character as a woman (for whatever reason), and Wilf seems a good name. Wilf's mother is in the Merchant's Guild and her father is a Cultivator. Her parents married for political convenience. They are polite and distant, but they live in different cities and only visit each other once or twice a year. Growing up, Wilf secretly wished her parents were less sophisticated and, instead, loved one another. That hidden resentment soured her on their lives of quiet power-mongering. She wanted adventure and, to their horror, tried to join a company of sell-swords. They had little use for her,

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especially if taking on a vulnerable and unskilled girl meant risking the wrath of her connected parents.

As a compromise, her parents let her study to be a Flame Dancer, figuring that the intense study would break her resolve. It did, though not before she picked up some tricks. When she quit, however, she didn't run home. She ran away, this time talking up her abilities to gain a place in a poorer mercenary force. Being flung in way over her head, she had to learn fast, and she did – right up to the point that a bad injury left her unable to flee the field with the rest of her “friends.” It took her hours to pull herself off the battlefield on broken legs, and by the time she did her wounds were so filthy that infection was inevitable.

Lucky for her, she was rescued by a traveler who was trying to find the very Truils who'd demolished her body. Returning from the frontier, she apprenticed herself to a master swordsman – a Dindavaran diplomat. When her parents finally tracked her down, they were appalled by her connection to the foreigner, and she made it worse by falsely intimating that her mentor was also her lover. That was a misstep: Her parents united to get him squeezed out of his position and sent home in disgrace. In the process, they found evidence that he'd only been using her as an espionage asset. She told them she didn't believe it (though she did) and said she'd rather be a traitor than surrender her love.

She was shocked when they disowned her.

## **BODY 3**

Fight 3  
Parry 1  
Athletics 1

## **COORDINATION 3**

Sorcery 2  
Dodge 1  
Sword 2+ED

## **SENSE 2**

## **KNOWLEDGE 2**

Cterspell. 2  
Stdnt. Ag. 1  
Lore 3  
Heal 2

## **COMMAND 4**

Haggle 3  
Perform 2  
Intimidate 2  
Inspire 2

## **CHARM 2**

Plead 1  
Fascinate 2

Followers 1: She decides this is a trio of Threat 3 servants – they're lightly armed but utterly loyal, having practically raised her from childhood.

Sword Path 1: Pure Commencement

Spells 1: Ignite and Fiery Nimbus