

BARBARIAN

Outcaste, outlander, outsider.

From beyond the walls that the Rainbow calls civilization, from without the ramparts that once defined the Garden of Heaven. Some call you feral. They deny you are human; you wonder if they know the meaning of that word.

You know what is best in life. You come from a long line of warriors. Proud heroes. Protectors of humanity. Defenders of truth. By your ancestors' arms has decadence and depravity been destroyed through the ages. Has evil been vanquished. Have the animal spirits of humanity been liberated.

It pulses in your veins, the moon-tide of Old-World. The ocean swell of the time before the sky gods, the vile ones and the ancient ones, the openers of ways, the thieves of time, the slavemakers.

There is a primordial essence within you, an ur-culture yearning to break and to break free. You feel it like a whip, like a whisper, urging you on in the midnight hour, crying, "More, more, more."

FIRST TRAIT

1. **Antimagus.** Your very blood rebels against the magic of the false gods. Gain 2 life per level, but the price you pay for oldtech and fantascience spells is doubled.
2. **Blood Clad.** Gain a blood die when you are injured. Spend a blood die to absorb 1d6 damage or increase your damage by 1d6. You can store a number of blood dice equal to your level. Healing, resting, or a hot bath all remove your blood dice.
3. **Culling.** When you take out an enemy, you get an immediate free action.
4. **Feral.** Your honed intuition protects you from harm. Add aura to your saves and your life score.
5. **Lost Songs.** Your haunting songs of human resilience inspire your allies and frighten your foes. Spend 1 charisma or 1 hero die to grant a 1d8 bonus or penalty to a roll.
6. **Wild Survivor.** Forged in the harsh wilderness, you're skilled at guerrilla tactics and using the environment as a weapon.

SECOND TRAIT

1. **Death Hunger.** Each enemy you take out grants a cumulative +1 to all your rolls until the end of the scene.
2. **Enduring.** Increase your endurance by
 2. Ignore normal human limits.
3. **Fight Another Day.** While hiding or running away, reduce all damage suffered by half.
4. **Gladiator.** You've survived civilization's games. When fighting one-on-one, reduce all damage suffered by half.
5. **Lone Wolf.** When you fight alone, with no allies next to you, gain a +3 bonus to all rolls.
6. **Ur-War Program.** The legacy of the eternal war is coded within you. Increase your agility by 1. Your unarmed attacks deal 1d6 damage.

FIRST ITEM

1. Fallen empire's shock armor. Porcelain and olivine plates over a slippery organo-metallic mesh. (armor +5, 2 st)

2. Pre-Fall firemaker and a flask of lighter fluid. (1 sp)
3. Metal steed that roars like thunder and gleams like a chrome elemental. (L2, carry 2, fast)
4. Grand two-handed sword from a distant age. (2d6, 1 st)
5. Ornate godskin mask. (armor +1, ward +2, 1 st)
6. Ancient jezail, reputed to have killed a builderspawn Long Ago. (long, 1d12, 2 st)

SECOND ITEM

1. Traveler's kit: includes porta-stove, samovar, canteen, cast iron pots and pans, oils, salts, spices, ladles, tongs, knives, and chopping block. No more raw game! (1 sk)
2. Ceremonial oldtech axe. Its ancient power is spent, but it still serves as a symbol of status. (1d8, 3 st)
3. Childhood friend's head. Pickled by dark wizardry, it has skills you lack. Once per day, if you spend a hero die, it will eat a spell for you. (ward +1, 1 st)
4. Holy human herbs. Burn them to create a sacred space and chase away daemons. (5 sp)
5. The spear named Blood Drinker. When it wounds a foe, it roars and gains +3 on its next attack. (close, 1d10, 1 st)
6. Spotted lion's cloak. Grants the bravery of a lion and chases away all fear. Also, steppe camouflage. (1 st)

NAME

Andrigen Llomo, Dan Sietch, Külom, Ulna Tiberia Gaia Belmopan de Pasquale, Vragestr, Zedekaya.

OTHER BARBARIANS

1. Yombardo te Frawi was born of man and woman and ancient spirit under the branches of the selling tree. Captured, sold, freed.
2. Gantan of the two moons ran with the wolves to prove their humanity in blood and claw.
3. Sigried's clone clan was scattered by drought after the rain mountain failed.
4. Inandreu Otokefale i Otopaxe was a failed spawn and fed to the tribe's Eater. But Inandreu's spirit turned the Eater's guts to water, and out came Inandreu, twiceborn.
5. Orokost Goldbone was mummified to return and protect their clan in time of need. They returned, but their clan was gone.
6. Maria Silvania Tensiol di Solistria lived a pleasant life, overseeing the gilded flocks and wandering the greenest hills, until a stone-trapped daemon came to teach the songs of the Long Ago and awakened the memory of the eternal war.

BOURGEOIS

Capitalist, climber, creator.

You made the glories of civilization possible. An unsung hero! You had no choice but to crush the weak for the good of that invisible-handed god that is Growth.



Salar LVII steeped their hands carefully as their access parasite studied the four passive villagers. They were superficially healthy. The repair coffins had undone the most obvious lance damage.

Salar LVII snapped their wand before them, but they didn't even flinch at the neurode flare that would have provoked a phobic reaction in a normal human.

"Mindburn," the obsequious Chinja-5-dash supplied.

"The dragon went that deep?" asked Salar LVII, impressed.

"Mmm, a bad dragon this one. Water-level. Down to the reptile brain."

"Did you save the canopic jewels?"

"From the last backup only, it'll be a lengthy rebuild."

"Well, these ones are basically zombies now. And corrupted ones at that. Ruby zone at best. What a loss."

FIRST TRAIT

1. **Arriviste.** Insecure in your position, you guard your robber baron and wasteland feral connections.
2. **Country Squire.** You've a knack for making money the the proper way, extracting resources from concessions in the vastlands and the ruinlands.
3. **Old Money.** Progenitor refuses to drop their banking and industrial concerns from their cold, undead, reincarnated grasp. Still, you have your name and allowance.
4. **Rolodex Confidence.** You've a gal or a guy for everything. Very skilled, once per session. No questions asked.
5. **Expensive Training.** You had the best trainer, and now you're an expert at one skill. Like fencing or vigilante boxing.
6. **Legal Immunity.** Cops and judges look away, once per session. Don't ask how much it cost.

SECOND TRAIT

1. **Con Artist.** You read what people want and promise to give it. And they buy it. Could talk a snake out of its skin.
2. **Million Cash Human.** Your body is the best money could buy. Synthetics so sublime, organics feel bereft in your presence. Increase two abilities by 2 (to a maximum of 7).
3. **Double-Platinum Deathless Backup.** You've got two soul jewels. One of them is in an egg in a duck in a hare in a secret pleasure vault on a private island. Hah!
4. **Vampiric.** These mods let you gain youth and vigor from the cerebrospinal fluid and bone marrow of other humans.
5. **Urbane.** You can go anywhere, talk to anyone in a city.
6. **Enterprising.** Somehow, you always earn 20% more. Like, every time. It's uncanny.

FIRST ITEM

1. In-arm pistol. Spend 1 life to reload the concealed oldtech emma ray. (short, 1d6, 1 st).
2. Buffer harness II. Intelligent forcefields let you spend 2 life to cap maximum damage at 6 for one round. (+3 armor, 1 st)
3. Limousine golem. (L4, carry 4, roads only)
4. Echoing top hat. It whispers etiquette, rank, and status guidance directly into one's mind. (ward +1, 1 st)
5. Nu-face Mk II. Remove to reveal your skull, synthetic muscles, and titanium hard-points. (charisma +1, 1 st)
6. Swagger stick *BILLI. A spiritual microfission translator lets you spend 1 life to deal 1d12 damage. (1d4, 1 st)

SECOND ITEM

1. Isolation Injection. Oldtech like an obsidian scalpel, it overwhelms the the mind. Target saves or loses the ability to communicate. (short, 1d8, 1 st)
2. Elegant eater sword. An energy blade. (1d8, 5 sp)
3. Booster bracelet. Break it to negate an attack. (ward +2, 2 sp)
4. Cloak of the city. Pass without trace in the urbs. (1 st)
5. Jet credit ring. Spend 1,000 cash now, pay later. (1 sp)
6. Original felix whizz six-pack. The canned energy drink grants 1d4 temporary life. Mildly addictive. (1 st)

NAME

Ambosio d6, Billio d10, Escusa d12, Ligarsh d16, Sisipe d20, Vogatai d30. Roll for your roman numeral.

OTHER BOURGEOIS

1. Salar LIX suspects that they have been spawned before their due date. Their auto-tutors pretend like nothing is wrong in the Salar conglomerate, but they have a feeling something has gone with their senior iteration. Also, they wish they could just retire to a life of rabbit fancying and duck hunting.
2. Koyoda VI owns the smart rice generation facilities in the New Paddy Sector of the Orangeland. Well, owns is a strong word. They're pretty sure the golems are keeping them in the dark. Perhaps they're just a figurehead?
3. Nemor III has owned and operated the food factories, agricultural banks, and tattle generators of the Yellowland Sector Tree for over two hundred years. They're not about to let their body wearing out stop them.
4. Messara V was reconstituted by the administration to help the vineries of the eastern Redland finally turn a profit. After 13 grinding years, the shareholders are getting antsy and Messara is getting desperate.
5. Yoro XXXII has shepherded the Greenland's finest generator of authentic travel experiences (synthetic) for a dozen years. Successfully. Now the time has come to reap their reward.
6. Karusus XII desired only to prove their worth. Brick by brick, cash by cash, they built a great hoard, only to have a corruption dragon steal it away. Now they and their golden nanoparticle hand cream empire exist only for revenge.