

How To Use These Charts

What these charts are:

Social Status: Determines your initial social status, training, and starting gold.

Duty: Gives characters a task or goal dependent on their social status.

Location: Gives characters a starting culture and alignment to draw from.

Archetype: Includes a base archetype and several sub-charts for each one.

- **Background:** Determines previous circumstances and gives a limited R1 ability.
- **Tradecrafts:** Gives several combinations of starting tradecraft adding up to 3rd Lvl.
- **Starting Equipment:** Gives several choices of starting equipment or gear.

Quirk: Gives a flavorful, non-mechanical trait to give characters a tool to interact with parts of the story or setting.

Mystery: Adds some starting flavor, personal history, or another goal for characters.

These charts may be picked from or rolled on.

These charts are set up so that players can choose whichever aspects they want. Everything is also numbered so that if players prefer the surprise of rolling it's still easy to do. Players can use any combination of picking or rolling that they want from chart to chart, and are welcome to re-roll any results they do not want until they get something they like.

There are **two** charts that cannot be picked from freely:

- **Social Status:** Players may only *choose* **Commoner**. Otherwise, they must roll with the GM.
- **Location:** Players may only *choose* the **current location**. Otherwise, they must roll with the GM.

The only charts that are mandatory are social status and duty.

All other charts are optional.

These charts are intended to be broadly interpretable.

Many items on the charts are vague because they are not “supposed to be” any one thing - they are supposed to be interpretable so that they can be used by many characters but still be different every time. Part of the process of making a character includes working out how you want each choice to work for your character and weave into the rest of your character's traits. This may require some working with the GM, but is designed to be as much a player-end process as available.

How to submit a character:

All characters must be submitted to and approved by the GM before they can be played at an event. There is an online form to submit characters though; ask your GM or other players for a link. The form includes ways to input basic character information, choices from the charts, and some creative notes about each choice. If a character has not been sent to and approved by the GM, they can only be played with their basic species.

Duty Charts

Duties are determined by social status.

Before you can roll on or pick from a duty chart, you need your character's social status. You can either choose **commoner** freely or roll your social status with a GM. Only the social status and duty charts are mandatory; all the other charts are optional. Once you have your character's social status, look for the appropriate chart and roll on or pick from there.

Yellow duties are assumed.

Some social statuses - especially higher ones - include several **unnumbered yellow duties** at the top. These are "assumed" - meaning that a character of that social status has *all* of these duties to attend to in addition to their duty choice from the **numbered options** below. Players have the option to choose more than one numbered duty if they wish, but typically they will have only one.

Duties generally last about a season.

Part of the timejump process includes looking at a character's duty and how well they have been attending to it. This includes looking at a character's actions throughout the season and whether they have roleplayed that duty as part of their character during events and in the inn, and how they have tried to play out their duties during missions. Once a character has completed a duty - either by succeeding or failing at it - they should choose another duty when they begin their next season. It is possible to complete a duty partway through the season - in which case, players may choose to adopt a new duty or go the rest of the season without one.

Oathbreaker Duties Chart
Inform City of Whereabouts. <i>(Ask permission from the city before going on missions, update on loc.)</i>
1. Repayment of Debt. <i>(Owe 10 x 1d100g to the local city - defaulted on your original loan.)</i>
2. On Parole for Crime. <i>(Further lawbreaking puts you at risk for arrest and imprisonment.)</i>
3. Owe Community Service. <i>(As work trade, repaying a favor for someone, or sentence for a crime.)</i>
4. Owe Civic Service. <i>(As part of a city job/contract, work trade/order, or as a crime sentence.)</i>
5. Metaphysical Condition. <i>(Trying to recover from a curse or binding resulting from broken oath.)</i>
6. Recover Reputation. <i>(Trying to earn the trust of the city, specific person, or society at large.)</i>

Commoner Duties Chart	
1. Repayment of Debt.	<i>(Owe 50 x 1d6g to a local lender, working to pay off your balance.)</i>
2. Have a Second Job.	<i>(Have to hold down a second job locally to help pay the bills.)</i>
3. Supporting Family.	<i>(Need to contribute to your family's income, whether nuclear or extended.)</i>
4. Have a Dependent.	<i>(Children, elderly relative, younger sibling, disabled friend, pet, etc.)</i>
5. Relationship.	<i>(You have a friendship/romance with someone and need to spend time with them.)</i>
6. Health Condition.	<i>(Allergies, disability, vision issue, chronic health problem, past insanity/addiction)</i>
7. Continuing Education	<i>(Taking courses or training to make up for an education you never had.)</i>
8. Purchasing Property.	<i>(Saving up to purchase a small home, piece of land, or other property.</i>
9. Self-Improvement.	<i>(Have significant personal failing or flaw you are working to address.)</i>
10. Additional Labor.	<i>(Help roommate, landlord, or employer with chores as part of rent or wages.)</i>
11. Commitment of Belief.	<i>(Trying to live by tenants of a value, belief, deity, or other following.)</i>
12. ?	<i>(?)</i>

Freeholder Duties Chart	
1. Have a Dependent.	<i>(Children, elderly relative, younger sibling, disabled friend, pet, etc.)</i>
2. Property Caretaker.	<i>(You have to help take care of a barn, shop, house, plot of land, etc.)</i>
3. Community Service.	<i>(Help out in your community - orphanage, day care, community garden, etc)</i>
4. Made a Promise.	<i>(To a friend, family member, or other person in your life; trying to keep it.)</i>
5. Repayment of Debt.	<i>(Owe 50 x 1d10g to a local lender, working to pay off your debt.)</i>
6. Health Condition.	<i>(Allergies, disability, chronic health problem, past addiction, etc.)</i>
7. Relationship.	<i>(You have friendship/romance with someone and need to spend time with them.)</i>
8. Group Membership.	<i>(Have duties from membership in a local organization, group, or club.)</i>
9. Building a Business.	<i>(Seeking mastery of a craft to pursue your own shop or business.)</i>
10. Self-Improvement.	<i>(Have significant personal failing or flaw you are working to overcome.)</i>
11. Commitment of Belief.	<i>(Trying to live by tenants of a value, belief, deity, or other following.)</i>
12. ?	<i>(?)</i>

Craftsman Duties Chart	
1. Upkeep Craft Shop.	<i>(Must help work at your mentor's craft shop and upkeep the business.)</i>
2. Learn Family Craft.	<i>(Spend time learning your family's craft and gain experience practicing it.)</i>
3. Group Membership.	<i>(Have duties from membership in a local organization, group, or trade club.)</i>
4. Support Community.	<i>(Help host a local group or club, volunteer with your time or craft, etc.)</i>
5. Repayment of Debt.	<i>(Owe 100 x 1d20g. To fund a shop, crafting materials, quality tools, etc.)</i>
6. Family or Relationship.	<i>(Have a relationship, children, or family you need to spend time with.)</i>
7. Repayment of a Favor.	<i>(To a friend, family member, mentor, colleague, or local group/organization.)</i>
8. Health Condition.	<i>(Allergies, disability, chronic health problem, past addiction, etc.)</i>
9. Apprenticeship.	<i>(Have apprenticeship with a practare, learning more complex tradecraft skills.)</i>
10. Commitment of Belief.	<i>(Trying to live by the tenants of a value, belief, deity, or other following.)</i>

Practare Duties Chart	
1. Upkeep Practice.	<i>(Must help work at your or your mentor's/family's craft, upkeep the business.)</i>
2. Learn Family Study.	<i>(Spent time learning your family's study and gain experience practicing it.)</i>
3. Inherit Established Practice.	<i>(Inheriting another's practice; uphold its reputation or success.)</i>
4. Support Community.	<i>(Donate time or resources to the community, host local events or group, etc.)</i>
5. Community Project.	<i>(Use your craft to fund/accomplish a project to improve the local community.)</i>
6. Network or Generate Wealth.	<i>(Make connections or money to further your practice/business.)</i>
7. Repayment of Favor.	<i>(Owe favor to a guild, mentor, or organization related to your craft.)</i>
8. Hire or Mentor Craftsmen.	<i>(Find good craftsmen; hire, mentor, and provide wages for them.)</i>
9. Establish a Business.	<i>(Start and successfully maintain your own shop, business or practice.</i>
10. ?	<i>(?)</i>

Consulary Duties Chart
Uphold City Duty. <i>(Represent your faction or city district's needs to the council or coronate.)</i>
Support Nobility or Coronate. <i>(Take directions from and support your local nobility/coronate.)</i>
1. Solve City Problems. <i>(Solve problems facing the city that fall in your faction's wheelhouse.)</i>
2. Solve Specific Problem. <i>(Solve a specific problem in the city or facing your district as a whole.)</i>
3. Mediate Disputes. <i>(Mediate disputes within your faction, solve resource and people problems.)</i>
4. Townsfolk Liaison. <i>(Represent your faction to townsfolk, communicate about town needs/projects.)</i>
5. Emissary. <i>(Serve as a point of contact/negotiator between your faction, to another in the city.)</i>
6. Obtain Resources. <i>(Secure significant quantities of wealth, materials, or resources for faction.)</i>
7. City Collaboration. <i>(Work with another city to pool knowledge, skill, resources, or shared ground.)</i>
8. Specific Project. <i>(Oversee and complete a specific project on behalf of the city or coronate.)</i>

Noble Duties Chart
Uphold Family Duty. <i>(Uphold and represent the duty that your family is responsible for.)</i>
Support Royal Family or Coronate. <i>(Whichever is relevant for you - aid them in their tasks.)</i>
Manage Your Gentry. <i>(Take care of issues that your local gentry bring to you, secure their support.)</i>
1. Gain Experience. <i>(Seek out experiences relevant to your family's duty; gain understanding of it.)</i>
2. Noble Task. <i>(Working towards a specific task or goal on behalf of your family or their duties.)</i>
3. Manage Relationship. <i>(Must manage a relationship that may be damaging to your family's duty.)</i>
4. Emissary. <i>(Are the point of contact/negotiator between your family and another entity.)</i>
5. Find a Spouse. <i>(Find a mate who will uphold and perform your family's duty well.)</i>
6. Produce or Raise Descendants. <i>(Produce potential heirs to continue the family line.)</i>
7. ? (?)
8. ? (?)

Coronate Duties Chart
Advocate for Your City. <i>(Represent and advocate for your city's interests in relevant matters.)</i>
Marry and Produce Descendants. <i>(Such that there are competent inheritors when you pass on.)</i>
Support the Royal Family. <i>(Follow any directions given to you and actively support their priorities.)</i>
Manage Your Gentry. <i>(Take care of issues that your local gentry bring to you, secure their support.)</i>
1. Pursuing Heirship. <i>(Working to gain the necessary experience and reliability for future rulership.)</i>
2. Training as Advisor. <i>(Working for mastery in a subject to advise the current/future ruler about.)</i>
3. Apprenticeship. <i>(Have an apprenticeship in another city, learning the ropes for the job.)</i>
4. Emissary. <i>(Are the point of contact between your city and another, as diplomat and messenger.)</i>
5. City Management. <i>(Manage a small subsection or sector of the city or its surrounding region.)</i>
6. ? (?)

Royalty Duties Chart
Represent Your Nation. <i>(Represent and advocate for your nation's interests in relevant matters.)</i>
Represent Your Family. <i>(Represent your family in a manner that upholds your family's reputation.)</i>
Marry and Produce Descendants. <i>(Such that there are competent inheritors when you pass on.)</i>
Manage Your Nobles/Coronates. <i>(Make sure they have what they need to do their jobs.)</i>
Protect/Lead Your People. <i>Listen to and give help to those from your nation, at home or abroad.)</i>
1. Pursuing Heirship. <i>(Working to gain the necessary experience and reliability for rulership.)</i>
2. Training as Advisor. <i>(Working for mastery in a subject to advise the current ruler and heir about.)</i>
3. Royal Task. <i>(Working towards a specific task or goal on behalf of your family or nation.)</i>
4. Emissary. <i>(Are the point of contact between your family/nation and people or city.)</i>
5. Apprenticeship. <i>(Have an apprenticeship with the ruler of another nation to gain experience.)</i>
6. ? (?)

Archetypes Chart

How the archetypes chart works:

The archetypes chart is made up of twelve character archetypes that show up most often in Falnorian. They are supposed to be *descriptive* rather than *prescriptive* - meaning that they describe a starting place for a character, not decide what a character's arc is supposed to look like. Characters are meant to change and grow as they have experiences throughout the year, and may later find themselves aligning with a different archetype than they started with.

Each archetype has three sub-charts: **Background**, **Tradecrafts**, and **Equipment**.

How the backgrounds work:

Each archetype includes six possible backgrounds to work with. Each of these backgrounds comes with a limited low-to-mid tree ability that is meant to represent some of the skills the character has picked up in their life so far. The limitation on the ability is supposed to represent the flavor of the background. Each background has several associated abilities; when you submit your character, the GM will give you the most suitable ability from that background's list. **Background skills are considered Innates**, and cannot be lost through normal means in the game system.

Like all other chart choices, the backgrounds are supposed to be a little vague and interpretable - so if you want to reinterpret a background to fit a character concept you have, feel free to pick the closest-matching choice and get creative from there. In general, the archetype should be the closer match - the background can be reinterpreted as broad as needed.

How the tradecraft work:

Each tradecraft chart includes three possibilities adding up to a total of three levels: all three levels in one tradecraft (with a choice between two), one tradecraft level in three things, or the levels split between two crafts. These are intentionally a little jerky in order to facilitate creativity - if you're stuck on character development, think about how as part of a character background they might have picked up their starting crafts.

How the equipment works:

Each equipment chart includes three possibilities: one choice of miscellaneous gear from the equipment charts, one choice of starting weapon, and one set of items from a pair of tradecraft kits (check the rulebook for a list of items in each kit). In all cases, your character starts with this equipment for free and does not need to buy it.

1. Seeker

Background

1. Investigator
2. Explorer
3. Navigator
4. Trapper
5. Treasure Hunter
6. Monster Hunter

Skillset

1. Innkeeper -or- Tracker (3 Lvl)
2. Cartographer -and- Literary Arts (2 Lvl in one, 1 in other)
3. Tracker, Innkeeper, Area Search (1 Lvl Each)

Equipment

1. Glowsphere (x1, Full Doses)
2. Shortsword & Large Shield -or- Bow and 5 Arrows
3. Items (x3) from Explorer's -or- Potion Kit

2. Traveler

Background

1. Wanderer
2. Sailor
3. Outcast
4. Pilgrim
5. Shepherd
6. Wilding

Skillset

1. Forester -or- Messenger (3 Lvl)
2. Trader -and- Innkeeper (2 in one, 1 in other)
3. Tracker, Cartographer, Area Search (1 Each)

Equipment

1. Bedroll and Traveling Cloak
2. Staff -or- Bow and 5 Arrows
3. Items (x3) from Explorer's -or- Cook's Kit

3. Scoundrel

Background

1. Cutpurse
2. Smuggler
3. Swindler
4. Bandit
5. Informant
6. Urchin

Skillset

1. Area Search -or- Tinker (3 Lvl)
2. Innkeeper -and- Performing Arts (2 in one, 1 in other)
3. Gambler, Trader, Messenger (1 Lvl Each)

Equipment

1. Glue & Grease (x1 Each, Full Doses)
2. Daggers (x3) -or- Wakazashi and Ninjatu
3. Items (x3) from Appraiser's -or- Locksmith's Kit

4. Soldier

Background

1. Deserter
2. Sellsword
3. Recruit
4. Scout
5. Timekeeper
6. Caravan Hand

Skillset

1. Enforcer -or- Builder (3 Lvl)
2. Peacekeeper -and- Diplomat (2 in one, 1 in other)
3. Tailor, Gambler, Priest (1 Lvl Each)

Equipment

1. Rations (x3) and Mastercrafted Boots
2. Spear -or- Flail and Buckler Shield
3. Items (x3) from Gambler's -or- Crafter's Kit

5. Brute

Background

1. Raider
2. Hireling
3. Brawler
4. Gangster
5. Butcher
6. Overseer

Skillset

1. Enforcer -or- Animal Trainer (3 Lvl)
2. Performing Arts -and- Gambler (2 in 1, one in other)
3. Enforcer, Gambler, Hunter (1 Lvl Each)

Equipment

1. Wheelbarrow
2. Axe -or- Shortsword and Rod
3. Items (x3) from Medic's -or- Trapper's Kit

6. Guardian

Background

1. Town Guard
2. Bodyguard
3. Game Warden
4. Night Watch
5. Steward
6. Groundskeeper

Skillset

1. Peacekeeper -or- Enforcer (3 Lvl)
2. Diplomat -and- Courtier (2 in one, 1 in other)
3. Peacekeeper, Diplomat, Priest (1 Lvl Each)

Equipment

1. Chest and Lock (Lvl 5)
2. Buckler -or- Large Shield (Silver -or- Mastercrafted)
3. Items (x3) from Scribe's Kit -or- Locksmith's Kit

7. Mystic

Background

1. Seer
2. Stargazer
3. Acolyte
4. Hermit
5. Hedgewitch
6. Singer

Skillset

1. Priest -or- Historian (3 Lvl's)
2. Literary Arts -and- Messenger (2 in one, 1 in other)
3. Priest, Historian, Herbalist (1 Lvl Each)

Equipment

1. Musical Instrument (Complex, Handheld)
2. Rod -or- Stiletto (Silver -or- Mastercrafted)
3. Items (x3) from Potion Kit -or- Tailor's Kit

8. Scholar

Background

1. Researcher
2. Inventor
3. Physicker
4. Archivist
5. Envoy
6. Philosopher

Skillset

1. Scribe -or- Mathematics (3 Lvl's)
2. Literary Arts -and- Historian (2 in one, 1 in other)
3. Scribe, Messenger, Diplomat (1 Lvl Each)

Equipment

1. Book on Choice Topic
2. Large Shield & Rod -or- Katana
3. Items (x3) from Scribe's -or- Appraiser's Kit

9. Maker

Background

1. Artist
2. Artisan
3. Laborer
4. Servant
5. Tavernhand
6. Farmhand

Skillset

1. Fine Arts -or- Builder (3 Lvl's)
2. Carpenter -and- Stonemason (2 in one, 1 in other)
3. Cook, Blacksmith, Tailor (1 Lvl Each)

Equipment

1. Large Tool & Small Tool
2. Hammer -or- Broadsword (Mastercrafted)
3. Items (x3) from Artist's -or- Crafter's Kit

10. Giver

Background

1. Caretaker
2. Midwife
3. Devotee
4. Medic
5. Squire
6. Counselor

Skillset

1. Doctor -or- Teacher (3 Lvl)
2. Herbalist -and- Cooking (2 in one, 1 in other)
3. Courtier, Innkeeper, Priest (1 Lvl Each)

Equipment

1. Antidote (x1)
2. Staff -or- Flail and Buckler
3. Items (x3) from Medic's -or- Cook's Kit

11. Performer

Background

1. Entertainer
2. Merchant
3. Flirt
4. Fool
5. Socialite
6. Crier

Skillset

1. Performing Arts -or- Innkeeper (3 Lvl)
2. Trader -and- Peacekeeper (2 in one, 1 in other)
3. Performing Arts, Innkeeper, Courtier (1 Lvl Each)

Equipment

1. Jewelry (x2), Perfume, and Mastercrafted Clothing
2. Stiletto -or- Shortsword (Mastercrafted)
3. Items (x3) from Musician's -or- Courtier's Kit

12. Champion

Background

1. Captain
2. Prize Fighter
3. Vigilante
4. Rebel
5. Advocate
6. Local Hero

Skillset

1. Gambler -or- Performing Arts (3 Lvl)
2. Enforcer -and- Hunter (2 in one, 1 in other)
3. Performing Arts, Historian, Rhetoric (1 Lvl Each)

Equipment

1. Mastercrafted Calling Horn
2. Longsword -or- Large Shield and Shortsword
3. Items (x3) from Gambler's -or- Scribe's Kit

Quirks and Mystery Charts

How these charts work:

The quirks and mysteries chart are separate charts with a hundred items each; they are divided into ten categories with ten possibilities. A choice on one chart does not determine your choice on the other chart; they are simply put side-by-side to conserve space.

Quirks	Mysteries
1. Scape Link	1. Family member or friend gone missing
2. Blink	2. Orphan or adopted, do not know your family
3. Scry Protection	3. Gave up a child for adoption, know nothing of them
4. Vocal Projection	4. Lost touch w/ a good friend, trying to reconnect
5. Minor Astral Projection	5. Victim of a crime, trying to find the perpetrator
6. Spatial Anchor	6. Keep running into the same person unexpectedly
7. Spatial Phasing	7. Person you haven't met before seems very familiar
8. Temporal Anchor	8. Someone (or something) is trying to kill you
9. Temporal Phasing	9. Another person shares your name and likeness
10. Trace	10. Stranger knows your name and all about you
11. Good Sense of Taste/Smell	11. Trinket you found by the roadside
12. Keen Hearing	12. Family heirloom of unknown origin
13. Keen Eyesight	13. Inherited or gifted item from a stranger
14. Touch-Sensitive	14. Mysterious letter from unknown sender
15. Directional/Orientational Sense	15. Trying to find an item you lost or sold long ago
16. Accurate Sense of Time	16. An object keeps finding its way back to you
17. Healthy	17. Discovered small artifact of unknown origin
18. Strong-Willed	18. Occasionally receive small anonymous gifts
19. Good Memory	19. Something was stolen from you, trying to recover
20. Adrenaline Rush	20. Trying to find the right way to get rid of an object
21. Additional Wealth	21. Encounter the same spot in many places
22. Local Connections (Person or Group)	22. Visited someplace once and cannot find it again
23. Distant Contact (Person or Group)	23. Searching for a shop/inn that doesn't seem to exist
24. Owed a Favor (Local)	24. Have fragment of a map to/for an unknown location
25. Have a Small Holding	25. Searching for a hidden ruin, holy site, or stash
26. Have a Reputation	26. Awoke nearby w/ no recollection of getting here
27. Have an Invitation	27. Had an encounter with a strange portal or gateway
28. Have a Trained Animal	28. Following rumors of buried/hidden treasure
29. Start with Magic Item	29. Transported by an unknown being or spell

Quirks	Mysteries
30. Start with Trade Goods	30. Feel called to/by a local landmark
31. From a Distant Culture	31. Tattoo, scar, or brand you don't remember getting
32. From a Subculture	32. Oddly shaped or colored birthmark
33. Species Friend	33. Strange physical feature (glowing eyes, etc)
34. Suggestion	34. Unusual physiology (odd circadian rhythm, etc)
35. Truth teller	35. Look exactly like a relative in your extended family
36. Know Additional Languages	36. Appearance differs widely from parents' or siblings'
37. Memorable	37. Occasionally manifest strange symptoms or illness
38. Forgettable	38. Left unscathed by a dangerous affliction
39. Empathic	39. Spirit is mangled or damaged; by birth or incident
40. Mental Insight	40. Feel as if your spirit ended up in the wrong body
41. Additional Species Types	41. Searching for the recipe to a meal you once had
42. Elemental Traits	42. Trying to locate a crafter whose style you love
43. Fey Traits	43. Searching for the best drink or meal in the region
44. Undead Traits	44. Searching for a lost or missing pet/animal
45. Haunt	45. Looking for the perfect tool, instrument, etc
46. Construct	46. Have a collection of odd objects you are adding to
47. Awakened Animal	47. Collecting or searching for pieces of an outfit.
48. Mutated	48. Hoping to see rare creature, plant, or phenomenon
49. Past Life	49. Trying to discover how a strange object works
50. Scapeshifted	50. Gathering rare ingredients for a set of instructions
51. Shrine Sense	51. Searching for the truth about an event or entity
52. Spirit Sense	52. Working on an invention, discovery, or unknown
53. Energy Sense (Pick Color)	53. Crisis of faith or values, seeking something new
54. Primal Sense	54. Searching for the origin of an object or event
55. Magic Sense	55. Trying to understand a greater or personal pattern
56. Illusionary Sense	56. Soul-searching - why am I like this?
57. Enchantment Sense	57. Making sense of something that happened to you
58. Minor Premonitions	58. Seeking forgiveness or absolution for prior wrongs
59. Shapechanged Sense	59. Seeking vengeance on someone or something
60. Threshold Sense	60. Searching for greater meaning or purpose in life
61. Animal Trait	61. Recurring dream or nightmare
62. Animal Speaking	62. Same symbol appears in many dreams
63. Species Caller	63. Sometimes see or hear things others don't
64. Commune with Nature	64. Sleepwalk or black out from time to time
65. Pathfinder	65. You have died before but don't remember it

Quirks	Mysteries
66. Good Instincts	66. Distant childhood memory of something/place/one
67. Danger Sense	67. Lost some memories, trying to recover them
68. Grounding	68. Have a memory that doesn't belong to you
69. Minor Element Shaping (Pick Type)	69. Memory has been altered by something/someone
70. Stormcaller	70. Had a vision at a place of worship (own or other)
71. Haunted	71. Bound to a person, place, or object; don't know why
72. Medium	72. Aversion to person, place, or object; don't know why
73. Restless Spirit	73. Obsessively count, name, or question things
74. Calming Spirit	74. Must follow orders you don't remember receiving
75. Sticky Spirit	75. Bound by a fairytale spell or curse, trying to lift it
76. Slippery Spirit	76. Rely on a good luck charm, will not go without it
77. Spirit Fragments	77. Secretly working on behalf of another entity
78. Binding Competent	78. Have a small everyday ritual you've done forever
79. Death Rattle	79. Unable to speak/write/confirm a particular name
80. Spirit Caller	80. Drawn to a person, place, or object; don't know why
81. Minor Prestidigitation	81. Song you remember but can't identify
82. Know Sorcery Words x3 (From Lists)	82. Markings in a language/script you don't recognize
83. Know Sorcery Word x1 (Unlisted)	83. Found insignia/sigil, trying to decipher its meaning
84. Magic Touch	84. Old story or legend passed down through family
85. Magical Conduit	85. Told a story by a stranger, seeking its meaning
86. Magical Insulator	86. Found an old book or text, origin unknown
87. Magical Resonance	87. Sealed container that you are unable to open
88. Magic Reader	88. Fragment of a strange object, ruin, or construct
89. Ritual Competent	89. Know a name or password, but not its source
90. Magelore Magnetism	90. Passing interaction with a figure of note long ago
91. Lost Soul	91. Sense that you have a purpose to fulfill
92. Cursed	92. Sense that you are going to die before your time
93. Blessed	93. Nagging feeling that you don't belong here
94. Marked	94. Nagging feeling of deja vu in your life
95. Season's Child	95. Feeling that you're forgetting something important
96. Worldly	96. Feeling that something in your life is absent/missing
97. Startouched	97. Feel you possess something that belongs to another
98. Courtly	98. Feeling that your life followed the wrong course
99. Lucky	99. Feeling that you are living someone else's life
100. Enlightenment	100. Distant memories of another life, place, or self