

Laz, A Meddlesome Arkus who Works the back alleys

dimanche 13 juin 2021 14:36

ARKUS PLAYER INTRUSIONS

When playing a Arkus, you can spend 1 XP to use one of the following **player intrusions**, provided the situation is appropriate and the GM agrees.

Friendly NPC: An NPC you don't know, someone you don't know that well, or someone you know but who hasn't been particularly friendly in the past chooses to help you, though doesn't necessarily explain why. Maybe they'll ask you for a favor in return afterward, depending on how much trouble they go to.

Perfect Suggestion: A follower or other already-friendly NPC suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Unexpected Gift: An NPC hands you a physical gift you were not expecting, one that helps put the situation at ease if things seem strained, or provides you with a new insight for understanding the context of the situation if there's something you're failing to understand or grasp.

Might 10 (Edge 0)
Speed 11 (Edge 0)
Intellect 15 (Edge 1)

Efforts 1

Skills :

- Persuasion 1 [Arkus]
- Negotiation 1 [Arkus]
- Sneaking 1 [Thief]
- Pickpocketing 1 [Thief]
- Lockpicking 1 [Thief]
- Perception 1 [Meddlesome]
- Detecting falsehood 1 [Meddlesome]
- Stealth 1 [Meddlesome]
- Remember pertinent detail on a topic once heard or read about 1 [Meddlesome]
- ~~Crafting Numenéra~~ -1 [Arkus]
- ~~Salvaging Numenéra~~ -1 [Arkus]
- ~~Understanding Numenéra~~ -1 [Arkus]

Equipment :

- Light weapon (2 dégâts, +1 au touché, courte portée, 12 munitions) : sarbacane
- Cypher : farspeaker
- Cypher : harmony lamp
- Curiosité : un chapeau à plumes qui fait des bruits d'oiseaux bizarres
- Sacoche de petits outils
- 9 éclats

Abilities :

Weapons: You can use light weapons without penalty. You have an **inability** with medium and heavy weapons; your attacks with medium and heavy weapons are hindered.

Cypher Use: You can bear two **cyphers** at a time.



Community Leader: While you are present within a community, and actively and personally working on behalf of that community, the community's rank is +1 for all purposes except damage inflicted. Enabler.

Demeanor of Command (2 Intellect points): You exude confidence, knowledge, and charisma to all who see you for the next hour. Your demeanor is such that those who see you automatically understand that you are someone important, accomplished, and with authority. When you speak, strangers that are not already attacking give you at least a round to have your say. If speaking to a group that can understand you, you can attempt to have them produce their leader or ask that they take you to their leader. You gain a free level of Effort that can be applied to one persuasion task you attempt during this period. Action to initiate.

Goad (1 Intellect point): You can attempt to goad a target into a belligerent—and probably foolish—reaction that requires the target to try to close the distance between you and attempt to physically strike you on its next turn. They attempt this action even if this would cause them to break formation or to give up cover or a tactically superior position. Whether the target strikes you or fails to do so, they come to their senses immediately afterward, after which further tasks attempting to goad the target again are hindered. Action to initiate.

Understanding (1 Intellect point): You observe or study a creature or object. Your next interaction with that creature or object gains one asset. Action.

Ajustements déjà appliqués :

Tier 1: Thief. You are trained in sneaking, pickpocketing, and lockpicking tasks. Enabler.

MEDDLESOME

Some say you're nosy and ask too many questions. It's true you constantly ask why, because the Ninth World is a big place full of both wonderful and terrifying things. If you don't explore it, how will you ever know what's going on? But even more than the mysteries of prior-world ruins, you relish uncovering the complexities and relationships that spring up inside communities. You especially like to figure out who is sweet on whom, who is lying to whom, and who is secretly on the wrong side of the law. You relish knowing the full story, and the only way to get that in difficult situations is to meddle.

You gain the following benefits:

Analytical: +2 to your Intellect Pool.

Skill: You see things other people miss.

You are trained in perception and detecting falsehoods.

Skill: You have a knack for getting into places others want to remain undisturbed. You are trained in stealth tasks.

Skill: You get a thrill from knowing the right answer. You're trained in tasks to remember pertinent details on a topic you once heard or read about.

Tchalbett, A Nurturing Wright who Augments flesh with grafts

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WRIGHT PLAYER INTRUSIONS

As a Wright, you can spend 1 XP to use one of the following **player intrusions**, provided the situation is appropriate and the GM agrees.

Device Perfection: A device or installation works even better than you expected it would, at least in this instance. Maybe the range is twice as long, the duration is 100% longer, or the effect itself is 50% stronger.

Crafting Insight: You are inspired, and you finish crafting the object or structure earlier than was expected (maybe even halving the total time).

Tinkering Vision: When using your Always Tinkering special ability, you discover that the materials you're using are of unexpectedly high quality, giving you specific options to choose from. So instead of gaining a random cypher, you gain the cypher of your choice (though it's still a temperamental cypher, so it's 2 levels lower than normal and you can't give it to someone else without destroying it).



Might 11 (Edge 0)
Speed 7 (Edge 0)
Intellect 18 (Edge 1)

Effort 1

Skills :

- Crafting Numenéra 1 [Wright]
- Engineering 1 [Wright]
- Healing 2 [Autodoctor] [Nurturing]
- Performing surgical procedures 1 [Autodoctor]
- Withstand pain 1 [Autodoctor]
- Salvaging numenéra -1 [Wright]
- Understanding numenéra -1 [Wright]

Equipment :

- Numenéra plan : Alarm mech
- Numenéra plan : Compactor
- Light weapon (2 dégâts, +1 au touché) : lame montée sur le bras
- Book about crafting
- Box of crafting tools
- 5 éclats
- Cypher : crafter's eyes
- Cypher : instant item
- Cypher : gravity changer
- Oddity : 2,5m de câble fin et solide.
- lotum
 - 4 io
 - 4 responsive synth
 - 6 parts

Abilities :

Weapons: You can use light weapons without penalty. You have an **inability** with medium and heavy weapons; your attacks with medium and heavy weapons are hindered.

Cypher Use: You can bear three cyphers at a time.

Community Builder: While you are present within the **community**, and actively and personally working on behalf of that community, +3 is added to the community's **infrastructure**. Enabler.

ALARM MECH

Minimum Crafting Level: 1

Kind: Automaton

lotum: io (1d6 units); responsive synth (4 units); apt clay (1 unit); pliable metal (3 units)

Parts: 8 units

Specifications: This plan produces a disc-shaped limited automaton about half a foot (15 cm) in diameter. The mech moves on a dozen metallic legs. When released and set to guard, the mech patrols an area a short distance across (or less, if set within a smaller room or structure). It provides an asset to all tasks related to perception, noticing intruders, and initiative in the patrolled area for those who set the automaton.

Depletion: 1 in 1d20 (check per week of use)

COMPACTOR

Minimum Crafting Level: 1

Kind: Installation

lotum: io (1d6 units); responsive synth (8 units); synthsteel (3 units)

Parts: 13 units

Specifications: This plan produces a fixed solid no less than 5 feet (1.5 m) on a side with a cavity that can either be permanently exposed or protected behind an iris or sliding panel. Anything placed within the cavity is crushed to one tenth of its normal volume if the item is a level 3 material or less. Creatures that place a limb in the compactor descend one step on the damage track, unless they can resist, which is a difficulty 3 Might task. Even if they resist, they suffer 3 points of damage.

Depletion: 1 in 1d20 (check per week of use)

Always Tinkering: If you have any tools and materials at all, and you are carrying fewer cyphers than your limit, you can create a cypher if you have an hour of time to spend. The new cypher is random and always 2 levels lower than normal (minimum 1). It's also temperamental and fragile. These are called *temperamental cyphers*. If you give it to anyone else to use, it falls apart immediately, useless. Action to initiate, one hour to complete.

Right Tool for the Job (1 Intellect point + iotum): If you have at least 1 unit of iotum, you can fashion a temporary device that provides an asset to one physical, non-combat task, identified ahead of time. For example, if you need to climb a wall, you could create some sort of climbing assistance device; if you need to break out of a cell, you can tune iotum in your possession to serve as a lockpick; if you need to create a small distraction, you could trigger an iotum to make a loud bang and flash; and so on. Once fashioned, the adapted iotum lasts for about a minute or until used for the intended purpose. This use destroys the iotum. Action to prepare the iotum; action to initiate.

Scramble Machine (2 Intellect points): You render one machine within short range unable to function for one round. Alternatively, you can hinder any action by the machine (or by someone attempting to use the machine) for one minute. Action.

Surgical Graft. You use your knowledge to surgically attach a cypher to your body, linking it to your nerves and muscles. Activating or using this cypher is as natural for you as breathing and doesn't require any obvious motion (allowing you to activate it secretly). A grafted cypher still counts toward your cypher limit, but it is not destroyed after one use. A grafted cypher has a depletion of 1 in 1d10.

The GM may allow you to graft biological parts from other creatures, giving you an ability like one of the creature's abilities. This is treated exactly the same as if it were a grafted cypher (that is, it counts toward your cypher limit, has a depletion of 1 in 1d10, etc.), except for the graft to work you must make a surgery skill roll against a difficulty chosen by the GM. The less human the creature is, the more difficult it is to perform a successful grafting surgery. Action to initiate surgery, one hour to complete.

Nurturing: Allies who have spent the last day with you add +1 to their recovery rolls. You also gain this benefit if at least one other ally gains it.

Ajustements déjà appliqués :

Tier 1: Autodoctor. You are trained in healing, performing surgical procedures, and withstanding pain. You can perform surgeries on yourself, remaining conscious while you do so. Enabler.

NURTURING

You're a born caregiver. When you see someone in need, you're there with an encouraging word, assistance, and an honest desire to see them grow and improve. Some nurturers focus only on children, who of course have the most growing to do, but your focus is wider. You nurture anyone—not only people but institutions and communities, too.

You gain the following benefits:

Caregiver: +2 to your Might Pool.

Skill: You are trained in healing tasks.

Yolouj, A Curious Delve who Learns from adversity

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Might 12 (Edge 0)
Speed 13 (Edge 1)
Intellect 14 (Edge 1)

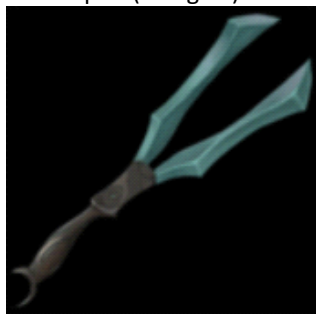
Effort 1

Skills :

- Salvaging Numenéra 1 [Delve]
- Sensing danger 1 [Delve]
- Perception 2 [additional training] [Curious]
- Initiative 2 [additional training] [Quicker than most]
- Seeing underlying patterns 1 [Quicker than most]
- Solving puzzles 1 [Quicker than most]
- Detecting falsehood, Piercing illusions, Piercing disguises, Seeing past façades 1 [Curious]
- ~~Crafting numenéra~~ -1 [Delve]
- ~~Understanding numenéra~~ -1 [Delve]

Equipment :

- Medium weapon (4 dégâts) : Verred



- lotum
 - 1 responsive synth
- Light tools
- Explorer's pack
- Cypher : phasing gloves
- Cypher : travel bubble
- Oddity : Un shirt qui montre les muscles, les os et les organes internes du porteur.
- Un lot de carnets de notes saisies génération après génération par la communauté d'Aschnevus sur le climat de la région.
- Un livre sur les principes de l'alimentation des machines (carburants, conburants, etc.)
- Un livre sur les cycles éco-biologiques.
- Un livre sur comment se préparer au voyage et faire face à ses aléas.

Abilities :

Weapons: You can use light and medium weapons without penalty. You have an inability with heavy weapons; your attacks with heavy weapons are hindered.

Cypher Use: You can bear two cyphers at a time.

Community Explorer: While you are present within a community, and actively and personally working on behalf of that community, the community's effective rank for purposes of finding resources, locating new trade routes, knowing about conditions just beyond the community, and detecting sneak attacks by enemies is +1. Enabler.

Familiarize: You can familiarize yourself



Ajustements déjà appliqués :

Additional Training: You are trained in two additional skills in which you are not already trained. Choose from the following: navigation, perception, sensing danger, initiative, peacefully opening communications with strangers, and tracking. Enabler.

Tier 1: Quicker Than Most. Experience has honed your reaction times, because those who act first gain the advantage in most situations. You're trained in tasks related to initiative, seeing underlying patterns, and solving puzzles. Enabler.

beyond the community, and detecting sneak attacks by enemies is +1. Enabler.

Familiarize: You can familiarize yourself with a new area if you spend at least one hour studying a region up to a long distance across that you are able to directly access and move about in. Once you've familiarized yourself with an area, all your tasks related to perception, navigation, salvaging, defense, and moving about the area gain an asset. Each time you familiarize yourself with a new area, you lose focus on a previous area unless you spend 1 XP to retain the familiarity permanently. Action to initiate, one hour to complete.

seeing underlying patterns, and solving puzzles. Enabler.

Toughened Up. Adversity has made you tougher. You gain +3 to your Might Pool. Enabler.

CURIOUS

There once was a time when the prior worlds spoke to the stars, reshaped the creatures of the world, and mastered form and essence. Isn't that incredible? Each day is a chance to rediscover a secret, a bit of knowledge, a story, or something you can't even imagine yet. It's dizzying, when you consider all there is to learn and discover. You're drawn to explore the ruins of the prior worlds, places that are brand new and unique to the Ninth World, or civilizations that still exist among the stars high overhead.

Of course, if you're going to satisfy your curiosity, you need to be careful. Before plunging directly into the unknown, you learn as much as you can about a new area through inquiry or exploration. Otherwise, you might not live long enough to see everything you want to see and do everything you want to do.

You gain the following benefits:

Inquisitive: +2 to your Intellect Pool.

Skill: You see things others miss. You are trained in perception.

Skill: You're always investigating something new and building up your knowledge. As a result, you can always find something interesting or engaging about any situation. You're trained in all tasks related to detecting falsehoods, piercing illusions or disguises, and seeing past facades.

Additional Equipment: You have three books on whatever subjects you choose.

Initial Link to the Starting Adventure: From the following list of options, choose how you became involved in the first adventure.

1. You were curious about what the PCs were doing and followed them.
2. You heard that the other PCs were going someplace new and begged to go along.
3. You got in over your head pursuing something fascinating, and the other PCs rescued you.
4. One of the other PCs fascinates you, perhaps due to a special or weird ability they have.

Alspfan, A Tough Glaive who Defends the weak

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GLAIVE PLAYER INTRUSIONS

As a Glaive, you can spend 1XP to use one of the following player intrusions, provided the situation is appropriate and the GM agrees.

Perfect Setup: You're fighting at least three foes and each one is standing in exactly the right spot for you to use a move you trained in long ago, allowing you to attack all three as a single action. Make a separate attack roll for each foe. You remain limited by the amount of Effort you can apply on one action.

Old Friend: A comrade in arms from your past shows up unexpectedly and provides aid in whatever you're doing. They are on a mission of their own and can't stay longer than it takes to help out, chat a while after, and perhaps share a quick meal.

Weapon Break: Your foe's weapon has a weak spot and in the course of the combat quickly becomes damaged and moves two steps down the **object damage track**.

Might 11 (Edge 1)

Speed 16 (Edge 1)

Intellect 7 (Edge 0)

Effort 1

Armure 3 [tough] [light armor] [courageous + shield]

Skills :

- Climbing 1 [Glaive]
- Jumping 1 [Glaive]
- Speed defense 1 [Shield]
- Intellect defense 1 [Courageous]
- Initiative 1 [Courageous]
- ~~Crafting numenéra -1 [Glaive]~~
- ~~Salvaging numenéra -1 [Glaive]~~
- ~~Understanding numenéra -1 [Glaive]~~

Equipement :

- Light Weapon (2 dégâts, +1 au touché) : couteau de lancé
- Medium Weapon (4 dégâts) : une lance (peut-être lancée à longue portée)
- Shield (donne un avantage en speed defense) (1 point d'armure grâce à [Courageous])
- Heavy Weapon (6 dégâts, nécessite les deux mains ce qui ne permet pas d'utiliser le bouclier) : un grand maillet.
- Light armor (1 point d'armure) : Leather jerkin
- Explorer's pack
- Cypher : density nodule
- Cypher : rejuvenator
- Oddity : pâte d'argile qui prend diverses formes mystérieuses quand on la laisse de côté.
- 5 éclats

Abilities :

Weapons: You can use any weapon without penalty.



Trained in Armor: You can wear armor for long periods of time without tiring and can compensate for slowed reactions from wearing armor. You reduce the Speed Effort cost for wearing **armor** by 1. Enabler.

Combat Prowess: You add +1 damage to one type of attack of your choice: melee attacks or ranged attacks. Enabler.

Cypher Use: You can bear two cyphers at a time.

Fleet of Foot (1+ Speed points): You can move a short distance as part of another action. You can move a long distance as your entire action for a turn. If you apply a level of Effort to this ability, you can move a long distance and make an attack as your entire action for a turn, but the attack is hindered. Enabler.

Misdirect (3 Speed points): When an opponent misses you, you can redirect their attack to another target (a creature or object) of your choosing that's within immediate range of you. Make an unmodified attack roll against the new target (do not use any of your or the opponent's modifiers to the attack roll, but you can apply Effort for accuracy). If the attack hits, the target takes damage from your opponent's attack. Enabler.

Healthy: Add 1 to the points you regain when you make a **recovery roll**.

Ajustements déjà appliqués :

Tier 1: Courageous. You are trained in Intellect defense tasks and initiative tasks. Enabler.

Warding Shield. You have +1 to Armor while you are using a shield. Enabler.

TOUGH

You're strong and can take a lot of physical punishment. You might have a large frame and a square jaw. Tough characters frequently have visible scars.

You gain the following benefits:

Resilient: +1 to **Armor**.

Healthy: Add 1 to the points you regain when you make a **recovery roll**.

Skill: You're trained in Might defense actions.

Additional Equipment: You have an extra **light weapon**.

Nelodièn, An Empirical Nano who Employs magnetism

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Might 10 (Edge 0)
Speed 12 (Edge 0)
Intellect 16 (Edge 1)

Effort 1

Skills :

- Understanding numenéra [*Nano*]
- Conducting tests (to : find proof, discern the truth, glean information) 1 [*Empirical*]

Equipment :

- Light weapon (2 dégâts, +1 au toucher) : Bâton de marche
- Book about the numenéra
- Cypher : gravity-nullifying spray
- Cypher : telepathy implant
- Cypher : teleporter
- Curiosité : Une jar métallique qui maintient indéfiniment la température du liquide à l'intérieur.
- 4 éclats

Problèmes :

Non-Resilient: If you haven't had time to study something, you have a hard time taking action and moving forward. Whenever you receive a GM intrusion, any action you take in response is hindered.

Abilities :

Weapons: You can use light weapons without penalty. You have an inability with medium weapons and heavy weapons; your attacks with medium and heavy weapons are hindered.

Expert Cypher Use: You can bear three cyphers at a time.

Hedge Magic (1 Intellect point): You can perform small tricks: temporarily change the color or basic appearance of a small object, cause small objects to float through the air, clean a small area, mend a broken object, prepare (but not create) food, and so on. You can't use Hedge Magic to harm another creature or object. Action.

Scan (2 Intellect points): You scan an area equal in size to a 10-foot (3 m) cube, including all objects or creatures within that area. The area must be within short range. Scanning a creature or object always reveals its level (a measure of how powerful, dangerous, or difficult it is). You also learn whatever facts the GM feels are pertinent about the matter and energy in that area. For example, you might learn that the wooden box contains a device of metal and synth. You might learn that the glass cylinder is full



example, you might learn that the wooden box contains a device of metal and synth. You might learn that the glass cylinder is full of poisonous gas, and that its metal stand has an electrical field running through it that connects to a metal mesh in the floor. You might learn that the creature standing before you is a mammal with a small brain. However, this esotery doesn't tell you what the information means. Thus, in the first example, you don't know what the metal and synth device does. In the second, you don't know if stepping on the floor causes the cylinder to release the gas. In the third, you might suspect that the creature is not very intelligent, but scans, like looks, can be deceiving. Many materials and energy fields prevent or resist scanning. Action.

Tier 1: Move Metal (1 Intellect point). You can exert force on metal objects within short range for one round. Once activated, your power has an effective Might Pool of 10, a Might Edge of 1, and an Effort of 2 (approximately equal to the strength of a fit, capable, adult human), and you can use it to move metal objects, push against metal objects, and so on. For example, in your round, you could lift and pull a light metal object anywhere within range to yourself or move a heavy object (like a piece of furniture) about 10 feet (3 m). This power lacks the fine control to wield a weapon or move objects with much speed, so in most situations, it's not a means of attack. You can't use this ability on your own body. The power lasts for one hour or until its Might Pool is depleted, whichever comes first. Action.

Quick Study: When you take a round to study whatever is in front of you and gain the facts, you feel more confident that you're about to do the right thing. Your next non-combat action gains an asset.



Ajustements déjà appliqués :

EMPIRICAL

You trust only what you can see with your own eyes—and sometimes not even that. You're most comfortable when you've had time to complete your research, find all the facts, and figure out the truth.

You gain the following benefits:

Observer: +4 to your Intellect Pool.

Skill: You are trained in all actions involved with conducting tests to find proof, discern the truth, or glean information.

Quick Study: When you take a round to study whatever is in front of you and gain the facts, you feel more confident that you're about to do the right thing. Your next non-combat action gains an asset.

Non-Resilient: If you haven't had time to study something, you have a hard time taking action and moving forward. Whenever you receive a **GM intrusion**, any action you take in response is hindered.

Ruzuris, A Rugged Jack who Controls Beasts

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Might 11 (Edge 0)
Speed 13 (Edge 1)
Intellect 12 (Edge 0)

Effort 1

Skills :

- **(Flexible à décider au début de la journée)** 1 [*Jack*]
- Tracking [*Jack*]
- Climbing 1 [*Rugged*]
- Jumping 1 [*Rugged*]
- Running 1 [*Rugged*]
- Swimming 1 [*Rugged*]
- Training natural animal 1 [*Rugged*]
- Riding natural animal 1 [*Rugged*]
- Placating natural animal 1 [*Rugged*]
- Identifying natural plant 1 [*Rugged*]
- Using natural plant 1 [*Rugged*]
- ~~Charm~~ -1 [*Rugged*]
- ~~Persuasion~~ -1 [*Rugged*]
- ~~Etiquette~~ -1 [*Rugged*]
- ~~Deception~~ -1 [*Rugged*]

Equipment :

- Light weapon (2 dégâts, +1 au touché) : Fouet
- Medium weapon (4 dégâts) : Hâche
- Medium weapon (4 dégâts, 12 munitions) : Arbalète
- Light armor
- Explorer's pack
- 15m de corde
- 2 jours de rations
- 3 jours de vivres pour les animaux domestiques
- Pack of light tools
- Cypher : machine control implant
- Cypher : visage changer
- Curiosité : Petite cage carrée qui met en stase toute créature placée à l'intérieur.
- Harnais et laisse pour les animaux domestiques

Abilities :

Weapons: You can use light and medium weapons without penalty. You have an **inability** with heavy weapons; your attacks with heavy weapons are hindered.

Cypher Use: You can bear two cyphers at a time.

Flex Skill: At the beginning of each day, choose one task (other than attacks or defense) on which you will concentrate. For the rest of that day, you're trained in that task. You can't use this ability with a skill you're already trained in to become specialized.

Link Senses (2 Intellect points): You touch a willing creature and link its senses to yours for one minute. At any time during that duration, you can concentrate to see, hear, and smell what that creature is experiencing, instead of using your own senses. If you or the creature move out of long range, the connection is broken. Action to initiate.



Critter Companion: A level 1 creature accompanies you and follows your instructions. This creature is no larger than a large cat (about 20 pounds, or 9 kg) and is normally some sort of domesticated species. You and the GM must work out the details of your creature, and you'll probably make rolls for it in combat or when it takes actions. The critter companion acts on your turn. As a level 1 creature, it has a target number of 3 and a 3 health, and it inflicts 1 point of damage. Its movement is based on its creature type (avian, swimmer, and so on). If your critter companion dies, you can search an urban or wild environment for 1d6 days to find a new companion. Enabler.



"Sizir"

Tier 1: Beast Companion. A level 2 creature of your size or smaller accompanies you and follows your instructions. You and the GM must work out the details of your creature, and you'll probably make rolls for it in combat or when it takes actions. The beast companion acts on your turn. As a level 2 creature, it has a target number of 6 and 6 health and it inflicts 2 points of damage. Its movement is based on its creature type (avian, swimmer, and so on). If your beast companion dies, you can hunt in the wild for 1d6 days to find a new companion. Enabler.



"Beurwecht"

Ajustements déjà appliqués :

RUGGED

You're a nature lover accustomed to living rough, pitting your wits against the elements. Most likely, you're a skilled hunter, gatherer, or naturalist. Years of living in the wild have left their mark with a worn countenance, wild hair, or scars. Your clothing is probably much less refined than the garments worn by city dwellers.

You gain the following benefits:

Skill: You're trained in all tasks involving climbing, jumping, running, and swimming.

Skill: You're trained in all tasks involving training, riding, or placating natural animals.

Skill: You're trained in all tasks involving identifying or using natural plants.

Inability: You have no social graces and prefer animals to people. Any task involving charm, persuasion, etiquette, or deception is hindered.