

PAGAN PACTS

CHARACTER PATHS



SUPPLEMENT FOR CREATING A CHARACTER IN THE PAGAN PACTS WORLD

ANSWER QUESTIONS TO GET YOUR CHARACTER STARTED AND KNOW
THEIR THOUGHTS ON THE MOST IMPORTANT MATTERS



CHARACTER PATHS

ARRIVAL IN NARBAN

The town of Narban was founded some 20 years ago, when Jarl Pakku arrived leading a group of settlers, who constructed a fort. How long have you been here?

- ◆ I've only recently arrived. I was told this community urgently needs people like me.
- ◆ I arrived a few years ago to build something of my own and become part of a community.
- ◆ A few weeks ago I had an unfortunate encounter with the law and had to leave my home. I've relocated until things quiet down.
- ◆ I've been here since the beginning. (Maybe even when Narban was still only a trading outpost) and have witnessed times of peaceful coexistence with the elves.

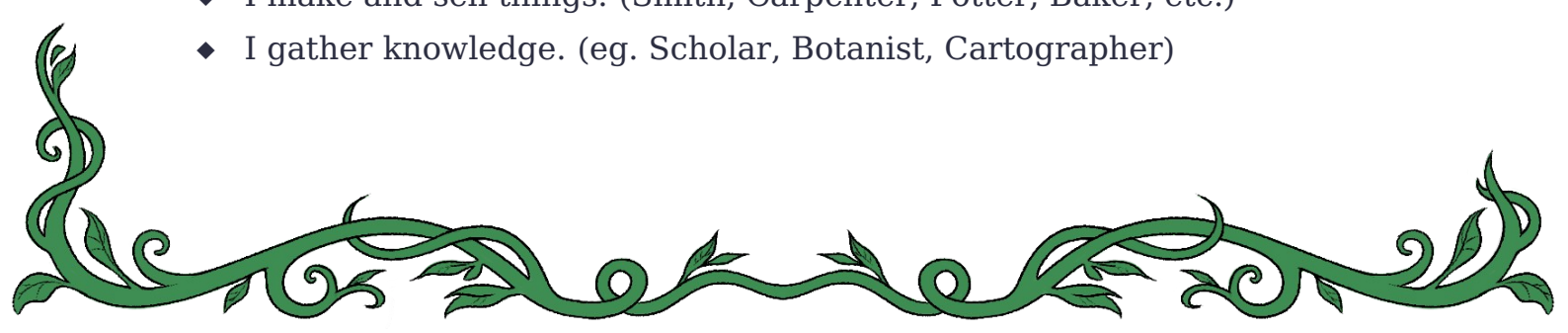
MAGIC AND THE SPIRITS

Paved the Priest holds mass in the Temple of Taara. Of particular importance is that the whole community stand together against the magical influences of the island. What do you know about that?

- ◆ I know what Paved tells us: All elves are cruel and spiteful beings. Every human who seeks to work magic will sooner or later be come corrupted by it and betray the community.
- ◆ I've heard rumors, but I'm still not convinced magic creatures even exist.
- ◆ I have a connection with one of the great spirits and perform a daily ritual in secret to renew it. (Requires GM approval)
- ◆ I have been deep into the forest before. The elves may not be harmless, but they are in comparison to some of the other creatures out there.
- ◆ I don't care if it's good or bad, I have witnessed a loved one being banished after they were accused of working magic. So it is dangerous.

CHARACTER ROLE

What is your role in the community?

- ◆ I go to the edges of the area we know to be safe, to find resources. (eg. Hunter, Fisher, Lumberjack)
 - ◆ I make good use of the cleared land to feed everyone. (farmer, herder)
 - ◆ I keep my eyes open to make sure everyone is safe. (Militia, Housecarl)
 - ◆ I make and sell things. (Smith, Carpenter, Potter, Baker, etc.)
 - ◆ I gather knowledge. (eg. Scholar, Botanist, Cartographer)
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ORIGINS

Where on the continent do you come from originally?

- ◆ Oskige. A rich coastal trade city governed by a council of merchants. She lies on the crossroads a number of trade routes, an ideal harbor offering work for many sea-faring folk.
- ◆ Stockam. A coastal town in the north, hard to reach by sea. It is often a safe haven for pirates, and boasts the only slave market in the area.
- ◆ Talwin. This town lies at the center of a small kingdom of rolling hills, sheep herders and honest folk. The people is fiercely loyal to their King, who enjoys his safe position a bit too much.
- ◆ Fynam and Berkige. The kingdom of Fynam lies inland, at the foot of a mountain range. Here the best raw materials are gathered and worked by artisans of the highest prestige. Before King Halfast of Fynam set out to conquer the city, Berkige used to be a trade hub like her sister Oskige. Now she is has lost in significance through quarrel and political intrigue.
- ◆ Gotborg. Under the stable reign of Duchess Hilwindar, Gotborg has become a center of knowledge. The church of Taara and it's monasteries are influential in the area.

NAME (ROLL 2D20)

Result	Prefix	Suffix	Result	Prefix	Suffix
1	Ann	veig	11	Kar	mund
2	Ask	hild	12	Liv	ya
3	Bal	finn	13	Mer	lik
4	Dav(o)	dil	14	Od	hird
5	Est	rin	15	Rag	far
6	Fel	rick	16	Rado	brand
7	Gir	red	17	Sig	ura
8	Hal	var	18	Tor	sby
9	Ing	vald	19	Ves	sar
10	Jor	dis	20	Yll	dara

