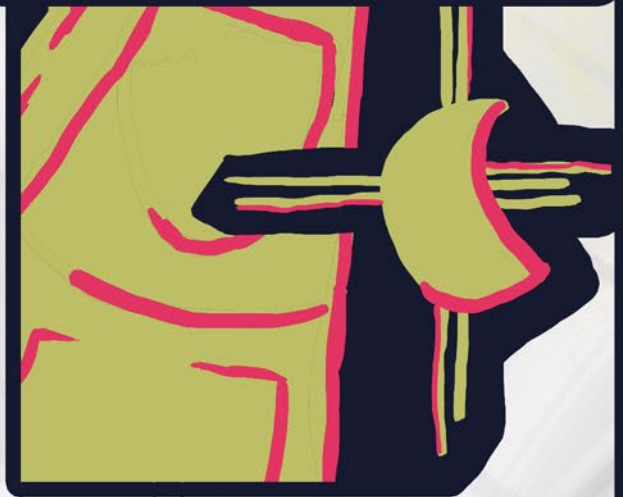




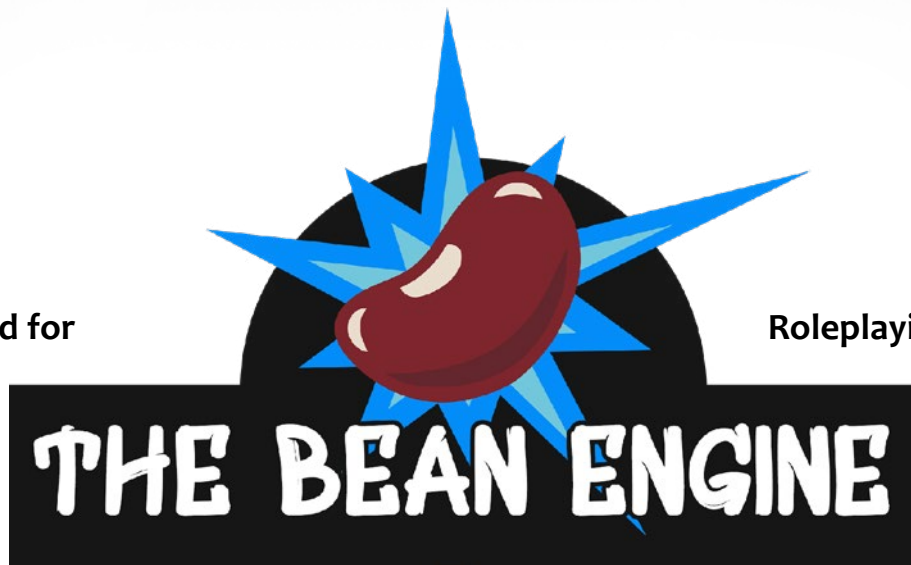
# 36 WEIRD BACKGROUNDS FANTASY FOR THE BEAN ENGINE



BY KORBOHNER

Designed for

Roleplaying Game



KorbohneD

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From an early age, you were fascinated by these creatures with their eight legs and eight eyes. Equally fragile and graceful, they weave their nests and poison their prey. Their species are as numerous as the stars.

You always carry some with you. You cultivate them and harvest what they produce. You are in great demand in some circles. Your experience is invaluable.

### Equipment

2x	S	Spider colonies in a jar
1x	S	Vial of poison
1x	S	Tooth of a mother spider
1x	M	Arachnoid lexicon
1x		Full Purse

### Starting talents

#### Immunity of a thousand poisons

When a toxin is given to you for the first time, the consequences of it are twice as severe as for others. However, you never die from it.

After you overcome the effects, you are completely immune to the injected poison. In addition, your body automatically produces an antidote that can be administered to others.

#### Arachnoid expertise

When it comes to spiders, you know your stuff. When there is something to know or find out about a spider, you get advantage.

### Possible talents

#### Wall walking

Your hands and feet secrete fine and sticky secretions that allow you to stick to walls or ceilings without effort and to climb up them.

#### Dripping fangs

Your canines become long, pointed, and hollow inside. In addition, if you wish, they secrete a sleep-inducing venom that can be injected with one bite. Your body needs a whole day to produce enough venom to do this again.

#### Acquaintance of the brotherhood

The fangs of the Brotherhood of Spiders reach far. You instinctively know if a fellow Brotherhood member is in a city you enter and approximately where they are.

You inhabit one of the fourteen covenant bridges between Lustria and Tenebrem. Instead of devoting yourself to one side, you worship both the shadow and the light. You are the sacral sign of a crumbling peace. You were born in the penumbra of a pale light and worship the twilight more than anything else.

### Equipment

1x	S	Ashen gown
1x	T	Sacred symbol of twilight
1x	S	Grenade of brightness
1x	S	Grenade of darkness

1x | Loose Change

### Starting talents

#### Light manipulation

You can make light sources shine brightly or go out. To do this, you must hold a sacred symbol in your hands.

### Possible talents

#### Force the light

You can make objects glow as long as you hold them in your hand.

#### Mistress of the shadows

As long as you move through the shadows, you are nearly invisible to beings who need light to see.

#### Bearer of Twilight

As the sun rises or sets, you gain advantage on all actions involving light or shadow.

#### Litany of Embers

You can consecrate a torch, lantern or other object that gives light by means of a one-minute litany. Its luminosity and duration will be doubled.



The capitalist machine consumed your mind and then threw you to the other senseless bodies, empty and exhausted. A small spark of life was still in you, however, and after some time you were able to gain your freedom at last.

From an early age, you knew that your talents were in fact a curse. At least you can use them for yourself from now on. If only it weren't for those pounding headaches and nosebleeds.

### Equipment

1x	S	Broken mental ring
1x	S	Pack of headache medication
2x	T	Mental stimulant
3x		Couple of Bucks

### Starting talents

#### Telepathy

You can enter the mind of willing people and thus communicate with them silently.

#### Telekinesis

You can manipulate and move objects using your mental power. The larger, heavier or more complex the object, the more difficult the action. Each time you use this skill, you receive a stress.

### Possible talents

#### Energy Manipulation

You can manifest your mental power into physical energy and attack with it, hurl it or shoot it. Each time you use this skill, you receive a stress.

#### Precognition

When you touch objects and make a successful Knowledge check, you receive a vision of the future associated with that object. When using this skill, you receive a stress.

#### Teleportation

You can teleport yourself to any place you can clearly see around you. Each time you use this skill, you receive three points of stress.

Your old life was dull and boring. Your parents were about to marry you off to someone for connections or honor. Except that you never wanted to.

Instead, you left under the cover of night to find a new life. One with adventures and villains and heroes. Just like you read about in the old books.

### Equipment

1x	T	Seal of the noble family
1x	M	Ornate rapier
1x	M	Fine torn robe
1x	S	Heavy iron boots
2x		Full Purse

### Starting talents

#### Blue Blood

You automatically recognize other beings of nobility. It doesn't matter what sense you use to detect them. You can smell their status just as well as you can feel or see it.

### Possible talents

#### Court the court

You are adept at the game of love and courtship. Even to the point of having many potential doors open to you. If you woo someone for a week, that person will fall for you after a successful charisma trial. After that, they will do anything you ask, up to a certain moral level.

#### Friend of the staff

You have a special connection with servants, maids and house attendants. You get advantage on actions whenever you ask anything from them.

#### Friend of the critters

You can attract all kinds of creatures with your bell-bright song. Birds land on your shoulders, mice come running, grasshoppers jump around and centipedes slither up to you. They can act as your messengers. You send them out and after a little while they come back with fresh news, as long as they are not hindered or distracted. You communicate through gestures and facial expressions.

#### The commoner under me

You always get one less stress from combat actions of non-nobles.

You just can't see the blood, the death and the gashes anymore. Every day the same routine. Trying again and again to keep the living in this world. You are broken. Finished. Exhausted.

Oh, you're so exhausted. You would like to lie down and leave the world to itself. But of course you can't, because someone has to do the grunt work.

### Equipment

1x	T	Doctor's oath on parchment
1x	S	Pack of bandages
1x	S	Pack of painkillers
1x	M	Sewing utensils
1x	S	Scalpel collection
2x		Couple of Bucks

### Starting talents

#### Doctors Oath

Every time you care for or heal a stranger, you recover one stress.

If you ignore someone in need of care or attention, you get three points of stress

#### Real Doctor

When it comes to fixing physical injuries, you get advantage.

### Possible talents

#### Aid in emergency

If you would recover stress, you can let someone else recover the amount of stress instead. In return, you receive a stress yourself.

#### Covered by health insurance

Every month in the game you will receive a handful of coins from the Doctors Guild. You are also exempt from any and all taxes.

#### Rescuer in distress

When you defend injured people, you receive advantage on all related actions.





You cannot remember your previous life. The one before your death. All that came afterwards, you still have well in mind. Somehow you escaped from the existence of undeath.

What will you do now? Try to find out something about your past? Take revenge on those that made you work or stand guard as a walking corpse? Are you still liable to pay taxes? You certainly are hungry.

### Equipment

1x	M	Iron shackles
1x	S	Large tube of skin cream
1x	M	Ancient armor
1x	M	Ancient weapon
1x		Loose Change

### Starting talents

#### Friend of Death

Dying is only a minor setback for you now. You can return from the afterlife as often as you like, but you suffer a loss every time.

Healing or other medical measures no longer have any effect on you.

#### Biting hunger

You have a real appetite for the flesh of your compatriots. You can restrain yourself, but it gnaws at you. Every time you eat a good portion of a fellow person, you recover 3 points of stress and don't have to eat for a week.

### Possible talents

#### Negative knowledge

On subjects that no one actually has knowledge of anymore, you get +1 to pull them out of the aether via a knowledge check.

#### Obsessive homesickness

Pick a place, a memory, or a person. You will always find your way back to it/them, no matter where you are.

#### Traces of loneliness

In a very deserted place, where no one has been for a long time, you can always sense an extra detail that only you will notice.

What you need, you take from nature. You are in agreement with your environment. Your mind has also adapted to these simple guidelines. You revere the oath you have taken as your innermost directive.

You always know what you are striving for next. Your actions are full of decisiveness and your whole will is directed towards your goal. Clad in ivory, no path is too far and no effort too much for you.

### Equipment

1x	L	Anklebone chain armor
1x	M	Femoral club
1x	S	Bunch of fate bones

1x | Couple of Bucks

### Starting talents

#### Do-It-Yourself

When it comes to gutting a beast, using or recycling its remains, you get advantage.

#### Oathsworn

Come up with an oath. Something like "loyal to the king", "never eats meat" or "wins every duel". It should be clearly stated.

Whenever you act on this oath, you get +1 to your action.

If you ever break your oath, you immediately suffer a loss. After that is settled, swear a new oath.

### Possible talents

#### Double responsibility

You swear a second oath. This should be connected or linked to the first in some way. Otherwise, the same rules apply as for the first.

#### Bondmate

Designate a willing player to be your bondmate. Whenever one assists the other, they get +2 instead of the normal +1 on actions.

However, you also share your pain. If one of you suffers a loss, the other immediately suffers one as well.

#### Off the beaten path

You find your way in unfamiliar terrain better than some, and receive advantage when moving through very inhospitable and hostile areas.

You've taken the oath and donned the cap, and thus submitted the rest of your life to the motto that's inscribed above the door of the headquarters at the train works: "The mail is everywhere and always."

Only no one specified exactly how much of your time you really had to devote to it. As a mail carrier, you actually have pretty flexible hours. As long as your parcel bag is empty, you're free. And in your case, delivery doesn't take long. A hop there and back, done in a few moments. Most of the time, anyway.

### Equipment

1x	T	Peaked cap
1x	S	Pack of blank postage stamps
1x	S	Stamp collection
1x	S	Mail bag
1x	S	Reality anchoring shoes
2x		Couple of Bucks

### Starting talents

#### Unstable Mass

Your body can destabilize at will. Roll a Constitution check. If you fail, you will involuntarily destabilize again later.

You can re-stabilize yourself at any time in the future in a place where you have stood before. You appear there out of nowhere. Everything you carry directly on your body will be brought along.

If you want to use this skill again directly afterwards, it will be disadvantaged, as your body will have to recover for a few minutes to avoid further instability.

#### Friends at the Post Office

Whenever you deal with someone from the postal trade, you receive advantage on all your checks.

#### Possible talents

#### Art adept

Having seen a photograph or painting of a place is enough for you to stabilize there, but you receive disadvantage on your Constitution roll in the process.

#### Trip with friends

You can destabilize people with you if you hold their hand while doing so. If that person in turn holds someone, that person is also taken. You gain -1 to your Constitution check for each creature you take with you this way.

#### Letter carrier's Sleuth

If you are looking for a specific address in a town or village, you get advantage to find the way.



You've been jetting down the steep hills of your homeland in your pedal wagon since you were a kid, holding your juice pouch tightly in your hand. Today, it's bigger cars and tougher stuff, but still the same drive for speed and whimsy.

Equipment

1x	L	A rideable vehicle
1x	S	Safety helmet
2x	S	Intoxicating gas
1x	Couple of Bucks	

Starting talents

Doping in everyday life

As long as you are high enough on intoxicants, you get +1 to all your rolls. However, as soon as you come off of it and the after-effects set in, you will receive stress or other consequences, depending on the type and amount of intoxicant.

Mechanic

When it comes to repairing or modifying your trusty ride, you receive advantage.

Possible talents

Long-term effects

*Replaces - Doping in everyday life*

You've been filling up on intoxicants all your life until you finally develop total immunity. Alcohol, hallucinogens, or other such substances no longer work on you.

Gas Talks

You can communicate with the gas that powers your vehicle on another level of consciousness. It can answer practically all your worldly and spiritual questions, but the information you receive is always cryptic, difficult to interpret or somehow incomprehensible.

Trusted dealer

Intoxicants and similar substances cost you one capital level lower.

You made an unforgivable mistake and were condemned by extraplanar powers. It was decided that from now on you will be made subject for justice.

You will spend the rest of your life in chains, wandering the land in search of those who deserve less mercy than you. Most of the time you want them dead, sometimes alive, and often you get to decide for yourself.

### Equipment

1x	M	Chain links made of space iron (can't be taken off)
1x	S	Collection of wanted posters
1x	M	All-purpose executioner's axe
1x		Loose Change

### Starting talents

#### Eternal Shame

Your chains are firmly attached to your joints. You must hunt down at least one Wanted person each month, or you will receive a loss at the end of the term.

#### Long arm of the law

You are under the protection of higher powers. Authorities in civilized areas will not stand in your way during your work and will not punish minor crimes or misdemeanors as long as they are done in the service of your employment.

### Possible talents

#### Friend of the Law

If you have to deal with law enforcement officers or guardsmen in the service of your employment, you will receive advantage.

#### Karma sight

If you look at someone for some time, you can tell if that person has been guilty of something. The more crimes that person has committed, the brighter their aura shines.

Every time you use this ability, your eyes get strained and you get a point of stress.

#### Finding the right track

When you are tracking a criminal, you receive advantage on all navigation checks.

You have learned the blacksmith's craft through long training. In these days, however, simple metal is no longer good enough for you. Instead, you seek out the space iron that can only be extracted from falling comets.

Along the way, you become intoxicated with the starroots that fall out of the sky with it. You dream of trinary star systems and pulsating black holes.

### Equipment

1x	L	Rocket backpack
3x	S	Gas cartridge
1x	M	Bronze pick
2x	S	Portion of starroot
1x	Full Purse	

### Starting talents

#### Stellar Addiction

You must consume starroot once per game session, or your matter will dissipate and you will receive 1D6 stress.

Starroot only grows on falling comets. When you ingest it, you can ask the universe a single yes/no question.

#### Blacksmith Queen

Whenever you forge something, you receive advantage.

#### Ring of the falling chunks

You can hear and locate the distant breaking of comets in the atmosphere.

### Possible talents

#### Spicy Knowledge

When you need to distinguish or evaluate spices or ingredients, you receive advantage.

#### High Altitude

Whenever you fly through the upper layers of the atmosphere, you receive advantage.



The sun is your mother and its rays were your puberty. Your life burns before your eyes and you are ablaze with it. Your passion burns your years from your bones.

The searing heat of your core chars every essence of yourself as you release it.

You strive to proclaim the message of the sun.

Let everyone experience the glory of their own self-ignition.

### Equipment

1x	S	Fireproof clothing
1x	S	Heavy iron gauntlets
1x	S	Pack of mint pastilles
1x		Couple of Bucks

### Starting talents

#### Explosive End

When you reach the age of 80, you ignite and perish in a massive explosion.

#### Incandescent Power

Your character starts at any starting age. Make a note of this on your character sheet.

You can get a bonus on any action, but you must add years to your age to do so. The bonus is equal to the number of years added.

You will only age internally. Externally you will still show the same age.

### Possible talents

#### Walking lighter

You can create a small flame at any time, for example to light a torch or a fireplace.

#### Blazing fireball

If you add a year to your age, you can summon a head-sized fireball from deep within your blazing core and fire it at someone with a successful shooting trial.

#### Fanfare of Hell

Add four years to your age to make an entire room go up in fire and smoke. Anything inside that is flammable will start burning on the spot.

You have always been interested in the world of the rich, beautiful and aristocratic. But instead of being someone of status yourself, you were only allowed to look after their brats.

But that also has its good sides. Children are very communicative and you always have an open ear for all problems, rumors and scandals.

### Equipment

3x	T	Scandalous Secrets
1x	S	Notebook of secrets
1x	S	Rod // Sugar Bag
1x	S	Silver amulet of the former lady
1x		Full Purse

### Starting talents

#### Digging Deep

You passively research the darkest traits of your fellows. Each week in company, you automatically gain a Scandalous Secret, which you can use to gain advantage on a specific conflict or action with other people. In exchange, the Scandalous Secret will be consumed.

### Possible talents

#### Broken Household

If you are employed in a household, you can choose to slowly break it from the inside. This will take you a week. After that, most of the residents hate each other and the situation descends into chaos. This gives you two points of stress at completion.

#### Child Friend

You have always been a helper of the weakest members of society. You get advantage on actions where you interact with children.

#### One strong blow

Sometimes words and heart help more than all tinctures and painkillers. Immediately after a physical confrontation, you can heal one point of stress with a successful carefulness check.

#### Subliminal snitching

By posing as a maid or valet, you can sneak into someone else's household without ever being questioned. If you do things that are out of line with your station or work environment, these will still attract attention.

You've been trained as a journeyman and leave with a fascination for anything sharp that can cut fabric. No beast is a match for your scissors and no cutting pattern is too difficult for your skilled hands. You are devoted to the pursuit of liberty and ready for any adventure. Giants tremble at the sound of your name.

### Equipment

1x	S	Large fabric scissors
3x	S	Bale of cloth
1x	S	Sewing Equipment

3x | Loose Change

### Starting talents

#### Master of Sewing

When it comes to sewing something or working cloth or leather, you get advantage on your check.

#### Beasts of the Fairy Tale

When in conflict with legendary and infamous monsters and creatures, you gain advantage on all actions.

#### Scissor Grinder

Any blade, no matter how small and blunt, counts as a usable weapon for you.

### Possible talents

#### Sleuthing of the wanderer

You are able to always locate a tavern or other accommodation in a foreign environment/town/village, if one exists.

#### Stories from all over the world

If you try to brag about your daring adventures to impress someone, you will receive advantage.



You rummage through dark crypts and visit cemeteries and catacombs under the cover of darkness, always on the lookout for the remains of former people. Bone engineer is a respected profession, even if nobody likes to have you around.

Your self-made automatons keep you company well enough for that.

### Equipment

3x	K	Bones
1x	M	Gravedigger's shovel
1x	K	Bottle with essence
1x	K	Precision tools

3x | Couple of Bucks

### Starting talents

#### Bone Engineer

You can create Automatons from bones and essence. Walking undead that are subject to your will. They are very stupid and can only follow the simplest orders. (Weed, Kill, Dig, Carry, etc.)

You can instill complicated commands into your Automatons by having several work together. For each additional Automatron that cooperates with the first one, you can add a word to the command.

#### Life Drinker

You can siphon essence from slain creatures. The more powerful the creature, the more essence you get. You can drink one unit of it to get advantage on your next roll. You also get 2 stress when you do this.

### Possible talents

#### Mortician's knowledge

When you fathom knowledge from catacombs, tombs, graves, cemeteries, or the like, you gain advantage on Knowledge rolls.

#### Autonomous chains of command

By processing ten units of essence, you can create an intelligent Automatron. It can issue simple commands on its own and monitor a task area.

#### Official Automatron License

Your work has been approved by the guild. You will receive advantage in dealing with those who are irritated by your Automatons.

The deep sea has always been your home. Locked in a few tons of steel, crushed and cramped; surrounded by thousands of tons of water. Where no light ever reaches, you must scratch wildly. Your skin is dotted with hard pocks, red and green they shimmer in the light of the flare, reflecting the flakes of dust that float through the darkness at the porthole, interrupted only here and there by a swift shadow or gigantic tentacles.

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### Equipment

1x	H	Two-person submarine
1x	M	Diving suit
3x	S	Gas cartridges
1x		Couple of Bucks

### Starting talents

#### Coral Infestation

Your skin is hard and porous in many places. Large colonies of corals have attached themselves to you. They filter oxygen from the ocean for you. You can breathe under water.

#### Natural protective layer

The pressure of the deep sea doesn't bother you. You can dive as deep as you want without getting damaged.

#### Created under water

When it comes to driving and steering a vehicle underwater, you get advantage.

### Possible talents

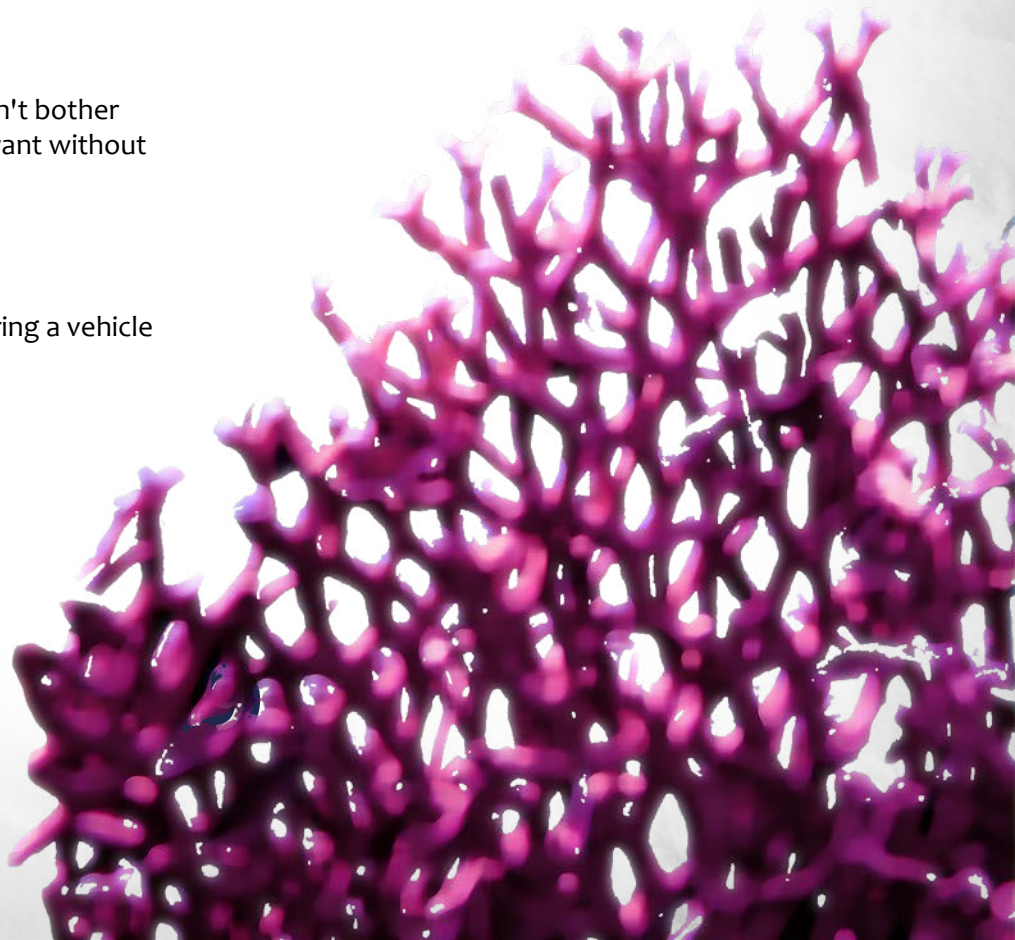
#### Human divining rod

You sense whenever a water source is within a few miles of you. It doesn't matter in which direction, up or down.

In addition, you usually feel a slight urge to find it and plunge yourself into it.

#### Fins of the Ancients

You seem to have fish people in your ancestral line. You have always had webbed feet growing between your fingers and toes.  
You gain +1 to all checks in the water.



Your creativity has always been your greatest talent. Where others live their whole life off the ground and the dirt, you seem to be born for higher purposes. Art calls and you have followed its song with joy.

But something else seems to flow in your veins. Everything you draw seems to take on a strange... life of its own. Clearly a bonus, though. Willing servants are so hard to come by these days.

### Equipment

2x	M	Canvas
1x	S	Brush collection
3x	S	Paint cans
1x	M	Pack of parchment
2x	S	Ink cartridges
1x		Loose Change

### Starting talents

#### Living Art

Everything you paint becomes reality. To do so, you must pass a successful construction check. If you fail, what you paint becomes hostile or can be interpreted negatively in some other way. When painting, you always consume a painting resource such as paint or ink.

#### Pricing safely

If you estimate the monetary value of a treasure, artwork, or trinket, you receive advantage.

### Possible talents

#### Art connoisseur

You can tell at a glance if a painting is real or just a fake.

#### Scene insider

When dealing with other artists or creative personalities, you receive advantage on your Charisma and Knowledge checks.

#### Careful Mixing

When you make paints yourself or buy them, you always get double the amount.



One person's trash is another person's happiness. Your favorite pastime is digging through other people's trash. So much is thrown away, that you can still use after all. Many a pile of garbage is a treasure trove of useful tools and materials. From old to new. From garbage to mechanism.

### Equipment

3x	S	Gas cartridge
1x	S	Extendable magnifying glasses
1x	L	Mobile miniature workshop
3x	S	Trash

1x | Loose Change

### Starting talents

#### Here's another one...

You can substitute any material you need with trash. The rarer or more valuable the material, the more trash you need for it.

Wood 1:1 ; Metal 1:10, Gold 1:100

#### Muck and mildew

Long years of collecting garbage have given you a permanent odor. Wild animals refuse to get too close to you, but you gain disadvantage on all interactions with civilized people.

#### Technician

When it comes to gears, joints, levers, pistons or the like, you get advantage on all your checks.

### Possible talents

#### Recycling

You can recycle any item into resources without a check. You get trash equivalent to the size of the item.

#### Oops.

You can automatically understand and analyze a magic artifact, no matter how complicated it is, but the item gets a permanent CRACK! in return.

You have devoted yourself to a being of higher power. It offers you power, wealth, or whatever else you want. It doesn't ask for much. Except your help with certain earthly matters from time to time.

### Equipment

1x	T	Pact amulet
3x	S	Consecrated Scrolls
1x	S	Decorated ritual knife
1x	M	Flowing silk robes
2x		Loose Change

### Starting talents

#### Lifelong Pact

You have made a pact with a being from another domain. If you turn to this being, it will surely help you. But for every help a tribute is demanded at some point. If you do not fulfill it on time, the consequences could be drastic.

#### Secular

You will receive advantage on knowledge checks involving cults, sects, or religions.

### Possible talents

#### Pervasive Obsession

Your pact is deepened. You absorb a part of the extra-planar being. If you want, you can take a part of its infinite power for one scene. In return, you gain 5 stress, but also advantage on rolls in the domain of the creature for that scene.

#### Claws of Horror

You make use of your master's physiognomy for a short time.

You acquire scales on your hands and your fingernails become long and hard. They are now sharp enough to inflict proper damage. Your hands count as small weapons until the end of this scene.

#### Ancestral Wings

You make use of your master's physiognomy for a short time.

Thick, leathery wings sprout from your shoulder plates. They last until the end of the scene and are just big enough for you to stay in the air for a few minutes. In addition, you'll receive 3 points of stress for this.

You were born deathly ill as a child. You came into the world coughing and wheezing. Now you have dedicated yourself to being a doctor.

Your goal is to eradicate by all means the diseases that threaten our existence.

Even if you have to infect yourself. Inwardly consumed by pestilence, you walk the land, always ready to end suffering and cure the sick.

### Equipment

1x	S	Beak Mask
1x	M	Medicine Stick
2x	S	Fungus remover powder
1x	S	Bag of cough drops
1x		Full Purse

### Starting talents

#### Living Disease Catalog

You may store a disease in your body once you get it. A small strain of it lives on in your body, but does not harm you.

You automatically produce antibodies against it if you get infected again.

#### From the subject

When you treat or cure illnesses of others, you get advantage.

### Possible talents

#### Sick immunity

You are riddled with all sorts of diseases. Fortunately, they all keep each other at bay. You get advantage on constitution checks against new infections.

#### Plague Origin

You can cough up any disease you have noted in your plague catalog as needed to infect your counterpart. You will receive 1 stress for this.

#### Coughing Incubator

Your antibodies are perfect for creating a potent antidote. You can use a syringe to extract a batch of vaccine against a specific disease once a day.





You tread lonely paths. Your destiny is as free and shattered as your sword. You walk wherever your future may lead you, with a feathery step and a slight bob in the ball of your foot. Ahead of you lies uncertainty and behind you the fallen bodies of your opponents. Everything is as it should be.

### Equipment

1x	M	Nicked sword
1x	S	Shredded Cloak
1x	T	Bent metal smoking pipe
1x	S	Tobacco pouch
1x	S	A pair of wooden sandals
1x		Loose Change

### Starting talents

#### Honorable Duel

In an official duel with an opponent, you get +1 to all rolls. As soon as second parties intervene, this bonus no longer applies.

#### Internalized edge

You receive advantage on construction checks when repairing a sword.

### Possible talents

#### Like a single body

When you choose this talent, you dedicate yourself to a specific sword. You always know where it is at any given moment. If your sword should break, you automatically lose this talent.

#### First Lesson - Whirl of the Winds

Your sword circles with the wrath of the wind. When attacking, you will hit all the people around you if you want to.

#### Second lesson - Throw of the Sky

*Prerequisite: First lesson - Whirl of the Winds*

Your sword now counts as a ranged weapon. You can throw it without difficulty before it comes hurtling back to you afterwards.

#### Third lesson - Force of the Earth

*Prerequisite: Second lesson - Throw of the Sky*

You swing your sword with the force of a rock. If you use it to destroy objects or the surrounding area, you gain advantage on your check. In doing so, however, your sword receives a CRACK!

On the outside, you're just a normal showman. You make your puppets dance, whether for the begging children on the roadside or the noble society in the castle. Many have already praised your art and talent as perfect, but the secret of your performances has other sources...

### Equipment

2x	S	"Empty" doll
1x	M	Animated doll
1x	S	Sewing equipment
1x	S	Roll of string
3x	Loose Change	

### Starting talents

#### Doll Sorcerer

You are able to detect the souls of creatures. You can roughly estimate how strong they are.

Additionally, you can fill a soul into a doll. These dolls are subject to your will to a certain degree. If they deviate strongly from their previous code, a Charisma check is required.

#### Born to be a showman

Wanting to impress an audience with your art or win the favor of a spectator, you receive advantage.

### Possible talents

#### Soul communication

By opening your mind and revealing your empathy to the world, you can talk with departed souls. The older, the more fragmented the conversation becomes. You can have a nice conversation with someone who has been dead for a day, but with someone who has been dead for a millennium, you will only get fragments of words.

#### Sensation of the dead

*Prerequisite: Soul communication*

Your sensations are projected outward even more. You can put yourself in the place of dead souls and experience their last few minutes like in a movie.

#### Control of life

You can influence real souls by creating a voodoo doll. For this you need something from your victim. A tuft of hair, a few fingernails or a few milliliters of blood will do.

In a one-day ritual you bind the person to the doll. From now on, damage or impact to the doll is transferred to the bound person to some degree. Needle pricks become stomach aches; burns become cramps; drowning becomes shortness of breath.

Your activity is highly respected. Especially in poorer regions, where people cannot afford the sacred rites and the dead rise again from their graves, you represent the last resort between being eaten and staying alive. With a silver shovel and a holy seal stamp, you drive the vermin back underground and bring them to their final rest.

### Equipment

1x	M	Silver Shovel
1x	S	Seal Stamp Collection
1x	S	Holy stamp pad
1x	S	Grave lantern

2x | Couple of Bucks

### Starting talents

#### Acquaintance of the Grim Reaper

You know your way around the formerly living. When dealing with undead, skeletons, ghouls, ghosts, or the like, you gain advantage on all rolls.

#### Banishing Mage

You are able to cast banishing magic. You can remove non-human entities or those upheld or supported by magic from this reality. The more powerful the entity, the more exotic materials and time you will need.

For a simple undead it is enough to simply apply a seal to it, for an archdemon you will have to perform an hour-long ritual.

### Possible talents

#### Massive Charge

You can absorb an inhuman entity and release it when needed. However, in doing so, you get 1 to 3 stress each time, depending on the entity's power. While trapped inside you, it cannot do any harm.

#### Watchful Light

If you put your hand on your chest, close your eyes and begin a gentle prayer, you will start to glow meekly. The light that emanates from you is very painful to the undead and usually causes them to flee.

#### Gift of final rest

You can bless a corpse in a one-minute ritual. This corpse or soul cannot be reanimated or made undead under any circumstances.



Explosions are your favorite pastime. You mix and match as you please, as long as the end result is something that makes a big bang. Of course, you also practice your craft now and then for another purpose. Healing potions or antidotes sell well, after all. But you're not really satisfied until you've made a big KABUMM!

### Equipment

3x	S	Explosive Tincture
3x	S	Alchemy Ingredients
1x	S	Gunpowder bag
1x	L	Portable Alchemy Lab
1x		Full Purse

### Starting talents

#### Explosive Expert

When you make explosive mixtures or use them, you get advantage.

#### Walking Herbal Encyclopedia

You can clearly identify ingredients in the wild and determine what chemical purpose they can be used for.

### Possible talents

#### Taste test

You automatically recognize which properties a potion has when you sip it briefly. No effects are caused by ingestion.

#### Economical mixer

You know how to get the maximum benefit from your ingredients. Every time you finish a brew, you get an extra potion.

#### Pervasive Magic

You can incorporate magical spells into your brew. For this, however, you must have a person at hand who can also cast this magic.



From an early age you have been fascinated by pole weapons. No matter what it is, whether spear, halberd, glaive, war flail, hook spear, lance, skewer or even a normal stick, you loved everything equally. No matter which regions you wandered through, the combination of wooden staff and pointed end could be found in all cultures and war customs. Over time, you developed a certain expertise for it.

### Equipment

3x	M	Any polearm
1x	S	Wood Polishing Set
1x		Couple of Bucks

### Starting talents

#### One for each occasion

You can bind a polearm to any enemy type of your choice in a one-hour ritual. (For example, bakers, soldiers, bears, dragons, etc...)

When you use this polearm to fight this type of creature, you gain advantage on your checks.

### Possible talents

#### All-purpose tool

Your polearms can now be tied to any purpose outside of combat. (For example, climbing prop, cooking spoon, paddle, etc...) When you use them for this purpose, you get advantage on your throws.

#### Extension of my body

Should you get stressed while acting with a polearm, instead of writing down the stress, you can destroy the polearm instead.

#### Eye of the connoisseur

You can tell at a glance what a weapon is like. What quality it has, how many people have wielded it, or if it has a special characteristic.

#### Long distance throwing artist

You can throw your pole weapons without disadvantage.

In the deepest depths, where the rock is alien to the sun and dark gray, hairless creatures feed on beetles and fungi, you dig tirelessly. Light is your enemy and bedrock is your mother. We come from dust and proceed to dust. The beginning is the end, but you dig steadily deeper. On and on down, without pause and rest. The ore must keep flowing.

### Equipment

2x	S	Chipped jewels
2x	S	Daily Dirt Ration
1x	M	Candle Helmet

1x | Couple of Bucks

### Starting talents

#### Shovel Master

When you move/transport earth or dirt or dig a hole, you get advantage.

#### Dirt Eater

Earth is rich in minerals and fiber. You can just eat a portion of dirt instead of normal food to get satiated.

### Possible talents

#### Squeezy body

You can squeeze into even the smallest spaces without getting disadvantage.

#### Lightless vision

Your pupils are gigantic. You can see normally even in complete darkness. In sunlight, however, you are almost blind.

#### Moulder Claws

You don't need any tools to dig. Your coarse shovel hands are more than enough for that.



Your beats are thumpy and your tones are jarring. Melodic shrieks mixed with panicked vocals. You play your rhythms in tune with the heartbeat of the earth. A booming rush of sound and ecstasy. Gas pumps in time through the nozzle of your synthesizer. People dance as if in a frenzy. You're the center of attention, yet you're lonely.

Equipment

1x	M	Gas powered synthesizer
4x	S	Gas cartridges
1x	S	Songbook

3x | Loose Change

Possible talents

Music Study

When you hear a song or read sheet music of it, you automatically recognize what kind of song it is and get desirable details and information about it.

Crowd puller

When you try to distract one or more people with a musical performance, you get advantage.

Hypnotic sounds

As long as you play, after a successful carefulness check, you can put a single person under the spell of your music. They will be in a trance and will not be aware of anything other than you and your instrument.

Starting talents

Musical support

When you perform a song on your synthesizer, you can give advantage to any action of a fellow player after a successful carefulness check.

Absolute hearing

You can accurately determine the pitch of any sound you hear without any tools.

You have probably the most important job in the whole world. You clean. You tidy. You sweep. To others, you might as well be invisible. Most people automatically tune you out. With scrubber and mop you work your way forward, unknown and alone. You get to see a lot, learn a lot about the people around you as they live their lives regardless of your own.

### Equipment

1x	H	Cleaning cart
1x	M	Mop
1x	K	Pack of cleaning rags
1x	K	Bar of soft soap
2x		Loose Change

### Starting talents

#### Master cleaner

You get advantage when you want to clean, sanitize or tidy up.

#### Part of the furniture

You get advantage when no one is specifically looking for you and you are hiding in plain sight.

### Possible talents

#### Only water and muscle power

You always carry a small amount of water with you just in case.

#### Everyday Face

If you want to convince someone that you are another person, you get advantage.

#### Disgust Resistance

You've been through a lot in all your time. If you get mental stress from disgust, reduce it by one point.

Your skills support the local farming community. You make it rain in times of drought and keep hail and storms at bay. It is only through your efforts that the harvest has doubled, if not tripled, in recent years. Of course, you are also rewarded for your work according to the standard rate. If only it weren't for all the paperwork.

### Equipment

1x	M	Weather rod / Weather book
1x	S	Fancy civil servant hat
2x	S	Storm powder
1x	S	Weather compass
1x	Full Purse	

### Starting talents

#### Weather Manipulation

You can conjure up all kinds of weather phenomena. For this you must always have a catalyst in your hands, usually a staff or a book.

You get disadvantage for precise or spontaneous spells.

### Possible talents

#### Meteorological Specialization - X

Your studies strengthen on a specific area of weather magic.

Choose a category:  
rain; heat; ice; lightning; wind.

You gain advantage on actions of the chosen category.

#### Source of Bureaucracy

You are well versed in the intricacies and bendings of laws and forms. Whenever a problem of this kind comes your way, you receive advantage.

In addition, you can work your way through any kind of bureaucratic document with ease, without losing the overview.

#### Accurate prediction

If you study the sky for ten minutes, taking into account wind, sun and humidity, you can accurately predict the weather for the next three days.

#### Civil servant sleep

You can sleep in all circumstances. Where everyone else can't find rest, you lay your head down and sleep like a rock.



A dark aura surrounds you and your belongings. You buy and sell the unholy riches of adventurers and scoundrels. You are shunned and sometimes feared by gods and demigods. If it weren't for the countless curses on your magical paraphernalia, you would surely be well-known and famous throughout the land by now.

### Equipment

3x	M	Cursed Artifact
1x	H	Hand cart
2x		Couple of Bucks

### Starting talents

#### Corrupted Sight

By gazing at an object for a few moments, you can determine if it is a magical artifact. Your sight even penetrates powerful magical veils and cover spells.

#### Curse Catalyst

You can share curses that are on you with a person near you if necessary. As long as you stay near them, they will also suffer the consequences and effects of those curses.

### Possible talents

#### Negative Field

The many curses around you and on you distort the magical fabric around you. In your vicinity, any magic can only be cast with disadvantage.

#### Cunning Hagglers

When you want to buy or sell something, you get advantage if you try to get a better price.

#### Confident in pricing

If you estimate the monetary value of an artifact, treasure, artwork, or trinket, you receive advantage.

Some of your guild spend their entire lives in silence, while others shout their voices hoarse every day. That a word possesses a special power was known to you even before your admission to the coven. Now you also possess the abilities to use this power and to project it to the outside. But as soon as you showed higher ambitions beyond this simple life, they threw you out in a hurry.

### Equipment

1x	M	Branded Cowl
1x	S	Bag of Throat Candy
1x	M	Broken walking stick
1x	S	Sonic Shell

1x | Loose Change

### Starting talents

#### Way of the whiff

You are in tune with yourself and choose your words carefully. Your whisper cuts like the blade of a dagger. You can use words like throwing daggers if you so choose.

#### Way of the pressure

You regularly scream against walls. Your vocal cords are as hard as steel, and your screams are so loud they shake glass.

Your words are so powerful that they can knock over objects and bring people to the ground. For each use you get 1 stress yourself.

### Possible talents

#### Light of Voice

Your voice reaches into the ultrasonic range. Your ears have been trained to do so. You can see in complete darkness as if it were broad daylight. However, one can also hear a very slight buzzing sound.

#### Melody of the siren

As long as you sing, all beings with functioning hearing will be under your spell. For the time of your singing, they are in a trance and cannot move. You can only use this ability once per game session.

#### Way of ease

Your tame words feel comfortable and beautiful. While you are chanting litanies, each stress you receive is lowered by 1 point for people you choose nearby.

At a young age, you were already subordinated to the bosses of the assembly lines. Every day you performed one monotonous task after another, but you were not productive enough in their eyes. So they optimized you. Now you need less sleep, food and fun to function. However, they didn't count on you, along with your colleagues, to eventually rise up against them. Now you are free to do whatever you want with your steel body.

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### Equipment

3x	S	Gaskartuschen
2x	S	Spare parts
1x	S	Anti-rust agent
1x	T	Polishing rag
3x	Loose Change	

### Starting talents

#### Glistening brass skin

Your skin reflects most of the sun. You get no disadvantage from intense heat and sunlight.

#### Metal Man

You can repair physical damage yourself using spare parts or resources and recover one stress per unit used for this purpose.

Additionally, you can install various gadgets in your body. However, these consume gas cartridges when used.

### Possible talents

#### Circular saw arm

Several rapidly rotating saw blades can pop out of your forearm when needed to remove any foliage or body limbs.

#### Glowing eyes

Small diodes have been placed in your eyeballs. You can use them like a flashlight to illuminate your surroundings.

#### Hard alloy

Stabbing or cutting weapons will give you one less stress when being attacked.



As a Krotthing, you wander the land as a tall frog, stocky toad or agile unk. Although your species doesn't live long, everyone tries to make the best of their short existence. You're out on the road, on your very own voyage of discovery around the world. One hopes that you will return with great accomplishments and bursting thoughts, and then share your gained experiences with your clan.

### Equipment

1x	M	Blade staff
3x	S	Daily Ration
1x	S	Healing clay
1x	S	Notebook
1x	Couple of Bucks	

### Possible talents

#### Busy Packer

You are very adept at efficiently stowing belongings. Large items only count as 3 cells to you.

#### Traveler's Language

If you want to understand and converse in a foreign language, you get advantage on Knowledge and Charisma checks.

### Starting talents

#### Expandable Lungs

You are able to stay underwater for a good hour before needing to catch your breath.

#### Throat Expansion

By tightening your vocal sac, your voice can reach even the most distant hilltops.

#### Always on the jump

You can make a running jump of up to fifteen meters.

You have always felt the call of the wild. At some point you followed it and it made you one of its own. It has changed you, not only your mind, but also your body. You are now one with it and everything that is in it. What dare the kings and nobles claim this wilderness for themselves? If anyone has a privilege to it, it is you, for you carry a part of it within you forever.

### Equipment

1x	S	Change of clothes
1x	M	Old rifle
1x	S	Belladonna seeds
1x	S	Animal bones
2x	Loose Change	

### Starting talents

#### Animal Change

Choose an animal. You can transform into this animal within a few moments, but you receive a point of stress for it.

#### Tracker

When you hunt game or animals in nature, you get advantage on your navigation checks.

### Possible talents

#### Partial transformation

You can transform only a part of your body into an animal. You will not receive any stress for this, but you will also only obtain the benefits of this one part of your body.

#### Avatar of the animals

##### *Repeatedly selectable*

In a one-day ritual you bind your soul to another animal form. From now on, you can transform into them as well.

#### Berserker

You can fall into a battle frenzy during a physical confrontation. You gain advantage on all combat checks, but your received stress is doubled for this time.

The subspecies of the Weaselkin are manifold, but all have similar tendencies. Whether the strong badgers, the nimble ermine or the graceful mink, all enjoy a strong nesting culture and simple living conditions.

But you wanted to experience adventure. So you set out, with good wishes behind you and foreign lands before you. With simple work you earn your living.

### Equipment

1x	S	Steel helmet
1x	T	Family photo
1x	S	Blunt knife
1x	T	Lucky coin
1x		Couple of Bucks

### Possible talents

#### David against Goliath

If you fight creatures many times your size, you will receive advantage.

#### Omnivore

You can satisfy your hunger with spoiled food without taking any harm.

### Starting talents

#### Dense fur

Your bushy fur keeps out needles, wasp stings, small rocks, and other minimally annoying damage.

#### Small stature

You get advantage when you want to make yourself smaller.

#### Nepotism

Weaselkin are present in almost every locality or region.

You can note three stress and summon 1D6 weasels to help you. They won't put themselves in excessive danger for you, but can help with simple chores and tasks.



Once you were growing merrily and freely. Then you were uprooted and carted halfway around the globe. Today, you're free again, but with a distinctly human touch. You now use your naturally green thumb to promote progress in botany. The relationship between the plant world and the human world has never been better.

### Equipment

1x	M	Metal watering can
1x	M	Garden shears
2x	S	Plant fertilizer
1x		Voller Geldbeutel

### Possible talents

#### Bearing plant

Your branches bear fruit. You can gather a full day's ration from your thickets once a day.

#### Firm like a tree

Your roots dig deep into the ground. You get advantage to remain standing on the spot.

### Starting talents

#### Semi Greenery

You get advantage on things a plant is good at, but also double stress from fire.

#### Chlorophyll

One hour of bright sunlight is equivalent to a normal day's ration for you. However, you cannot stock up on it.

#### Botanical Knowledge

You get advantage when you want to recognize or match plants or herbs.