

PAGAN PACTS CHARACTER PATH



A 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

QUESTION 1

ARRIVAL IN NARBAN

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)

THE TOWN

Narban is a bustling young town which is ruled by a Jarl named Pakku, who founded it some 20 years ago. Many come here to build something of their own.

The port connects it with the big cities on the island. Other sites are the great Temple of Taara, the Three Ravens Tavern and the Jarls long house.



QUESTION 2

CHARACTER ROLE

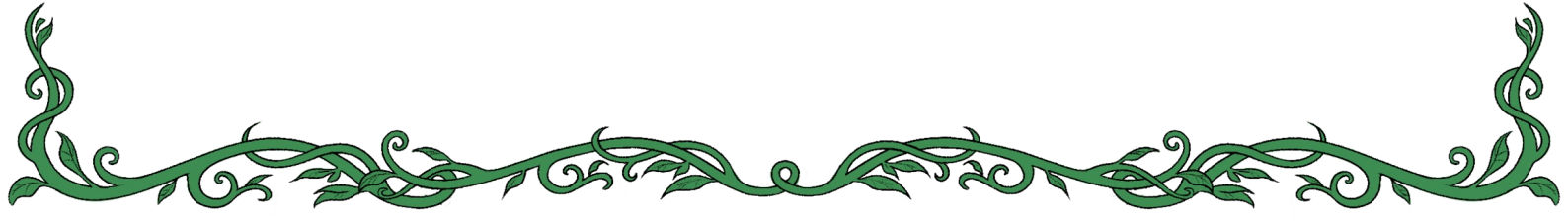
What is or was your role in the community?

- ◆ I go to the edges of the area we know to be safe to find resources. (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. (Artisan, Merchant, Smith, Carpenter, Potter, Baker, etc.)
- ◆ I gather knowledge. (Scholar, Cartographer)

QUESTION 3

MAGIC AND THE SPIRITS

What do you know about the spirits and magic in general?

- ◆ I know what the priest tells us: All elves are cruel and spiteful beings. Every human who seeks to work magic like them 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.
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QUESTION 4

CORE VALUES

What does your character value most? What makes them push on, even if facing difficulty?

- ◆ I am part of something bigger than myself. (Community)
- ◆ At least I can afford a bit of luxury at the end of the day. (Comfort)
- ◆ At least I am not alone. (Companionship)
- ◆ Setbacks and hardships only make me smarter and stronger. (Curiosity and Learning)
- ◆ Others need me. (Sacrifice)
- ◆ I am building towards something. (Wealth)
- ◆ People know me and talk of my accomplishments. (Reknown)

QUESTION 5

CONNECTIONS (POSITIVE)


Another character (PC or NPC) knows you by something you are proud of. Who is it and what impressed them?

- ◆ A special skill, like being a good dancer.
- ◆ A personality trait, like loyalty or courage.
- ◆ A party trick or game.
- ◆ My good looks and outfits.
- ◆ A thing I made.

QUESTION 6

CONNECTIONS (NEGATIVE)

Another character (PC or NPC) knows you by something you are ashamed of. What is it?

- ◆ Something I am incompetent at.
 - ◆ A personality trait, like arrogance or greed.
 - ◆ A scam or prank I fell for.
 - ◆ My bad smell and stained clothes.
 - ◆ A thing I broke or destroyed.
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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