

Origins

Origins are the things that formed you before you became an adventurer. You normally have 2 origins.

- [Cultural Origins](#)
- [Personal Origin](#)

Cultural Origins

Noble

You were born into nobility.

- Boost in Society skill, unlocks Courtly Graces
- Get a fine weapon

[1] Demand Authority

On a roll to Influence in a social interaction you gain the following Rider:
The target loses your WIL Morale. If this reduces their Morale to 0 they become one step friendlier for one day.

Personal Origin

You can only have 1 personal origin.