



THE LIFE BOARD

A GAME for
CREATING CHARACTERS

SAMPLE START CARDS



PROGRESSIVE

Things must change constantly and new things are always for the better.

Electronics, Mechanics, Politics, Admin. +1



ANTIQUARIAN

Evaluate, Art +10. History, Economics, Persuade, R/W, Carpentry, Info Searching +5. One Language, Sewing, Mathematics +3.

START: *Doing Business*

SUPERSTITIOUS

Black cats, broken mirrors, strange phone numbers with several sixes... oh how you dislike them all!

Myths +5



ANTHROPOLOGIST

One Language +10. History, Religion, Psychology, JoC +5. Endurance, Observation, Orientation, Info Searching, R/W, Mathematics, Myths, Three other Languages +3

START: *Mission*

BULLY

You boss people around, especially those who appear weaker than you — and you enjoy it.

Scare +5. Interrogate +3 Charm -3

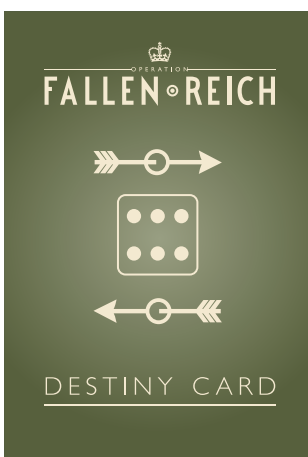


PSYCHOLOGIST

Psychology, JoC +10. R/W, Drugs, Info Search., Interrogation +5. Wealth, Mathematics, Admin, Diagnose, Religion, History, Observation +3

START: *Doing Business*

SAMPLE DESTINY CARDS



A LONG WALK TO WORK

Your workplace is situated far from your home, but it's no distance a brisk walk can't overcome.

Endurance +2 Speed +1



RUNNING FOR SURVIVAL

Keep a safe distance to any threats.

Endurance +1 Speed +3

A HERO BY CHANCE

Sometimes being heroic is just a matter of being at right place at the right time, doing the right thing.

Fame +5. Courage +3 Aura +3. Rank +3



LIFE IN THE COLD

Life is giving you the cold shoulder, so to speak.

Toughness +3 Go to Northern Wilderness.

HUNTING PHEASANTS

Send the dog in and shoot as they fly up.

Rifles +3 Zoology +1 Animal training +2



CAR CRASH

Maybe you are just a lousy driver.

Drive -5 Go to Hospital