

Story/Intro: Welcome weary traveller, it seems you've stumbled into the realm of Thedas. Home to such races as Humans, Elves, Dwarves, and Qunari. Thedas is a troubled land plagued by men an beast alike, the worst of which are the Darkspawn.

The darkspawn are a race of tainted humanoid creatures that mostly dwell in the underground of Thedas. When the darkspawn uncover one of the Old Gods, they expose it to the taint, changing it into an Archdemon, which then leads them to attack the surface world in what's called a Blight. The darkspawn are perhaps the single greatest threat to all of Thedas; they are bloodthirsty, exceptionally numerous and willing to indiscriminately kill or corrupt all in their path. There is one hope, however, the Grey Wardens. Men and women from every race, warriors and mages, barbarians and kings. An order of warriors of exceptional ability dedicated to fighting darkspawn throughout Thedas. Known for ignoring a recruit's racial, social, national, and even criminal background if they deem the person valuable in terms of character or ability, they will sacrifice anything to bring an end to the plague that is the darkspawn.

Even with the threat of a Darkspawn blight, the races continue their constant wars for power or survival. Qunari pushing their borders. Elves struggling to hold onto their history and lives. Dwarves on the brink of extinction, their never ending war with the darkspawn raging beneath the earth. Humans with their political agendas and zealotry.

Isn't it lucky that the 5th blight is about to happen, just as you arrive?

1,000CP (choice points): This is your budget, spend it wisely. Keep in mind you still possess your abilities from your previous adventures.

Starting Kingdom
Roll 1d8 To decide your starting kingdom or pay 100CP to choose. You may optionally choose to start in Ferelden for free.

---

1. Ferelden – A relatively temperate nation in the far southeast of Thedas. Historically populated by a

simple militaristic culture that has only begun to "civilize" in the last few centuries. Ferelden cities are considered anarchic by the standards of most outsiders.

2. Orlais – A nation where class and social politics frequently rule the day. As such, the concerns and lives of the various classes can differ greatly. Among the nobility a penchant for high fashion is common. Orlais is the seat of power for the Chantry.

3. Tevinter Imperium – The longest existing nation in Thedas and is ruled by a powerful magocracy. Tevinter society is notoriously decadent. Ambition and magical ability are the hallmarks of its ruling elite, the magisters.

4. Free Marches – Encompassing a group of city-states situated in eastern Thedas. The three real cities with any semblance of power in the Free Marches are Kirkwall, Starkhaven, and Tantervale, each led by a titled official with the special right to name their city's Champion.

5. Antiva – A plutocratic nation in northeastern Thedas. Although it possesses few resources of its own, Antiva's location makes it a center for trade in the north. Antiva's wine trade, buoyed by it's fruitful vineyards and an aggressive approach to trading practices with other nations, allowing for a relatively prosperous life or its citizens.

6. Rivain – Located in the northeastern part of Thedas, it is almost wholly surrounded by water except for a bridge of land connecting it to neighboring Antiva. Unlike the majority of people in Thedas, the Rivaini are not Andrastians and don't believe in the Maker. Rather, they are pantheists who believe in the Natural Order.

7. Orzammar – One of the last remaining dwarven kingdoms. An underground metropolis, that is located deep beneath the Frostback Mountains. According to legend, the name derives from one of the seven brothers who founded the Dwarven empire and his descendants formed the miner caste.

8. Free Pick – By Andraste's arse! The light of Andraste has shined upon you giving you the opportunity to choose your own fate. Pick one of the above at no cost.

Races

Thedas is home to a number of intelligent races, the most prominent being Humans, Elves, Dwarves, and Qunari. Given this information, you are free to change your race. Please note, Dwarves are incapable of learning magic in this setting but your other skills and abilities for other lands are unaffected by this racial quirk.

Human: The most numerous, yet also the most contentious of all the races of Thedas. Only four times have they ever united beneath a single banner, the last being centuries ago. The monotheistic faith of the Chant of Light plays a major role in human society. Humans are the most rounded people.

Elf: Typically shorter than humans, have a slender, lithe build, and pointed ears. Long ago, the elves were the dominant race on Thedas, and their advanced civilization was based on nature and magic. Since then, their few numbers have been scattered all over Thedas in either forests as primitive nomads, the Dalish, or in cities as impoverished outcasts. Elves are the most agile and magically capable people.

Dwarf: Strong, stocky, and shorter than any other humanoid race, the dwarves are skilled builders and boast a long tradition of courage and martial skill that has served them well in their millennia-long battle

against the darkspawn. Unlike elves and humans, dwarves do not naturally enter the Fade, as they do not dream and as such lack magical ability. Those who have lived long enough underground can hear lyrium and navigate the stone by instinct. With few exceptions, a dwarf who has seen the sky is viewed as casteless. Dwarves, while not the strongest or most physically resistant people, are the most magically resistant.

Qunari: Literally, "People of the Qun". Taller and considered to be more physically robust than humans. They have skin of varying metallic colors (such as gold, bronze, and silver), white hair, pointed ears, and vivid eyes with colors like violet, red, silver, or yellow. Most Qunari have two symmetrical horns or in some cases more. Hornlessness is a rare genetic variation in Qunari, akin to red hair in humans. Those born without horns are considered special and are often given prestigious roles in Qunari society. Those who abandon the Qun are no longer considered to be Qunari. They become Vashoth, "grey ones", though these outcasts prefer the name Tal-Vashoth, "true grey ones". Qunari are the strongest and most physically resistant people.

Origins

Roll 1d8+19 You may otherwise pay 100CP to choose your age. You can also pay 100CP to swap your gender. A quick warning. Magic in this realm is not taken lightly, should you abuse your powers you might find the full force of the templar order breathing down your neck, or worse the chantry might order an exalted march, basically a crusade, against your unfortunate behind.

Traveller (Free)

+ No false memories of a life you haven't lived.
- You're trading generalized information for specialized.
You've been dropped into the kingdom of your choice. You have nothing in this world that you do not acquire now.

Commoner (Free)

+ Your choice of fluff appropriate to your starting kingdom, race, class, skills, and perks.
- Whether this is a glamourous life is largely dependent on what you pick.
Some sort of city-born craftsman? A Dalish hunter? A wayward slave? All fair choices. At best, you are a respected member of your community whose voice carries weight.

Noble (Free)

+ Your choice of fluff appropriate to your starting kingdom, race, class, skills, and perks.
- Whether this is a glamourous life is largely dependent on what you pick.
Now this is where things get interesting. Up to being the favored child of a king. Your choice has to make sense, and thus may require you to do a little legwork to figure out if it does. As the current ruler of Ferelden is 25 years old it wouldn't make any sense for you to be their child. His sibling? Sure.

Grey Warden (Free)

+ Not all have forgotten. Your treaties will be honored.
- Said treaties are not in your possession. 50% fertility rate. Children are not recommended.
A mix of the two above. Whatever your circumstances, (bad as they probably were since there are few of you not familiar with tragedy) you are a full-fledged member of your order. Being a bastard prince or exiled royal is about the best you can expect from this.

Agent of the Darkspawn (Free)

+ You're still you. Darkspawn will follow you as long as they think you're stronger than them.

- Those that don't will challenge you. 50% fertility rate. Children even more not recommended. Whether by unfortunate circumstance or by some dark plot, you were exposed to a level of taint that would kill or turn others into ghouls. However, you're an anomaly, managing somehow to adapt to the taint and become some kind of hybrid. Other than some dark markings on your skin you look normal for your race. At the end of the day, you are corrupted. You will blight that which is around you, and those such as Grey Wardens will either assume you're a warden too far along, or... something else. Humans will simply be more rounded. Dwarves will become stronger, tougher, and more magically resistant. Elves will become more agile and gain the ability to turn invisible for awhile. Qunari will become stronger, tougher, and gain the ability to heal limbs back in about an hour. All gain the ability to no longer need to eat, a minor healing factor, and the ability to see much better in the dark. You are capable of slaying the Archdemon in a similar manner as the Grey Wardens. Doing so will destroy your soul.

Class & Specialization: Everyone of importance has one of these. You may choose the class archetype of warrior, mage, or rogue for free. Assume you have at least some magical capability thus may learn it regardless. Within that class, with the exception of mages, you know the equivalent of one attribute point in each nonspecialized tree. Rogues would know Dirty Fighting, Below the Belt, Deft Hands, Stealth, and Heartseeker in addition to all the various minor weapon talents. This is to make those classes feel more appealing. Mages only know the equivalent of four attribute points worth of spells. You may spend them however you like across the nonspecialized schools of magic. Spending all four in one tree would denote "complete" mastery over that part of the school. Create a firestorm with your eyes, crush the life out of a man with a thought, make a dragon as paper with a Death Hex. Links for more information are at the bottom. You also get one specialization for your class free. Assume you have "complete" mastery over your specialization. For another specialization of your class you must pay 100CP. For one not of your class you must pay 200CP.

Warrior: The front-line fighters, the backbone of any party under assault. They rely on melee and ranged weapons, supplemented by powerful special abilities that draw from deep reserves of stamina. They can withstand and deliver a great deal of punishment.

Berserker – The first berserkers were dwarves. They would sacrifice finesse for a dark rage that increased their strength and resilience. Eventually, dwarves taught these skills to others, and now berserkers can be found amongst all races. They are renowned as terrifying adversaries.

Champion – The champion is a veteran warrior and a confident leader in battle. Possessing skill at arms impressive enough to inspire allies, the champion can also intimidate and demoralize foes. These are the heroes you find commanding an army, or plunging headlong into danger, somehow making it look easy.

Guardian – Many warriors foolishly believe that they can control the tide of a battle on their own, but a guardian realizes that an ally's survival is as important as an enemy's death. Guardians prefer to protect party members directly, but if necessary, they are prepared to make personal sacrifices to ensure that their companions live.

Reaver – Demonic spirits teach more than blood magic. Reavers terrorize their enemies, feast upon the souls of their slain opponents to heal their own flesh, and can unleash a blood frenzy that makes them more powerful as they come nearer to their own deaths.

Spirit Warrior – Although spirit warriors employ magical abilities, they are not mages; instead, they flirt with inhabitants of the Fade who agree to augment mortal abilities in exchange for a glimpse of the physical world. Naturally, the Chantry's templars rarely acknowledge that distinction.

Templar – Mages who refuse the Circle's control become apostates and live in fear of a templar's powers--the ability to dispel and resist magic. As servants of the Chantry, the templars have been the most effective means of controlling the spread and use of arcane power for centuries.

Tevinter Fugitive – Covered in a series of lyrium-infused markings, which grant the unnatural

ability to phase through solid objects, which is somehow connected to the Fade. The primary use of this ability is as a weapon, phasing through individuals and solidifying, killing them instantly. However, these markings are also extremely sensitive, and touching them often results in physical discomfort. Because of this, many have an aversion towards being touched.

Mage: A mage is able to interact with the forces of magic, using different elemental powers. The default weapon of mages is the staff. Dwarves cannot be a mage, since they are unable to connect with the Fade and therefore are unable to control the forces of magic.

Arcane Warrior – Among the ancient elves, there were mages who trained their magical arts to augment their martial prowess. They channeled magical power through their weapons and bodies, becoming terrors on the battlefield. Most consider these skills lost forever, but they may still linger in forgotten corners of the world. Arcane warriors may use their magic to augment their strength.

Battlemage – Some mages specialize in spells that permit them to engage in combat from afar. Battlemages, by contrast, prefer to wade into the fray alongside their blade-wielding companions, close enough to read the fear in their opponents' eyes. Their spells primarily concern personal preservation as well as control of the elements in their immediate surroundings.

Blood Mage – Every mage can feel the dark lure of blood magic. Originally learned from demons, these dark rites tap into the power of blood, converting life into mana and giving the mage command over the minds of others. Such power comes with a price, though; a blood mage must sacrifice their own health, or the health of allies, to fuel these abilities.

Dalish Pariah – Keepers in training who seek forbidden lore. Even amongst the Dalish, blood magic is ostracized for fear of attracting outside attention. Be that of demons or the Chantry.

Force Mage – A fearsome sight on the battlefield, bending the laws of nature to crush, toss, and debilitate their foes. Kirkwall's Circle houses a higher-than-usual percentage of mages who excel at this specialization, and their combined research has refined the school considerably.

Keeper – Every Dalish clan has a keeper, a wise mentor dedicated to preserving the elves' ancient lore. It is exceptionally uncommon for a keeper to teach anyone other than a fellow clan member about the unique Dalish understanding of nature magic, which focuses on control of the roots beneath the earth.

Shapeshifter – Rumors speak of barbarians that hold secrets of transforming the body into the form of animals. The Circle of Magi denies such rumors, but this rare art survives in the forgotten corners of Thedas. Mastery of their bodies allows shapeshifters some protection, even in human form, making them durable opponents and staunch allies.

Spirit Healer – Not all entities of the Fade are demonic. Many are benevolent entities consisting of life energy, which can be called upon to mend flesh and heal disease. Spirit healers focus on channeling the energies granted by these spirits, making them indispensable members of a party of adventurers.

Vengeance – Spirits can reflect or imitate human perversions of a virtue, or possess a mortal with distorted values. Once a spirit of justice, now a spirit of vengeance, empowering through energies so that wrongs may be made right. A combat specialized healer.

Rogue: Crafty combatants who succeed in battle by combining speed, subterfuge, and a wide range of abilities to bring their opponents down in unexpected ways, sometimes before the enemy even perceives danger. Rogues can pick locks with great skill, incapacitate enemies with ease, or sneak up on targets to deliver a devious and crippling backstab.

Assassin – The assassin finds any notion of fairness a quaint ideal that has no place in combat. Poisons are their weapon of choice, as are crippling strikes that inflict persistent wounds on their foes. As killers, assassins are a marvel of stealth and efficiency.

Bard – Following an Orlesian tradition, acting as assassins, spies, saboteurs and following other

secretive pursuits in the constant, and sometimes petty, struggles between nobles. Having taken the minstrel's art to new levels, bards are skilled performers and master manipulators; bards can inspire their allies or dishearten their foes through song and tale.

Duelist – Deadly combatants who prefer to fight in light armor and strike with light, but precise attacks. Experienced duelists have preternatural reflexes that allow them to evade their opponents' clumsy blows, as well as strike with remarkable precision.

Infiltrator – First and foremost thieves, they can walk up, mention something about the weather, and an hour later the person notices something of value off their person has gone missing. Infiltrators often find themselves using this cunning in spur-of-the-moment assassinations, which they're not terrible at.

Legionnaire Scout – Most tales of the dwarven Legion of the Dead are likely minstrels' fabrications, but the trail of darkspawn corpses that the Legion leaves behind proves the efficacy of their training. Legionnaire scouts often travel ahead of their companions, and consequently become renowned for unusual hardiness, able to survive battles that would kill any other rogue.

Marksman – With a crossbow more akin to a bayonetted gun, you've never wanted for protection. Serenading your weapon while slaughtering your foes is your forte.

Ranger – With an affinity for open country and wilderness, but as independent scouts and militia, they are opportunists, not stewards of nature. They exploit every advantage of their environment, and can lure wild beasts to attack their foes.

Royal Archer – Royally trained, honed by faith. A faith-based archer. Not that they want for skill. The best of which can let fly arrows in quick succession all resulting in critical hits.

Shadow – There is no order or organization of shadows--they are self-taught elite rogues, masters of concealment and ambush. They strike from darkness, employing personal decoys and hallucinogenic poisons to distract enemies before sliding a dagger between their ribs.

Swashbuckler – A dirty take on dueling. Typically in no armor at all, those who sail the seas excel even more so at agile movements and balance. They give no quarter when their life is on the line.

Skills: Abilities which nearly everyone has access to. You start with four skill purchases for free. You may pay 100CP as many times as you like for four more skill purchases. These may be distributed however you like. Spending all four in one tree would denote "complete" mastery over that skill.

Coercion – For various forms of social manipulation. It will help make your life significantly easier on many occasions. Enabling you to obtain information, gain items, seduce others, avert combat, and collect greater rewards.
1. Influential enough to convince others to change their views.
2. Your ability to read and influence others has improved even more.
3. Exceptionally influential and can compel all but the most strong-willed individuals.
4. You are a silver-tongued master of coercion, able to sway just about anyone.

Stealing – Training in pickpocketing. At the highest end of this you could steal a weapon off someone.
1. Quick enough to pilfer small items from others, so long as they are not too alert.
2. You have become a subtler thief, making attempts at stealing more likely to succeed.
3. So quick-fingered that victims almost never notice the theft until it's too late.
4. A world-class thief, able to distract and mislead the poor mark, even during combat.

Trap-Making – The construction of traps or lures from common components.
1. Learned to construct basic traps and lures from common components. Caltrops, claw, shrapnel, spring...
2. Learned to create complex second-tier traps and lures, and can now detect enemy traps at greater range than previously. Larger versions of the already mentioned, choking powder, lures, sleeping gas, grease...

3. Learned to assemble lethal third-tier traps and lures. Acid, fire, freezing, better lures, shock, soulrot...
4. You have mastered the art of designing deadly fourth-tier traps and lures, and gain a further increase to trap detection range. Acid grease, powder clouds, the best lures...

Survival – Ability to track, improved awareness, resistances, and how to survive in the wild.
1. Minor improved awareness within a small area, and ability to hunt all small animals. A tiny increase in resistance to natural hazards.
2. Moderately improved awareness within a medium area, and ability to hunt all medium animals. An additional tiny increase in resistance to natural hazards.
3. Majorly improved awareness within a large area, and ability to hunt all animals. An additional tiny increase in resistance to natural hazards.
4. Massively improved awareness within a massive area, and ability to hunt all of it. An additional small increase in resistance to natural hazards. All around slightly more physically resistant.

Herbalism – Allowing to make a variety of potions, poultices, salves, balms, elixirs, and so forth, whenever raw ingredients are at hand. Higher ranks allow the learning of more difficult recipes to produce particularly potent items.
1. Simple potions, poultices, and salves from common herbs. Minor healing, Minor mana regeneration...
2. Becoming more familiar with important flora in order to make a wide variety of potions, poultices, and salves, now including the second tier. Moderate healing, incenses, injury kits, moderate mana regeneration, hardening salve...
3. Having perfected techniques to make third-tier potions, poultices, and salves. Major healing, major mana regeneration, better use of injury kits, elixirs, ice salve, nature salve, spirit balm, warmth balm, quickening salve...
4. Vast knowledge of herbs permits creation of potent fourth-tier potions, poultices, and salves. Find the cure for new and exotic poisons, major elixirs, major ice salve, even better use of injury kits, major nature salve, major spirit balm, major warmth balm, massive healing, massive mana regeneration...

Poison-Making – Focusing primarily on mixing deadly substances that you can apply to weapons, inflicting extra damage and often impairing enemy activity. Those skilled in this art can also create explosive items designed to be hurled at the target.
1. You have survived the difficult learning process of making simple poisons and grenades. Simple poisons, simple venoms...
2. Can now create deadly second-tier poisons and grenades. Potent poisons, potent venoms, paralytics...
3. Learned in exotic new techniques for making poisons and grenades up to the third level of potency. Acid, potent paralytics, fire coating, fleshrot, freezing coating, magebane, shock coating, soldier's bane, soulrot...
4. An elite poisoner, able to create fourth-tier poisons and grenades. Potent demonic poison, potent magebane, potent soldier's bane, near instantly lethal poisons...

Combat Training – Applicable combat experience, how well you fight, and overall combat potential.
1. You have completed basic combat training. Mages can now take more damage from an attack before it interrupts their spellcasting. The other two already have an equivalent of this though must still purchase it to get higher levels.
2. Advanced combat experience. Mages can take even more damage from an attack before it interrupts their spellcasting. All gain a noticeable increase to mana and stamina regeneration.
3. More combat experience than even a seasoned soldier. Mages can take even more damage before it interrupts their spellcasting. All find their physical weapon attacks more accurate.
4. Few have seen so much combat let alone been in it and lived. Few things short of death will stop a

mage from casting their magic at this point. The abuse has rendered all more resistance to damage. Almost all physical attacks are now masterfully accurate.

Combat Tactics – The formulation of strategies quickly in combat, increased cohesion in group combat, and mass combat mastery.
1. Operating well under duress. Could lead a small group easily.
2. Detailed analysis of the fighting even when in combat. Could lead an army of hundreds.
3. Large amounts of personal experience leading. Could lead an army of thousands.
4. A master tactician. You find yourself able to plan for nearly any eventuality. Your ability to lead men is only belayed by your ability to get orders to them. Experienced fighters will function flawlessly with detailed preparation.

Runecrafting – Enchanters may use runes to improve upon weapons, armor, and other items to give them various effects. Runecrafting is all about, wouldn't you know it, crafting runes. Effects including better items, elemental items, and more.
1. Learned basic techniques of lyrium inscription, allowing the creation of simple runes. Journeyman tier runes.
2. Having discovered more precise methods for tracing ancient symbols, allowing the creation of intricate second-tier runes. Master tier runes.
3. Delving deeply into the histories of early Tevinter images, allowing the creation of powerful third-tier runes. Masterpiece tier runes.
4. One of Ferelden's foremost scholars on iconography, allowing the creation of exacting fourth-tier runes. Paragon tier runes. Dwarves will be on their way to actually being viewed as a Paragon if they have this. At this level it is not out of the realm of possibility that you may discover and apply new runes if you put in the time.

Vitality – How healthy you happen to be and how hard it is to kill you.
1. Having developed a regimen of strenuous exercise, granting a bonus to your constitution.
2. A diet of more nourishing foods, granting a further bonus to your constitution.
3. Consuming small amounts of toxic substances to enhance natural immunities.
4. Suffered intentional injuries in order to develop an innate robustness. Many times healthier than an average member of your race.

Clarity – Clarity of mind, purity of body, and force of spirit.
1. Embraced ancient techniques of meditation, granting a permanent bonus to mana and stamina.
2. You have studied the secrets of sleeping soundly, granting a bonus to mana and stamina.
3. You have braved exposure to the elements in order to build mental focus, granting a further bonus to mana and stamina.
4. Finding reserves of vigor in personal suffering, granting a further permanent bonus to mana and stamina.

Perks: Mostly meta. Discounts are 50%.

Knowledgeable (100CP) (Free: Traveller) – The information you know on a handful of subjects is comparable to that of experts. Want to know the entirety of the Chant of Light? How about some secrets on the Evanuris? Baking a really good meat pie? The more specialized you go the less you can pick. At most ten subjects that are uncommon. One if it's something only a handful would know. Can't be wanked for power directly.
Friendship (100CP) (Free: Commoner) – You have a knack for creating friendships. As long as you put

in some effort people will go from neutral, to warm, to friendly in a much shorter time than they might otherwise. Within less than a year you could make truly loyal friends. At the highest end of this they would do a couple of things that deeply go against their beliefs with just a little effort on your part to convince them to.

Rivalry (100CP) (Free: Noble) – You have a knack for creating rivalries. While not necessarily as good as creating friendships, even among friends respect can sometimes be very hard to earn. Not with this. This will let you earn respect even amongst enemies. They may not like what you're doing but they will be impressed that you have the gaul to do it in the first place. Won't make people want to kill you too much less though.

Join Us (100CP) (Free: Grey Warden) – Having gone through the joining, you are a Grey Warden. You shall experience nightmares brought about by being connected to the taint hive-mind, will find yourself much more hungry, and have roughly thirty years more to live. Not all is doom and gloom. You will find yourself more rounded, able to sense others of the taint, have a limited immunity to the taint, and are sort of immortal. The latter referring to that if you live long enough you will become thoroughly tainted no longer needing to eat or age. You will constantly hear the call of the old gods however. The oldest example we have of this was of a warden over two thousand years old, insane, but in mind very much so still themself.

Unique (100CP) (Free: Agent of the Darkspawn) – For a lack of a better word. You have simply kept your mind where others have not. There is no good explanation as to why. It just is. Mind you, you're not the only one, but the less you compare yourself to some of the members of the Magisters Sidereal the better. Wardens who take this will find themselves no longer subject to the calling. All who take it will find themselves themself when in a hive mind.

Turning Point (200CP) (Discounted: Traveller) – You are someone who can get pushed and be not much worse off for it. The love of your life could betray you, your friends could die, you get tortured, you be left with nothing, you could literally die, and somehow you'd find it in yourself to get back up. Behind your face is nothing short of a monster.

Nature of the Beast (200CP) (Discounted: Commoner) – You've through some unknown method dominated a rage demon that tried to take control over you while you were incredibly angry. To the point it no longer exists. Perhaps it was in some manner bound to you, perhaps it was weak, or maybe you're just that tough. You can now shapeshift into an alpha werewolf. You do not spread the curse because the demon isn't really in you. Your form will be a blighted alpha werewolf if taken with Grey Warden, Agent of the Darkspawn, or Ancient Awakened Emissary Omega. You have none of the traditional or otherwise weaknesses of a werewolf.

Darkness Falls (200CP) (Discounted: Noble) – You are phenomenally good at wasting time. Just sit back and watch the day turn to night. Vice versa as well. Makes waiting considerably more comfortable, menial tasks seem easier, and all around time to go past quicker as you'd like it to. It's relative. You are just as alert as you would be.

In War, Victory (200CP) (Discounted: Grey Warden) – Your organizations are exceptionally good at following the rules placed for them as long as they have a common bond. This includes, but is not limited to, getting along, working together, and just generally being exceptional. An organization made near entirely of despots could fairly quickly form into a relatively lawful band of jovial compatriots with just a little effort.

Enthralling (200CP) (Discounted: Agent of the Darkspawn) – Darkspawn really only care if you're a tainted god or if they're strong enough to tell you what to do. As you are certainly not the former and they're maybe the latter it is of the utmost importance you tilt the table a bit. This will help to do so. Through combat you can earn the admiration and respect of even some of the most singleminded and savage creatures there is. How this manifests will depend on what is being impressed or not. People will look up to you like you're a hero, darkspawn will not try to kill you or might even follow you, and just

try to use that for a baseline. Something that doesn't really benefit from your fighting for it probably won't care too much.

Recruiter (400CP) (Discounted: Traveller) – It is to go without saying that someone who travels a lot is going to meet a lot of people. Most of these people will probably be very unremarkable. Some of them, however, will be very skilled. While often these people will have tasks to tend to already a very small percentage won't. These souls will be agreeable to traveling with you. They could be a witch of the wilds, an exiled dwarf warrior, or something else entirely.

Friend of Red Jenny (400CP) (Discounted: Commoner) – Sometimes people just do things. Someone leaves a coin purse in a tavern with a note that reads X did Y and they need Z to happen to them an lo and behold it does. This works best if there is an established "organization" that does such things already but just leaving trinkets about with notes will still get some manner of results. If there isn't an "organization" already this will eventually create one. Sometimes the "organization" will ask for things instead of just doing them. Could be money, expensive wine, or something else like a favor.

Unstoppable (400CP) (Discounted: Noble) – You can no doubt protect yourself, but what about your companions? Can you protect them? Can they protect themselves? You will no longer need to worry so much about those now as your wellbeing in nearly every case is tied to theirs. As long as you're safe your companions tend to avoid getting really hurt or killed nearly all the time. They may require serious medical attention but they'll avoid being knocked unconscious and death near always. This is not to say that they will win against impossible odds, won't lose in special cases, or that they somehow get stronger as this is just a boost in luck. If you go down your party might fall like a house of cards.

In Peace, Vigilance (400CP) (Discounted: Grey Warden) – Your organizations' loyalty to the cause is nothing short of commendable. Others recognize this and act appropriately. A good organization will be viewed respectably and be given far more leeway than they otherwise would. An evil organization would get roughly the same but in a mix of fear and awe. In either case, even having finished your goal your organizations' reputation will be remembered and respected for hundreds of years at least before any real amount of dissent sets in if it does at all.

Bane of Thedas (400CP) (Discounted: Agent of the Darkspawn) – You're not nice. You've done very terrible things. So terrible in fact that those in this world more often than not would break than be able to stand against you. Something about you is just wrong. The thought of you alone is enough to terrify a group of armed men and the thought of you at the front of an army enough to mortify a kingdom. You are a monster. May the Maker have mercy upon their souls for they'll have none from you. Only works on those you wish ill on.

I'm Kind of a Big Deal (600CP) (Discounted: Traveller) – Whereas Unstoppable applies to companions the reverse of I'm Kind of a Big Deal applies to you. You're, well, kind of a big deal. That you could accompany the Hero of Ferelden or Champion of Kirkwall and live is not out of the realm of possibility. As long as the one you follow stays on their feet you'll find yourself oddly out of harm's way. You are a traveller and they your guide. May you see the sights.

Worked to the Bone (600CP) (Discounted: Commoner) – You and Wade are probably the best craftsman of the age. You could absolutely create things befitting that title with the right components. Things you make are just simply much better than what others can do, with one or no tries you can fashion items so quick that it should probably be impossible to do so and can do so even with no prior experience a lot of the time, just look at someone to get their measurements, and even do something that seems impossible like changing a flame rune into a frost rune.

Tale Within a Tale (600CP) (Discounted: Noble) – There's power in stories. That's all history is: The best tales. The ones that last. Might as well be yours. Gotta make them first. This will help with that. The events of Dragon Age: Origins happens over the course of a year and the events of Dragon Age II happens over the course of seven. That's a lot of people to help. Even more margin for error that you

might miss them or some event to get yourself stuck in. If you would otherwise know when something is going to go down you'll have a feeling when and where. Even if you don't, you'll still have an idea that something needs done when and where. Only works if you could otherwise get there. Will give you some leeway to get things done. If you absolutely have to go from one side of Ferelden to the other multiple times fate will find a way to reasonably slow everything else down a bit. Your exploits make for good listening if nothing else.

In Death, Sacrifice (600CP) (Discounted: Grey Warden) – To become part of the Grey Wardens, a recruit must first go through a blood magic ritual called the Joining. It is a test of a recruit's physical constitution and spiritual fortitude. One of the reasons for the small number of Grey Wardens is that few can survive this ritual. Those who live become Grey Wardens, forever connected to the darkspawn, and forever tainted by the blood they have consumed. The recruits drink from a silver chalice containing a mixture of darkspawn blood and often a single drop of blood from an Archdemon, as well as lyrium and rare herbs magically prepared to make the blood at least remotely possible to consume. Blood of other darkspawn creatures can also be magically treated to make it function in the ritual if Archdemon blood isn't available. However, the average darkspawn doesn't have enough of the corruption within it for this to work most of the time.

In addition to making Grey Wardens, you may now create varying types of Wardens by substituting the darkspawn blood and Archdemon blood with the blood of varying "tainted" creatures. How this manifests will depend. Wardens you make may not be able to sense whatever they're from as whatever they're from may not have a hive-mind. They may also not have shortened lifespans. They will still be all around more rounded though. There will be at least two powers gained from this (one from the lesser, one from the greater). As to what they are, wank responsibly. The Wardens have a tradition of honoring their sacrifice by carrying them in their hearts, and by wearing specially crafted amulets to remember those who didn't survive the Joining. Warden's may craft or have one of these with the effect of a Warden's Oath crafted for them after the fact. You are literally siblings in blood. It is not out of the realm of possibility that in the span of thousands of years no one would tell the order's most deeply held secrets even once.

Ancient Awakened Emissary Omega (600CP) (Discounted: Agent of the Darkspawn) – There are a couple of ways for a darkspawn to be stronger than others of their kind. They could get older, drink the blood of a Grey Warden in a similar fashion that the Grey Wardens drink their blood, could be born intelligent and thus be capable of blight magic, and kill other strong darkspawn to hone themself. All of these things are in your favor. Due to the awakening you went through you look completely like your race, no longer blight things, and are all around more rounded. The other three tags also all around increasing your roundedness. To give you an idea of how magically capable you are now, there has only ever been seen one emissary omega, and it nearly killed the Hero of Ferelden and his companions with a single spell. Granted, it could only do that once. You're probably near twice as or even more magically capable than that. You'll be as smart as a few people put together, your physical traits depending but at least several times stronger than any other of that type of darkspawn in most respects, and there isn't a single darkspawn short of the Archdemon that won't listen to you. Don't expect them to go against the taint or Archdemon though.

Items & Miscellaneous: Mostly material boons. Discounts are 50%.

Pinch of Sacred Ash (100CP) (Free: Traveller) – Ashes of the prophet Andraste in a fine leather pouch. A panacea of sorts. While this pinch alone could be said by some to cure anything, there is reason to suspect this is not the case. Foremost, because in one of the only examples we know of it being used in it doesn't appear to be able to stop indirect possession. It also just could've been because it was magical in nature, though that is probably not the case, or that they didn't want to waste it to see if it could. General rule of thumb to go by is that if it is physically effecting the body or physical in nature this will cure it.

Not instantly, mind you, but close. You get a pinch a month that will conveniently appear in your Warehouse. Probably don't want to use this on yourself if tainted through an origin or perk as there is no good reason to say it wouldn't "cure" you. It depends though. That's wanking territory.
Meteor Metal Ore (100CP) (Free: Commoner) – Slightly bigger than a large man. Perhaps it literally fell through your house one day. In any case, it is unequivocally the best metallic crafting material in this world. Things made from it will be much better than if made from some lesser material. Could make you quicker, cause more damage, penetrate better, make you stronger, or guide your hand in combat. Forged by the hands of a master it might do all that and more. You could try to sell it, but few would even know what it is. One of the same will conveniently appear in your Warehouse each month.
Mogul (100CP) (Free: Noble) – The equivalent of 100 gold coins for wherever you start off. No more, no less. Could live off of this for your stay if you just camp. Nobles likely already have a house though. This is just spending money that isn't tied to anything.
Warden's Oath (100CP) (Free: Grey Warden) – All Grey Wardens receive these amulets after their joining. Containing just a trace of the darkspawn blood consumed in the initiate's ritual, these amulets serve as a constant reminder of the Warden's eternal vigil against the darkspawn hordes. Yours increases your constitution incredibly and makes mental effects nearly a fifth as effective on you.
The Reaper's Cudgel (100CP) (Free: Agent of the Darkspawn) – Somehow finding its way from the halls of Amgarrak Thaig and into your hands. The greatest one-handed weapon in this world short of The Jumper's Key. Grants the wielder strength of near half another man, increased durability as if rough leather, extra critical hit damage, and has a one in ten chance to knock back anyone struck with it. It is a cruel and menacing weapon capable of ripping even harvesters to shreds.

Clinch of Skillful Maneuvering (200CP) (Discounted: Traveller) – If you're going to be moving so much you might as well do it well. Noticeably rounds you, gives you near a seventh of complete magic resistance, and gives you the ability to uncannily dodge things. Careful though. The last one who owned this drowned in a tub.
Enchanter (200CP) (Discounted: Commoner) – You understand the process of inscribing lyrium runes on items to add or enhance properties. As long as you have the rune you can apply it. Stone's the limit. That, and how much the thing can actually hold without breaking.
Mantle of the Champion (200CP) (Discounted: Noble) – A complete set of armor tailored to your class and specializations. There is almost certainly nothing in this world that can compare for your purposes. Looks however you like within reason. You may import a head piece, gloves, body, and boots to gain the effects of this. What effects? Can't say specifically. That depends on your earlier choices. Bound to be some of the best in this world in terms of potency. Certainly the best for you though.
Griffon & Clutch (200CP) (Discounted: Grey Warden) – Unbeknownst to anyone as of yet thirteen griffon eggs survived the extinction. Beyond these ones. You get twelve unhatched eggs suspended by blood magic and the knowledge of how to undo that effect on them. Eleven are female and one is male. The thirteenth would-be egg is actually a fully hatched adult male griffon. He loves you very much and likes it when you groom him. You also know how to ride him and he responds well to it. An adult griffon can comfortably carry two armored adults. Given that it's not been said yet canonically, if a problem at all, just assume that between the thirteen or twelve that there exists enough genetic diversity to breed them back up into a full force. What killed the griffons originally was the Joining as that can be done on anything it's just the success rates which can be a problem. Yours has not gone through that. It is recommended that you do not try least you somehow fuck everything up for this species in this world forever. After ten years pass you will conveniently find thirteen more eggs suspended by blood magic in your Warehouse.
Corruption (200CP) (Discounted: Agent of the Darkspawn) – This helm, wrestled from a commander of the darkspawn forces, carries powerful enchantments. Short of Bergen's Honor, this is the hardest helmet you're going to come across. Even more resistant than dragonbone or volcanic aurum. Gives you the

agility of half another man and roughly three-fourths complete spiritual resistance.

Party Camp (400CP) (Discounted: Traveller) – A place to rest and coordinate your future adventures. Locked in a night environment and appears to be situated amongst various forested hills, with one unobstructed entrance. Injuries here are easier to treat. You can "setup" camp by wandering into any sufficiently unpopulated wilderness while wishing to do so. You're actually just wandering into an add-on to your Warehouse. While camp is up in-world others can wander into it if you're not careful. The entrance is hard but not impossible to find for non-companions. You may close camp with others in it and they will not be kicked out. If they try to leave they will appear in the place it was closed but be unable to get back. If anyone asks, it's magic.
Birthright (400CP) (Discounted: Commoner) – Or perhaps you acquired it through less noble ventures. An estate or mansion big enough for a noble family. You get one in-world and one that attaches to your Warehouse. General aesthetic depends on where you want it to be. Rather straightforward.
Jumper's Prison (400CP) (Discounted: Noble) – A multi-floor tower prison half underground. Another Warehouse attachment. It's massive and sprawling if bland. If taken with The Jumper's Key you will be able to create seals capable of sealing things many times stronger than even Corypheus at the cost of temporarily weakening the weapon. Even stronger still if you unlock all its secrets. The four seals capable of storing life in stasis that won't be rejected by the Warehouse. Three lesser and one greater that is sealed by the other three being sealed. Or you could just knock everything down and use the space for something else.
Master of the Peak (400CP) (Discounted: Grey Warden) – A copy of Soldier's Peak in all its glory that becomes attached to your Warehouse. People here will not be rejected out if you're not there. Upon purchase, and when arriving in a new world, you may pick an area in the wilderness for an entrance for it to appear. This could be a complex system of tunnels, somewhere in the woods, or the side of a mountain. When in its furthest most tower you find that studying blood magic is slightly easier. There is also notes on how to increase the power of the Grey Wardens with a concoction in there. If bought with Griffon & Clutch there will be a large eyrie that wasn't there with the original.
Deep Roads (400CP) (Discounted: Agent of the Darkspawn) – Home primarily to the darkspawn. No, you don't get the whole of the deep roads. That would be far too much. You do get The Dead Trenches as a Warehouse attachment as well as the three massive trenches that are also apart of that area. Just one of them is big enough to contain the entire darkspawn horde. Once home to the Legion of the Dead, then the darkspawn, and now only one. In case you were wondering, it is fully repaired as if in its heyday.

The Black Emporium (600CP) (Discounted: Traveller) – Proprietor of the emporium Xenon the Antiquarian has sent you a letter recognizing you as someone worthy of shopping at his store. With some of the most rare and unique items collectable this is surely a treat. In addition to the babbles you will no doubt purchase here, Xenon has a Mirror of Transformation that he will let you use for free. It probably does what you'd think. It lets you change your appearance. This shop can be found in every world you travel to via an attachment to your Warehouse, but only the shop. The attachment and shop in-world are the same for this world, and you won't find further versions of the shop in other worlds. Outside of this world items will be acquired as time goes on to be purchased and must be purchased as things after this world cannot be stolen. For every world there will be a box of free notable gear to use.
Feastday Gifts & Feastday Pranks (600CP) (Discounted: Commoner) – Ten bond forming gifts, ten unbinding gifts, fifty thoughtful gifts, and fifty not time sensitive sugar cakes. The bond forming gifts and unbinding gifts will generate something appropriate to be given when you want to give them. With a wink and a smile and one of the bond forming gifts you could easily start a friendship or romance with most people. Basically an in with ten different people. With a glower and a chuckle and one of the unbinding gifts you could thoroughly piss someone off. The thoughtful gift will have an effect of a thoughtful gift and will generate a simple... thoughtful gift tailored to the person upon being given to

them. The cakes are friendly treat that near anyone will appreciate. Doesn't work entirely like it does in game. No giving fifty cakes to your love interest to make them love you, unfortunately. Some cake and a thoughtful gift are a good way to start though. These restock each Jump.

The Jumper's Key (600CP) (Discounted: Noble) – One of similar make has helped to hold in stasis the High Priest of Dumat, Corypheus, with "few of its secrets" uncovered for two thousand years. Considering the trouble he will later cause, including at one point magically lifting large bits of a mountain with seeming ease, this weapon no doubt holds awesome magical power. What form this weapon takes is up to you. Its various enchantments including electric, nature, fire, and cold damage in addition to the increased chances to actively stun, reduce speed, and cause critical damage of which is increased as well, drain to you so much mana and stamina, and or health. As if that were it! All weapon effects including just physical attacks ignoring so much of the target's armor. You're also all around faster. This weapon cannot be used by any other than you and those who are related to you. Only relatives you have here fall under that purview. Children you have in or after this Jump would count. It is the nature of the magic, something in the blood. You or your relatives could perhaps change this, but why would you? There is no good estimate of how strong this weapon actually is, or how strong it can actually become should you unlock all of its secrets, but it is without a doubt stronger just starting off than any other weapon (even The Hawke's Key as yours has all the enchantments) you'd be able to get your hands on in the two games (game mechanics vs lore). You may import a weapon into this role.

Standard-Bearer (600CP) (Discounted: Grey Warden) – Perhaps you do have some treaties. Not the ones others will soon look for but you will find that these work all the same or even better as yours work for whatever organization you happen to be representing. If you are unaware, Grey Wardens have something known as the Right of Conscription. It's basically a set of papers saying, "fuck you, help me". This allows them to recruit criminals, kings, and more against their will. They often use this against the will of others and not the person in question though as that could result in courting betrayal from the inside. The people saved tend to be very grateful and those scorned typically silent in their protests. Don't push your luck too much. Works best once you have a reputation of some kind or if the organization you're working for does. As a bonus, if you can get people to earnestly sign the papers saying they'll honor some pledge they will. Even an entire people can to a point be compelled with this. May still result in a situation like the current in which many people need helped before they can give aid. You'll have as many papers as you need and will always conveniently find more in your Warehouse should they all be destroyed. Won't give treaties you've lost though so keep those under lock and key.

Maps of the Deep Roads (600CP) (Discounted: Agent of the Darkspawn) – The holy grail, so to speak. A set of maps detailing the location of an old god. The journey to it is almost certainly a long one. Would you really go so far to damn this world? You can conveniently find a similar set of maps for each world you travel to in your Warehouse. In place of an equivalent they will lead to some great treasure. If neither exists, you will get a set of maps detailing every cave system in the world as they were upon your arrival.

Companions: You are probably the only person more accepting of allies than the Wardens. You will have them. Companions may not purchase further companions, and they may not take complications.

Veterans (100CP) – It is certainly to go without saying that you've met extraordinary individuals and that you are bound to meet even more before the Jump is through. Even just starting off this is likely the case. You may designate eight people to bring in with you to get their free options (race, origin, class, specialization, skills, origin perk, and origin item), and 100CP to spend.

Recruits (100CP) – You may designate eight people already here to be companions, create eight custom companions, or split the difference. Their relation and personality is also up to you. They could be your unwavering brother-in-arms, your family, or maybe just another darkspawn. Wank it out. They have their free options (race, origin, class, specialization, skills, origin perk, and origin item), and 100CP to spend.

Those that you designate as companions must ultimately want to come with you to be able to leave with you. You could befriend them, mind control, or whatever you'd rather. They do not get the boons as everyone else.

Complications: Want more points? Perhaps you want to make things more interesting? You can pick any number of complications for up to +600CP. They will be removed in 10 years time, or upon your death. They override perks until then.

The Stolen Throne (+0CP) – When the beloved rebel queen is murdered, her son Maric sets out on a mission of vengeance against the faithless lords who were responsible for his mother's untimely death. The nation of Ferelden that once prospered under his family's reign now suffers under the cruel hands of the invading Orlesians. His countrymen now live in fear and no one is to be trusted. Your normally scheduled 10 year Jump has now been set to 44 years. That encompasses the 34 years of the novel The Stolen Throne and then from there the 10 from Dragon Age: Origins to a time after Dragon Age II.
Canon World State (+0CP) – The game worlds have some rough guidelines of what happens but necessarily by who. This lets you roughly pick the actions the Hero of Ferelden and the Champion of Kirkwall will take in addition to customizing their characters a bit. Nothing you couldn't have done in the games. Without this the default world is assumed to be female Dalish warrior Hero of Ferelden and male mage Champion of Kirkwall.

Massive Armor (+100CP) – Some parts of this world have a... unique aesthetic. Sword hilts you probably couldn't wield, daggers so big and crazily curved they couldn't possibly be practical, oh and the armors! Needless to say this world gets a little out of hand at times. Rather than this world become more practical it will stay the same. On the downside, everything still works weirdly for you. People will think you're just incompetent or something if you can't otherwise use the tools correctly. At least it's true to the source material, right?
Easily Sidetracked (+100CP) – For every plot hook you come across there is a 75% chance you're going to be forced to resolve it in some way. The end result will either be good or bad in the long run. If you try to cheese it will always lean bad. On the plus side, do a good job and you're sure to do some good around here.
Vendetta (+100CP) – Someone is out to get you. Who this is depends largely on your origin but they're incredibly skilled and have people nearly as skilled working for them. They'll try to frame you, get you locked away, or killed. It really depends on the situation. They ultimately want you dead though. You can absolutely find and stop them but good luck doing so as you have literally no idea who they are or what they're in relation to.

The Forbidden Ones (+200CP) – Gaxkang (unknown demon type), Imshael (desire demon "choice spirit"), The Formless One (unknown demon type), and Xebenkeck (desire demon). Said that they're older than the darkspawn and the Tevinter Imperium. Some of the strongest demons in the Fade, and they want you dead. What's worse, they'll work together to kill you.
Hopelessly Romantic (+200CP) – Hopeless in that you are basically incapable of being faithful to one person. You find yourself drawn to those you would normally have feelings for but also attempting to romance them all. If you're a slut this will be nigh unbearable. If you are truly apathetic or only care for one person this is just free points. The chance of that is obviously very low though.
The Ultimate Sacrifice (+200CP) – You must personally slay the Archdemon. You also don't have your powers, items, or Warehouse things that you don't buy here. Failure to do so will result in your chain ending. If you are not a Grey Warden, Agent of the Darkspawn, or have some other method to destroy its soul you are out of luck. When you finally kill it you will die. That will end your stay here.

Corrupted (+300CP) – You're now the bad kind of tainted. You are whatever darkspawn that corresponds to your race, you blight everything around you, and you have to deal with a mind-controlling song inside your head. Perhaps it's not all so bad. If you keep your head down for ten years you could almost certainly survive. Apparently the song is wonderful and all. Maybe it won't be so bad if you just roll with the punches. Maybe.
Rock and a Hard Place (+300CP) – You'll be a stone golem. Seems great, right? Until you realize you won't have any memories, powers, items, or Warehouse things that you don't buy here. That kinda sucks. Even worse, you're stuck in a little village who knows where. Well, people know where, you just don't. No memories, remember? Of course you don't. At least there is another golem across the way. Shale, you think you heard someone say. Though what was your name? In any case, everyone seems very excited for some reason. Perhaps the pigeons have finally all died? Maybe they finally found some way to make you move? Oh? Didn't I mention? You're stuck. Until the Hero of Ferelden comes along you're stuck like a... stone. They are coming, right?
Grim Reaper (+300CP) – Deep beneath the earth wrapped in horror and forgotten by time lies the halls of Amgarrak Thaig. Amongst these damned halls rests many secrets best left forgotten. Something about your arrival sent a tremor through the earth and now these things best left forgotten are crawling through the Deep Roads towards the surface to help people remember the dastardly deeds of the dwarves. There is roughly a hundred of them upon your arrival and with every few dozen corpses they collect there will be another to bolster their ranks. Harvesters are already one of the most terrible foes in Thedas but these are for whatever reason even stronger. Even a standard golem won't be able to do much to their deadly hide. Hopefully you find and stop them all quickly or you might have just doomed this world.

Future: You've spent 10 years in this realm. You're at the end. All of your complications cease to be. Your companions, should they of survived, can also accompany you on your next adventure.

Quit the Field – You return home, wherever that may be, along with everything you've collected so far.
Vigilant – You choose to remain in Thedas. You'll spend the rest of your life, however long that may be, living and surviving in this unforgiving land.
Seeker Sought – You continue your Jumping adventure. Dragon Age: Inquisition would've taken place in a few months.

Notes: A way to organize the clutter.

Qunari – The actual race is called Kossith (assumably), though that is an antiquated technical term. Qunari are almost certainly the most advanced race. Despite this, it is insinuated that all of them have an innate savagery. Can't really say either way if this will effect you as it could be something more than a character flaw. Qunari claim not to dream as humans and elves do. The only examples we know of in relation to such make it appear that Qunari are perfectly aware of what is happening when they dream. How this relates to them and magic is unknown. It is entirely possible that a trained mage could have some profound understanding that other races would lack, or it could be a detriment of some kind. It could also just be from discipline. Qunari mages are typically shackled, their mouths sown shut. Saarebas "a dangerous thing", they call them. The templar equivalent is called Arvaarad "one who holds back evil". Qunari have a concept called Aqun-Athlok "born as one gender but living as another". While Inquisition applies this to a tranny, it is not literally a man being a woman or woman being a man. If a woman could beat all the men at fighting she would be this instead of a farmer or tamassran "those who speak" (basically a priest). She would be literally viewed as a man. It is recommended that if you're interested in being of the Qun you actually look into it yourself. As you are allowed to wank some of the fluff your origin can be bent. Bent, not broken.
http://dragonage.wikia.com/wiki/Qunari

"rounds you" – Or any variant of is an admittedly poor way to say, "it increases all of you attributes by one". In the case of the Clinch of Skillful Maneuvering the "Noticeably" is meant as two.
Agent of the Darkspawn and or Corrupted – If you are weak and female you will almost certainly be forcibly turned into a broodmother. Unless Corrupted, you will not have the mercy of the sanity distorting effect this usually has. You will probably be begging for death by the end of the Jump. In all honesty, even if strong, they will probably still try and frequently at that as you simply have more worth in that capacity. It would be wise to switch to male. You've been warned.
Talents, Spells, and Specializations – http://dragonage.wikia.com/wiki/Talents_(Origins)
http://dragonage.wikia.com/wiki/Talents_(Dragon_Age_II)
http://dragonage.wikia.com/wiki/Spells_(Origins)
http://dragonage.wikia.com/wiki/Spells_(Dragon_Age_II)
http://dragonage.wikia.com/wiki/Specializations
Templar & Tevinter Fugitive – Both of these are unique in that they rely on some level of lyrium to work. Templars ingesting it through an apparatus, which will be provided for you. Templars will eventually become life threateningly addicted to it. You start off without the addiction, your powers working at least for the ten years you're suppose to be here. The latter, having it tattooed into your skin. In theory, if you take a bad enough blow, your powers will stop working.
Runecrafting, Worked to the Bone, and Enchanter – If you have all the levels of Runecrafting along with the other two perks you are at least the likes of Paragon Caridin who created the Anvil of the Void. In all likely hood, you are probably one of the best if not the best craftsman to grace this world. If you also have all the levels in Trap-Making, Herbalism, and Poison-Making this is almost certainly the case. If you are a Noble dwarf you have almost certainly recreated the Anvil of the Void. If anyone knows of this is up to you. If you are a Commoner the most likely way you got so much lyrium to make it is if you were doing something highly illegal or people knew what you were doing. In either case, you are almost certainly about to be crowned as a Paragon and as a result become a noble if you've not already.
Lyrium – You will be hard pressed to encounter a substitute for it outside of this world. Rather than give you a limited resupply when you leave, you'll have the ability to substitute it entirely with raw magic. You can get rid of your lyrium tattoos, and no longer need to risk the insanity of addiction. This will be very mana expensive.