CENTRAL CASTING™:

Heroes of Legend

Character Creation System —A Roleplaying Aid for All Fantasy Roleplaying Systems

by Paul Jaquays



Unflatten the cardboard character!

Give depth, motivation and life to every PC and NPC. Here at last, is a game aid that deals with character development and roleplay. A powerful roleplay aid for both game players and game masters.

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Table of Contents

Introduction		2
How to Use this Book		2
Rules & Terms 'n Stuff		3
Applying the Guidelines		4
Creating a Character History		6
Dice Explanation		7
Other Uses & Abuses		7
Motivations: Justifying a Character's Life		8
NPCs: Creating Special Characters		9
Linking Events		11
101:	Character Race	13
102:	Cultural Background	14
103:	Social Status	16
104:	Legitimacy of Birth	18
105:	Reasons for Illegitimate Birth	18
106:	The Family	19
107:	Siblings	19
108:	Birth Order	19
109:	Time of Birth	20
110:	Place of Birth	20
111:	Exotic Birth Locations	20
112:	Unusual Births	21
113:	Unusual Birth Circumstances	22
114:	Parents & NPCs	24
215:	Significant Events of Childhood & Adolescence	26
216:	Special Events of Childhood & Adolescence	28
217:	Significant Events of Adulthood	30
318:	Alignment and Attitude	32
419:	Apprenticeships	34
420:	Primitive Occupations	35
421:	Nomad Occupations	35
422:	Barbarian Occupations	36
423:	Civilized Occupations	37
424:	Crafts	40
425:	Merchants	41
226:	Occupation Performance	42
427:	Hobbies	43
528:	Tragedies	44
529:	Something Wonderful...	46
530:	Elven Events	47
531:	Dwarvish Events	47
532	Halfling Events	48
533:	Monster Events	48
534:	Underworld Experience	49
535:	Military Experience	51
536:	Noncombat Duty	53
537:	Special Services	53
538:	Military Rank	54
539:	Enslaved!	55
540:	Imprisoned!	57
541:	Religious Experience	58
542:	Ah Love!	59
543:	In the Service of...	60
544:	Exotic Events	61
545:	Death Situations	63
546:	Death of Parent or Guardian	64
647:	Lightside Traits	65
648:	Darkside Traits	66
649:	Exotic Personality Features	67
750:	Others	72
751:	Nonhumans	72
752:	Government Officials	73
753:	Relatives	73
754:	Guardians	74
755:	Criminals	74
756:	Monsters	75
757:	Adventurers	75
758:	Nobles	76
759:	Unusual Pets	78
760:	Unusual Pet Abilities	78
761:	Companions	79
762:	Rivals	80
863:	Gifts & Legacies	81
864:	Deities	82
865:	Colors	83
866:	Birthmarks	83
867:	Body Locations	83
868:	Curses	84
869:	Blessings	85
870:	Serious Wounds	86
871:	Special Titles for Nobility	87
872:	Relation to Ruler of the Land	87
873:	Psychic Abilities	88
874:	Physical Afflictions	89
875:	Crimes	90
876:	Unusual Skills	91
877:	Military Skills	92
978:	GM's Specials	93
Index		94
Bibliography		96
Character history worksheet		(inside back cover)

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CENTRAL CASTING™

Heroes of Legend

A Character Creation System and Roleplay Aid for any Fantasy Roleplaying System

A detailed, stand-alone system for creating thoroughly individualized, involved and invigorating backgrounds, personalities, motivations, and skills for both player characters and nonplayer characters alike—complete with roleplay hints, gameplay benefits, and guidelines for fitting skills into any roleplay rules system.

by Paul Jaquays

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More than just a good idea (or two)

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Introduction

Chances are that you probably read rule books like I do and you've skimmed and flipped back and forth through the book several times, reading whatever catches your eye. Now, you've seen all these strange dice tables spread throughout the book, but nothing has told you what to do with them. Well, now you're finally back in the right place.

The purpose of this book is to help you, the roleplay gamer, create detailed, exciting, and even mysterious background descriptions for your personal player characters and some of the non-player characters with whom they interact. The contents of the book are weighted towards producing unusual, as opposed to mundane characters. If your characters end up seeming like heroes (or anti-heroes) out of melodramatic fiction, then the book has done its job. The desired goal here is good, fun, role-playing, not the creation of super-human beings.

Character Background generators are not new. This system has been kicking around in one form or another in the author's personal campaigns for about 10 years. Its inspiration was some ancient tables that originally just provided birth order and the father's occupation (back then, it seemed that everyone wanted to be employed as a rich nobleman). The tables from the book's intermediate stage of development tended to give everyone tragic backgrounds (lots of orphans hailing from ransacked or disease-ravaged towns and villages). The current incarnation, what you hold in your hands, has been balanced to provide both the good and the bad, curses and the blessings, bonuses and penalties.

You don't need to be a game master to use or read this book (Exception: players, stay away from *Table 978: GM Specials* or your inquisitive little noses will fall off). You don't even need to play fantasy role-playing games. However, you do need polyhedron dice (those funny-looking dice you see in hobby stores). Well ... you *could* use a computer to generate random numbers, or fill about a dozen cups with little chits of cardboard marked with numbers to simulate dice, but dice are more user friendly.

Now, down to business. Have you bought this book yet? *No?!?* Then go do it! You're putting little wrinkly marks and cracking the spine of somebody else's book (notice that I didn't suggest that you put it back on the shelf?).

Footnote to the Introduction

WARNING: There are bound to be incongruities in this book, maybe even a whole bunch of them. Each randomly selected table entry will not always work together with another randomly selected table entry (Ruta really tried to make sure that they all did work, but there are just too many combinations).

If you find something that doesn't work, the best rule that the author and editor can give you is to throw out the second roll (the one that conflicts with the first) and reroll.

If something is seriously wrong, try banging on the book. If that doesn't fix it, send your complaints to the Jaquays, care of Task Force Games. If you want a reply, send a self-addressed, stamped envelope and a kind word or two (you know, tell us how you convinced/coerced all eight players in your game group to buy their own copies).

Now, since we've got your attention focused on the incongruities in the table entries, maybe you won't notice the ambiguities in the rules ...

How to Use this Book

Let's do it! Grab your favorite bag of dice, and we'll start creating super-exciting dynamic characters that look, feel, and act like they just walked out of the pages of a *real* fantasy novel (well ... maybe not Tolkien, Donaldson, or even Michael A. Stackpole, but still larger than life and pretty neat stuff).

Before Starting

Make sure you have the following items: a variety of dice (d4, d6, d8, d10, d12, d20—if you don't know what these are see *Dice Explanations* on page 7), a sharpened pencil, several photocopies of the character worksheet, and a couple bookmarks (trust me, you will need these at first). Permission is granted to photocopy the worksheet on the inside back cover for personal use only.

Getting Started

Creating character histories is fun, but it takes time. Plan on spending as much as a half-hour per character. However, there are short-cuts you can take. For a quick NPC (or player character) history, go to *NPCs: Creating Good Guys, Villains, Leaders and Special Characters* on page 9. If you just want to get going, jump ahead to *Table 101: Character Race* and start rolling dice. On the other hand, if you want to know what to do when you get there ... read on.

Those Funny Numbers

You've probably noticed that every table starts with a three-digit number like 101 or 754. There are a couple reasons for this.

Initially, you use these tables in sequence. After *Table 101: Character Race* you go to *102*, then to *103* and so on. When you complete *Table 318: Alignment & Attitude*, you're done.

However (you ask), if *318* is the last table, why do tables *419* through *978* exist? Good question!

The rest of the tables are like data banks in a computer or reference books in a library. Although the table numbers have nothing to do with the Dewey Decimal System, they do divide the tables into nine general categories. You will be jumping around from table to table, grabbing a bit of data here, a piece of information there until you are done creating the history.

100's-	Character's heritage and birth
200's-	Significant Events of Life
300's-	Personality Development
400's-	Occupations & Hobbies
500's-	Miscellaneous Event Tables
600's-	Personality Traits (good, bad, and wierd)
700's-	Various People types
800's-	Miscellaneous Other Stuff
900's-	GM ONLY (players not allowed)

Rules & Terms n' Stuff

Central Casting : Heroes of Legend is a generic roleplaying aid for use with all heroic fantasy game systems. Even though the heroic fantasy game rules are as varied as humanity, like humanity, they all share basic precepts. The *Central Casting* system builds upon these likenesses to provide solid gameplay benefits for the characters whose histories it creates. A basic set of mechanics for generic attributes and relative skill systems follows. In some cases these will be guidelines, in others minimal rule systems are set forth to accomodate special skills that may not be duplicated by each and every game system.

These "rules" are here to help you adapt the *Central Casting* histories to your favorite game system, not to replace those rules. In all cases, the Game Master (GM) who moderates the game campaign is the last word on his game world, not this book! The author strongly suggests that your GM be allowed to read this book before creating histories for characters in his world and that if possible, let the GM be a part of creating that history. Keep in mind, however, that this is now *your* book; if you wish to change anything, go ahead!

Sexism and Central Casting: People who are bothered by the editorial use of the pronouns "he" and "his" to describe members of both sexes will be annoyed by this book. This editorial style has been adopted to resolve the cumbersome (and space intensive) use of "he or she" and "his or her". Assume that unless something in the book is gender-specific, all uses of "he" or "his" can refer equally to both sexes. The author trusts that this bow to convenience will not dampen your enjoyment of the book, but makes no apologies for it.

Character History Worksheet

Go to the back inside cover. See the form there? Good! Make a bunch of copies of it (Go on, the publisher's already said it's OK. Trust me!). Notice how lots of lines have those funny numbers we talked about earlier next to them. Well, the information you need to fill in the blanks next to each number comes from a table in this book with a matching number. In fact, if you want, you can ignore all these VERY IMPORTANT (but time-consuming nonetheless) instructions and just go to the tables indicated by the numbers there and follow those directions. What do you mean where's the NAME Table? Umm ... I think maybe you should just keep reading, OK. I won't tell anybody. I promise.

Central Casting Skill System

To be all things to all fantasy roleplaying games, the *Central Casting* game aids use a 11-level Ranking system for all skills and abilities that a character may learn, including combat (weapon use), magic use and occupational skills. The Rank system is designed to work with game systems in a relative manner. Based on the 1 to 10 value range for known skills, a character with a Rank 1 skill at something would be a beginner, novice or apprentice, while a character with a Rank 10 ability would be a master whose skills have reached the mortal limits available to those of his racial heritage. The Rank system is easily extended beyond 10 to accomodate those characters whose skills become mythical, approaching those of legendary heroes or demigods.

The *Central Casting* Ranks are:

❑ **Rank 0. None.** The character has no knowledge of, talent for, or skills at the indicated occupation or skill.

❑ **Rank 1. A Raw Beginner.** The character knows just enough to perform a skill, or be dangerous with it.

❑ **Rank 2. An Apprentice.** The character has learned most of the basics, but has yet to become competent.

❑ **Rank 3. Average.** Most folk who practice this skill never go much beyond this level of mastery.

❑ **Rank 4. Fairly Competent.** The characer is better than average and shows talent, but nothing extraordinary.

❑ **Rank 5. Good!** The character may be a journeyman at this skill. Real talent here that needs further developing.

❑ **Rank 6. Very Good!!** The character is good enough to have some razzle dazzle at the skill, but is not yet a master. But then, only a master of the skill would know that.

❑ **Rank 7. A Master.** Many will seek the character for service and instruction .

❑ **Rank 8. A Reknowned Master.** Folk from distant corners of the country know of the character's skill.

❑ **Rank 9. A Grand Master.** There are few, if any with greater skill. The character's skill is known throughout the world. Such talented people are quite rare.

❑ **Rank 10. Legendary Skill.** Though still within mortal bounds, tales of the character's prowess will live on long after he is gone. Hardly ever encountered.

❑ **Rank 11+. Mythical Skill.** The character has ability far beyond the mortal norms. Skills like these are often noted by the gods (particularly jealous gods!!). Should the character's skill become high enough, he may be *worshipped* as a patron of the skill.

General Attributes

It is fair to say that no two fantasy game rules systems are exactly identical, especially when it comes to a character's attributes, the building blocks which form the character's physical and mental existance and define many of the character's basic skills, his life energy, magical ability and so on. Nevertheless, most, if not all, systems build their characters up from similar types of attributes.

Central Casting assumes that most characters will have basic attributes similar to or based on the ones described below. During the course of generating a character's history, one or more of these attributes may be modified by events in the character's life.

Record any modifications to the character's attributes in the spaces provided in the lower right-hand corner of the history worksheet.

❑ **Strength.** Sometimes called Physical Strength, this is a measure of the character's ability to lift, move, wear or use things. Low Strength indicates a weakling, while high Strength is found in powerful heroes.

❑ **Intelligence.** Also called, IQ. This is braininess, the ability to think logically, solve problems, and deal with complicated concepts. Low Intelligence indicates deficient mental ability. High Intelligence is genius level.

❑ **Magical Ability.** Called Power by some and Magical Aptitude by others, it can also be a character's Luck or even an indicator of Sanity. It is a measure of the character's ability to use, or proficiency at, wielding forces arcane. Characters with low Magical Ability would not be wise to give up their day jobs to become wizards. Characters with high Magical Ability are magic wielders of great magical potential.

❑ **Dexterity.** Sometimes referred to as Agility or even Physical Prowess and includes Manual Dexterity. It is a measure of a character's nimbleness, the ease with which he moves. Low Dexterity means a slow, clumsy character, while high Dexterity can mean a hand that is truly quicker thadd an extra die n the eye.

❑ **Constitution.** This is the measure of a character's health, his physical well being. A character with a high Constitution can generally be expected to endure physical hardships with ease, and be more resistant to disease and injury.

❑ **Charisma.** Used here in the sense of personal magnetism or leadership ability, this is not Appearance. A character with low Charisma would have problems attracting followers.

❑ **Appearance.** This is also called Physical Beauty or Comeliness, but is often called Charisma. It is essentially a character's looks, what others see. A low Appearance is unnattractive, while a character with very high Appearance would literally stun members of both sexes. If a game system does not normally have an Appearance attribute, the Charisma attribute does double duty and represents both.

❑ **Age.** This is the character's physical age. When a character is born, he is age 0 (zero). Most events that happen to a character occur at a specific age. Usually, these characteristics are calculated forward from birth. When creating beginning player characters, *Central Casting* assumes they begin adventuring just as they reach adulthood. The chart at the bottom of the page shows the life stages for each character race.

Childhood. Childhood covers the years prior to adolescence. During this period, a character is rarely able to match an adult in anything. A character at this age will only have (1d6x Age)% of his Strength, Constitution, Intelligence and Magical Ability attributes.

Adolescence. During this period, the character transcends from childhood into adulthood. A character at this age will only have (1d6x 10)+30% of his Strength, Constitution and Magical Ability attributes.

Adulthood. This is quite often as much a social consideration as it is a physical one. The character is assumed to be a full and responsible member of society. All the character's attributes are at their peak. Note that orcs and beastmen usually consider an adult to be anyone old enough to wield a weapon in combat (about 12 to 16).

Mature, Elderly, and Ancient. At some point in a character's life, his body begins to slowly deteriorate under the burden of age. His reflexes slow, his strength wanes and his mind wanders. The attributes that may decline with age and the stage of life in which the decline begins follow. When a character reaches an age in which decline could begin (see chart below), roll a d8 for each affected attribute. If the result is an 8, reduce the attribute by 1 point (See the Attribute Bonus Point Conversion Chart on page 6 for how this affects characters with maximum attribute ranges higher than 18). Roll once each year thereafter.

Dexterity decline begins at Mature
Strength decline begins at Mature
Appearance decline beings at Elderly
Constitution decline begins at Elderly
Intelligence decline begins at Ancient

Race	Adolescent	Adult	Mature	Elderly	Ancient
Human	13-18	18-39	40-60	61-80	81+
Halfling	18-30	31-59	60-80	81-100	101+
Dwarf	17-36	37-90	91-145	146-170	171+
Elf	21-58	59-400	401-600	601-800	801+
Lizmen	21-58	59-80	81-100	101-120	121+
Orc	10-11	12-30	31-40	41-50	51+
Beast	13-18	18-49	50-60	61-80	81+

Applying the Guidelines

OK, now you know what is meant by having a Rank 1 skill with a sword or and approximately what characteristic is implied when the text mentions Physical Strength. Although it's easy for me to say "a character with a Rank 10 ability would be a master of legendary skill who has reached the mortal limits available to those of his racial heritage," what does it mean? How do you apply this to your game? What are some quick, fast rules to convert skill Ranks to *your* game system?

Central Casting admittedly favors skill-based game systems (as opposed to character-level-based systems). Where multiple character skills are already in existence, it is easier to add or modify those skills. Where such skills do not exist, the player must superimpose them on the game system.

Converting Ranks

Game systems can be categorized into roughly three categories: systems where learned skills advance separately from each other, systems where skills are based on modified character attributes (such as Intelligence or Physical Strength), and finally, skills, what skills ?

For all skills, use the rules for the skill in your game system that most closely approximates the skill selected in *Central Casting*. If no corresponding skill exists, make up rules in keeping with the game, but check new rules with your GM first.

Skill-based games: (Examples: *Rolemaster®*, *Runequest®*, *Swordbearer™*, *The Palladium™ Roleplaying game*, *Dragonquest®*, and *Stormbringer™* games). Where skills are measured as percentages, a Rank with a skill is equal to 10% added onto the character's base (starting) ability with it. Should there be no base ability for the skill, create it by rolling a d10 and adding 10 to the result.

In games where skills increase in levels (such as *DragonQuest®*), a Rank equals one level of skill use.

Attribute-based skills: (Examples: *Dungeons & Dragons®* game, *Advanced Dungeons & Dragons®* game, and *Mercenaries, Spies & Private Eyes™* rules). Use the Rank with the skill as a bonus to the attribute die roll. However, you may want to check with your GM beforehand. He may not feel that subtracting your Rank 7 skill from a die roll is the thing to do.

Skills, what skills?: (Example:*Tunnels & Trolls®* game). In these games, your character is limited to using the abilities designated for his character class, beyond that, no real rules exist. So here are rules that can be superimposed:

Generic Skill Use Rules

Skill Rules: When a character wants to use a skill, the player must decide what he wishes to accomplish, then use the following steps to determine success at the skill:

1. Have the GM assign a difficulty rating to the task between 2 (automatic success) and 50 (nearly impossible for even a Rank 10 skill master). Remember, the statistical average for a single d6 roll is 3.5.
2. For each skill Rank the character has, he may roll 1d6 (up to a maximum of 20d6 for characters with god-like skills).
3. If the value of a character's attributes (such as a high

Dexterity or a poor Strength) seems likely to affect the outcome, dice may be added to or subtracted from the character's skill dice (GM's decision stands here). Add an extra d6 for high attributes, subtract a d6 for poor ones.

4. If the character's totaled die results exceed the task's difficulty rating, he succeeds with the skill. If it is under the difficulty rating, he blows it (fails).

Special circumstances may modify this system. When performing a skill under extreme duress (high stress or danger to life and limb), the GM may, at his discretion, remove one or more of the character's lowest individual die results from the total. However, he must announce this BEFORE the player makes any die rolls. Example: Roxanne the ranger has a Rank 5 dancing skill. The nomads who have captured her demand a performance. If they like it, she lives. Otherwise she dies. The GM informs her that the dance must have a difficulty rating of at least 12. She elects to perform the flashy Tirellian Cadence, knowing that the last time she danced it, the GM assigned it a difficulty rating of 15. With 6 dice (5 for Rank and 1 for a high Dexterity) she should have no problem. However, the GM decides that her fear in this situation, the nomad kahn's desire to see her fail, the extreme heat, and the soft sandy floor of the tent will cost her three dice. Roxanne rolls 6 dice, with a 5, 6, 3, 3, 4, 2 result. The GM removes the two 3s and the 2. The final total, a 15, is just barely enough to impress the kahn and Roxanne goes free.

Special Success: If the character rolls all 6's on a task he would have any chance of success at, he succeeds regardless of any other modifiers that might reduce the number of dice. If the result would normally exceed the difficulty rating, the character not only succeeds, but the results of the success are beyond the character's wildest expectations (GM interpretation is very important here!).

Fumbles: This is a "blow-it-badly" result. There are two ways to set this up. Method A: Mark a big red **X** on the "1" side of one die used to roll the skill check. If this die face comes up during the roll, *and* the character's die results are less than the difficulty rating, the character "fumbles." Method B: If the character rolls all 1's, regardless of the difficulty rating, the character fumbles. You may wish to use both methods. A fumble means that not only has the character failed in what he tried to accomplish, but that the end result is the worst thing he could imagine happening.

Improving skills during game play: To improve a skill, the character must perform difficult tasks, ones which allow the character a chance to fail. Each time a character uses a skill on a task with a difficulty rating that is at least equal to the skill's Rank x 3, make a "hash-mark" next to it. After each adventure, the character may either attempt to improve the skill or wait to accumulate additional hash marks on a future adventure.

To improve the skill, roll 2d6. If the result is less than or equal to the number of hashmarks minus the character's Rank with the skill, the skill improves by one Rank. A roll of 12 is always a failure. After rolling, remove all hashmarks from the skill. Regardless of success or failure, the character must start over again collecting new hash marks for succesful uses.

Skill Ranks in Combat

Level-based games: These are game systems where characters advance in prowess by gaining levels of skill, as in *Dungeons & Dragons®* or *Tunnels & Trolls®*. In these games, a weapon skill's Rank value is a bonus added to the character's attack ability with a particular weapon, not an overall measure of the character's fighting skill. In *Tunnels & Trolls®*, this would be extra dice. In the D&D® game and the AD&D® game this would be added to attack rolls.

Quick rule for D&D® & AD&D® game NPCs: Let each Rank in a character's primary skill (combat, magic use, thieving, etc.) equal 1d3 experience levels.

Skill-based games: In these, the character's skills increase separately from each other. Most often, individual weapon skills are given as percentage values. In games where skills are measured as percentages, a rank with a weapon is 10% added onto the character's base (starting) ability with it. In games where skills increase in levels (such as *Dragonquest®*), a Rank equals one level (or Rank) of skill use.

Skills Ranks in Magic Use

Player Characters: Magic use systems are more varied than combat systems. Beginning player characters should always start where beginning characters start as regards to magic. Rather than pigeon-hole the systems, use the following guides (separately or together):

- Use the Rank with a magical skill as an experience bonus. Add the Rank as a percentage to all experience gained.
- Multiply the character's Rank with magic by 5 and let this be the minimum percentage for his use of new spells.
- If a percentage roll is needed for spell success, use the Rank x 3 as a bonus to the casting check.
- If magic use depends on an attribute check, such as Magical Ability, let the character's Rank be a bonus to the roll.
- Let the character's Rank directly correspond to the maximum level or complexity of spell that he can learn and use.
- Let the character's Rank affect the number of spells that he can use or manipulate.
- Use Rank with magic as the character's chance to learn new spells.

Nonplayer Characters: Magical Rank corresponds (approximately) to a character's skill level. Low Rank wizards and priests know and cast but few, and relatively weak spells. High Rank magic wielders have powerful spell arsenals (Also see the Quick rule for D&D® game & AD&D® game NPCs above).

Bonuses

Skill Bonuses/Penalties: These are expressed as a number of Ranks to increase or decrease an existing skill. For beginning characters, the GM should not allow any skill to exceed Rank 6 before starting play. NPC skills may go higher as needed to fullfil their intended purpose in the game.

Attribute Bonuses/Penalties: Throughout *Central Casting,* characters are rewarded (or penalized) with modifications to their existing physical attributes (such as Strength, Magical Ability and so on). The player is told to add to or subtract a number of points from an attribute. Record these numbers in the section provided for them in the lower right corner of the worksheet.

Although these modifications are given as a fixed value (such as 1 point or 1d3 points), the actual value of the modification depends on the highest score possible for the character's attributes when *creating* the character (Example: 3d6 yields a maximum value of 18). If the maximum possible attribute score is higher than 29, the player must multiply the modification points by a conversion factor to find the actual number of points added to or subtracted from the attribute (see the conversion chart on page 6 for the factors and atttribute ranges).

The GM should review and approve all changes brought about by attribute increases or decreases. He may not want a demigod or a hopeless wimp running around in his campaign.

Bonus Point Conversion Table

Maximum Possible Attribute Score	Conversion Factor
01-29	x 1
30-49	x 2
50-69	x 3
70-89	x 4
90-100+	x 5

Survival Skills

If you were dumped naked in the midst of a forest or in a back alley of an unfamiliar city, could you survive? Most people have the skills necessary to exist by their wits in their own familiar environment, assuming no outside support. Survival Skills are similar to occupations: they encompass a number of skills, rather just one. Survival skills are the means to provide the character with basic necessities: food, water, clothing and shelter. A Rank 1 Survival Skill, indicates the character is barely able to even survive in a familiar, nonthreatening environment. At Rank 3, the character can get along in a familiar place. A Rank of 5 would indicate an ability to get by even in a strange locale, while Rank 10 would indicate that character can survive and even thrive in a truly exotic or alien setting.

Central Casting recognizes two distinct categories of environment: Wilderness and Urban. A character's Cultural Background and Social Status will determine the quality of his skills and the environment those skills are best suited for. A space for both settings has been provided for Survival in the SKILLS section on the character history worksheet.

Wilderness Survival skills let the character survive in the great outdoors. The character can find food, shelter and water in the wilds, avoid natural predators, even live through dangerous weather conditions and environments.

Urban Survival skills let the character may his way in cities. The character knows common customs, where to buy or find food, where to find shelter, how to avoid becoming a victim of human predators, even find work.

Literacy

Literacy is the character's ability to read and write his native language. The character learns the skills at a particular skill Ranking. A space has been provided for the character's Literacy skill in the SKILLS section on the character history worksheet. A character's Cultural Background and Social Status will determine the quality of Literacy skills.

A literate character's initial literacy Rank will be equal to 1d4 plus his *SolMod* (see *Table 103: Social Status*) and will never have an initial Rank of less than 1 nor more than 7.

Starting Money

In most places, money is the thing one needs to get by. In just about every rules system, new player characters are assigned (usually by rolling dice) a certain amount of money to purchase supplies. This is called "Starting Money." Some entries in the *Central Casting* tables will modify a character's Starting Money, usually multiplying it by a percentage. Keep a running tally of these money modifications in the space provided for Starting Money Modifier in the box in the lower right hand corner of the character history worksheet.

Creating a Character History

Although you can do this just for fun, you may want to actually have a character to write about. Generate the attributes for your character, using the fantasy game system of your choice. Take a copy of the worksheet in the back of this book and write down the character's name, the character's sex and anything else you or your game master (GM) have already decided about the character (Example: you want to play a human barbarian, so you don't have to decide either race or Cultural Background).

If you haven't chosen the race (human, elf, dwarf, orc, etc.) for your character, go to *Table 101: Character Race* on page 13 and follow the instructions you find there. Chances are, however, that you've already picked what kind of character you will be. Well then, go to *Table 102: Cultural Background* to find out if your character is a barbarian, civilized, or even worse.

Each table contains the instructions you need to use it: the kind of dice to roll, where on your worksheet to write any relevant information, and what to do next. Quite often, the instructions within the table will TEMPORARILY send you to another table to resolve something. *Leave a book mark where you are at before going on to the requested table.*

When you are done on a page, look at that big black band across the page bottom. The message there tells you where to go next. When the message says "From here—Return to the Table that sent you here." do just that, go back to the most recent bookmark you left behind (I said you would need these!).

Tables 101 through *318* follow each other in sequence. The character will use most of these tables in their given sequence. Record the information you get on these tables on the lines provided on the worksheet (the numbers on the worksheet correspond to the tables in the book).

Do not, repeat, **DO NOT** use tables that you are not instructed to use (you can read them, just don't use them).

Finishing Up

After you've filled out the character worksheet, reread *Motivations* on page 8 to find your character's reason for adventuring and/or continued existence. From there go on to *Linking Events* on page 11. This section contains helpful hints for turning your page of raw data into a unified character history (like writing your own fantasy novel—sort of). Reread *Rules & Terms* on page 3 and *Applying the Guidlines* on page 4 to best decide how the skills your character has gained will work in your game system, and, *vóila,* you are done. Ok now, let's do it again!

Negative Integer Math

Well into the final edit process, my editor (who is more the mathmatician than I) suggested that possibly it was a mistake to use negative values for some of the die roll modifiers (such as the *CuMod* and *SolMod*). Not everyone understands how negative numbers work she pointed out, especially when one has to work around that inconvenient zero in the middle there. After grudgingly admitting she was correct, I offer the following advice to those of you to whom negative integer math remains a mystery: Adding a negative number is the same as subtracting a number (-2 + 9 is the same as 9 - 2). If the negative number seems greater than the number it is added to (such as -5 added to 3), the result is a negative number (-5 + 3 = -2). Still confused? See a math teacher instead of a game designer.

Dice Explanations

You need dice to use *Central Casting.* Raiding a couple board games for a handful of six-sided dice will not do. *Central Casting* assumes you have polyhedron dice, that is: four, six, eight, 10, 12, and 20-sided dice. At least one of each type is needed, but it would be best to have either two 10-sided or two 20-sided dice in different colors. In all likelihood, the place where you bought this book will also have the dice.

Throughout *Central Casting,* abbreviations are consistently used to refer to the different die types. The letter "d" preceding a number indicates a die. The number following the "d" is the number of sides on the die and usually indicates the the highest number that can be rolled on that die. The number preceding the "d" indicates the number of dice of that kind to be rolled. Still other dice are created by combining or modifying other die rolls (see specific die types below).

Examples: If 1d6 is called for, roll a single six-sided die. For 2d4, roll two, four-sided dice and add the results together. If a die type is shown with a plus (+) sign and a second number after the die type, such as "1d4+3," then the number after the plus sign is added to the die roll. If a minus sign follows the die type, then any following number is subtracted from the die roll as in "2d10-1." *Central Casting* uses the following real and simulated dice:

❑ **d2 or "Hi/Lo."** Technically, this is not a die. When indicated, it means that a six-sided die should be rolled. If the result is 1, 2, or 3, the roll is low (Lo) or 1. If the result is 4, 5 or 6, the roll is high (Hi) or 2.

❑ **d3.** Not a true die. The result of a d3 is obtained by rolling a six-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3.

❑ **d4.** A four-sided die: generates a number from 1 to 4.

❑ **d5.** Not a true die. The result of a d5 is obtained by rolling a 10-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3. A result of 7 or 8 means 4 and a result of 9 or 10 means 5.

❑ **d6.** A six-sided die (probably the most familiar type): generates a number from 1 to 6.

❑ **d8.** An eight-sided die: generates a number from 1 to 8.

❑ **d10.** A 10-sided die: generates a number from 1 to 10. However, it is often marked 0, 1, 2, 3, 4, 5, 6, 7, 8, 9. When used as a d10, the zero means 10. A 20-sided die easily simulates a d10 if it is marked from 0-9 twice (and not 1-20).

❑ **d12.** A 12-sided die. It generates a number from 1 to 12.

❑ **d20.** A 20-sided die: generates a number from 1 to 20. However, many d20s are marked 0 to 9 like a d10, but repeated twice. In this case, you need to indicate which set of 0 to 9 represents 1 to 10 and which set represents 11 to 20 (color the numbers with differently colored pens or crayons). Or use a d10 and a d6 to simulate the result of a d20. Roll the d10 for a number from 1 to10, and the d6 to obtain a "Hi/Lo" value. If the d6 is Lo, the d10 value is 1 to 10. If the d6 is Hi, add 10 to the d10 roll to get a number from 11 to 20.

❑ **d100.** A 100-sided die: generates a number from 1 to 00 (100). A true 100-sided die is commercially available. However, a d100 is easily simulated with two d10s (which must be different colors). One d10 will represent a 10's digit (multiply the die result by 10) and the other the one's digit (1 through 10). After specifying which die represents the 10's digit, roll the dice. Add the results. Example: results of 40 (4 x 10) and 6 added together become a result of 46.

❑ **Percentiles.** Often, *Central Casting* will state that there is a percentage chance that some circumstance will occur, such as "There is a 15% chance the character will be left-handed." To obtain a percentile result, roll a d100. If the result is less than or equal to the given percentage chance, the circumstance occurs. If the result is greater that the chance, the circumstance does not occur.

Other Uses & Abuses

Central Casting is not limited to just creating character histories. A clever (or desperate) GM can use this book to double for a vast (OK, modest) array of other roleplaying aids. It can be used as a combat system for battles between armies. It can form the basis for adventure scenarios. It can fill the time between adventures with interesting happenings. It can be used to create businesses for a town, predict the future and set up random street encounters. All it takes is a little imagination.

Wars & Rumors of Wars: Use encounter #1-6 of *Table 535B: Military Experience* to quickly fight wars. Always let the player character's side (or a side which favors the player characters) roll a d20 first. The high roll wins. The subtable for the outcome of the battle tells of any additional effects on the player characters involved.

Inbetween Adventures: Between each adventure, choose one character to be the subject (or victim) of an event. Select the event on *Table 217: Significant Events of Adulthood.* Modify the event to work with the character's current circumstances. Be sure to involve other player characters in some way. Have the event affect subsequent campaign play.

Who's Minding the Store: Need to select businesses for a town? Decide the town's Culture Level (for civilized towns, you'll need the Social Level of the neighborhood you are creating). Use the occupation table appropriate for the Culture and Social Level to randomly select businesses in that area. You may wish to modify the table to include residences, public buildings and religious edifices. You can also use *Table 114B: Noteworthy Items* to describe the shop's proprietor.

Soothsaying: Use *Central Casting* to predict a character's future. Often a character will want to know things like, "When and how will I die?" or "Whom will I marry?" *Table 545: Death Situations* can be used to described the type of death that awaits the character should he choose to stop adventuring. *Table 542: Ah Love!* can be used to tell about a futurelove affair. Use *Table 217: Significant Events of Adulthood* to give a brief glimpse of the near future. Timing is up to the GM, but offer these futures as possible futures, generally assuming the character doesn't die on the next adventure.

Random Street Encounters: Use *Table 750: Others* to determine randomly encountered people on the street or to fill a bar, inn or brothel with clientele.

Non-Fantasy Games: Use *Central Casting: Heroes of Legend* to create backgrounds for characters in Science Fiction or Modern Day game systems. Convert any magical or fantastical events into events that fit the time period.

Motivations:

Justifying a Character's Life

Why would anyone become an adventurer? What would make someone seek out hideously dangerous situations or brave the unknown? What makes characters do what they do?

In a courtroom situation, an attorney probes to discover why someone would allegedly commit a crime; an actress on stage seeks to justify her movements in front of the footlights; and a teacher looks for a way to make a child want to learn. All three search after the same thing, a *motivation,* something that will provide a reason for future actions or explain and justify past actions.

Every character, whether he is an NPC or a recently created player character has a reason for existing, something that serves as a focus for his life. Usually, it is not a single goal or desire, but something complex, involving several factors.

Select Motivations

Each character should have more than one motivation. One will always be a strong primary motivation, and the others secondary, less important, but still providing direction. Use the list of motivations that follows as a guide, but feel free to add your own. Customize these to fit the character .

Base the selection of the character's motivations on his past, his alignment, his attitude and his personality factors. Don't select motivations that conflict strongly with other aspects of the character's background.

Assign a strength to each motivation, particularly for NPCs. This represents the relative importance of the motivation to the character. Suggested strengths are Trivial, Weak, Average, Strong, Driving and Obsessive. A trivial motivation, would hardly worth the trouble to resolve. Yet a character who is obsessed with the need to fulfill his motivation may stop at nothing to accomplish his goals, and heaven help any who get in his way. Primary motivations should have relatively high strengths and secondary motivations substantially weaker strengths.

Finally, write a brief synopsis of the character's motivations on the back of the worksheet to help you make decisions when roleplaying the character.

Character Motivations

What follows are common motivations for fictional characters. You find them in both the best and the worst that genre fiction has to offer. Find the ones that best suit the character and then do a little custom fitting.

Revenge. This is everybody's favorite. Somebody did something to the character or his family and now he's gonna pay them back.

Working out a past event. One of the events that happened to the character in his past left something unresolved. An adventure is needed to complete the situation. Example: The character is kidnapped to another plane and loses 10 years of his life without a trace. His goal then becomes to discover who kidnapped him and why has his memory been wiped clean?

Faith. The character's greatest desire is to serve his deity to the fullest possible extent. Every action will be weighted based on the teachings of the religion and the extent of his personal belief. This is a great motivator for quests and crusades in the name of the gods. Please note that characters motivated by Faith need not be good guys.



Discovery of the truth. This is finding the truth about something. The character has learned that something in his past is not what he has been told. His goal is to find out the true story, even if the truth hurts.

Love. The character lives his life only to serve someone he loves. He puts this person's welfare and happiness above his own. This is particularly suited to characters who have an ongoing romance. The GM may wish to kidnap the beloved as a hook for an adventure (hey, it worked about a zillion times for Edgar Rice Burroughs). Love is also the basis for parent/child relationships, in which a sick or missing child could motivate a character unto adventure.

Greed. Unfortunately, this seems to be the basic adventurer motivation: "how much loot can we get (drool, slobber, drool)?" Try to use it as a secondary motivation or at least come up with a justification for loot gathering other than gaining experience points. Why does the character want or need the money? Maybe his sick mother needs 3,000,000 gold pieces for an operation.

In the Name of Science. Well, maybe in the name of magic. The character seeks to advance the frontiers of magical research—good for mad-scientist-type wizards.

To Serve Humanity. Other people always need help and the character realizes that his lot is to help them (this motivation is easily combined with Faith). The GM may wish to let the character serve humanity by acts of heroism.

Pleasure. The character's goal is to provide pleasure for himself, to have fun, to feel good. This can range from simply having a full belly and warm place to sleep, to fulfilling base desires (no I will not go into detail!) and living in luxury.

Knowledge. To know more, to know the most, to know it all! This is the gain of knowledge purely for its own sake, regardless of its value or intended use.

Power! Some people have a need to have the world at their command. It is never a particularly commendable motivation, even when combined with serving humanity. Other things just seem to get in the way of the lust for power .

Insight. This is the search for wisdom and it can be separated from the search for knowledge. It almost always involves an attempt by the character to improve himself through better understanding of himself and others.

To be the best. This is common among athletes, who strive to be the strongest, the fastest, the most skilled. It is also a motivation for anyone who has a skill of any kind.

To reach a goal. The character has a mission. He must find something or do something that matters to him.

Survival. The goal is to stay alive. In some sense, this is assumed by other motivations since staying alive is usually a necessary part of the goal. However, here it is in its pure form: the character is striving just to stay alive, probably against odds that would frighten lesser men.

NPCs:
Creating Good Guys, Villains, Leaders and Special Characters

Not every character encountered during a fantasy game needs or deserves an indepth background and history description. Those should be reserved for player characters and major nonplayer characters (NPCs). The guidelines here let you quickly determine the backgrounds of other people that the player characters may encounter. Remember, shorter is better. Define only as much as is needed to give a good picture of the NPC. One doesn't need to know the full life history of the local butcher, only that he is lame in one leg and tells stories of a legendary treasure that his grandfather once located.

Instructions: The guidelines assume that the GM or player knows what type of character he wishes to create, even the NPC's sex and approximate age. Possibly even the NPC's Culture and Social Status are known. Nevertheless, the GM should review the points listed for All Characters below, then go on to create the NPC.

- If a character is to be unusual, select one or more items from the tables listed below Unusual Characters.
- If a character is to be particularly good, or evil, follow the guidelines listed below either Good Guys or Villains (as appropriate).
- If a character is to be a leader of others, follow the guidelines for leaders.

A number of "generic" NPC types are listed here. Each one has a slightly different set of guidelines particular to the character type. Use the guidelines that most closely conform to the type of NPC being created. If none are exact fits, then create your own guidelines.

All Nonplayer Characters (read first)

Consider the following for each NPC.

A. Select NPC's race (use *Table 101: Character Race*).
B. Select NPC's sex (male or female).
C. Select NPC's native Culture on *Table 102: Cultural Background.*
D. Select a Social Status appropriate to the NPC on *Table 103: Social Status.*
E. Select NPC's age: Child, Adolescent, Adult, Mature, Elderly or Ancient (see the Age chart on page 4 as a guide).
F. Select one entry on *Table 114B: Noteworthy Items.* This entry is the key aspect of the character's past.
F. Select three personality traits for the NPC on subtable 318A of *Table 318: Alignment & Attitude.* Use NPC rules on that table to roll optional Trait Strength. Make note of the NPC's Key Trait.
H. Select Alignment on *Table 318: Alignment & Attitude.*
I. Give the NPC a name.
J. Decide whether the NPC is famous, well known, unknown, or mysterious?

Unusual Characters

Truly unusual characters may have something out-of-the ordinary about them. Consider making rolls on one or more of the tables below to make the character more exotic.

Sources for Unusual Character Backgrounds

A. *Table 113: Unusual Birth Circumstances.*
B. *Table 114B: Noteworthy Items*
C. *Table 649: Exotic Personality Features.*
D. *Table 866: Birthmarks*
E. *Table 868: Curses*
F. *Table 869: Blessings*
G. *Table 870: Serious Wounds*
H. *Table 873: Psychic Abilities*
I. *Table 874: Physical Afflictions*
J. *Table 876: Unusual Skills*

Good Guys

These characters should be designed to be people tht the PCs can eventually trust (whether or not they feel so upon first encountering the NPC). Good Guys can be any type of character or monster. They should be people who may end up on the player characters' side.

A. Select at least two of a good NPC's personality traits from *Table 647: Lightside Traits.* One of them should be the character's most prominent trait.

B. Choose the NPC's attitude (*Table 318C: Alignment*) from either the Lightside attitudes or from those Neutral attitudes with good tendencies.

Villains

These are bad guys, the PCs' foes. They may appear as allies at first, but their evil nature shows through eventually. They never have the PCs' best interests (or anyone's for that matter) at heart. Villains should be following the motivations of their alignments. The more powerful a villain, the bigger his aspirations and plans.

A. Select at least two of a villain NPC's personality traits from *Table 648: Darkside Traits.*

B. Choose the NPC's attitude (*Table 318C: Alignment*) from either the Darktside attitudes or from those Neutral attitudes with evil tendencies.

Leaders

These characters lead other men (or beings). They can be military leaders, Nobles, religious or business leaders. They can be either villains or Good Guys, but are often both at the same time (depending on your attitude towards them).

A. Determine whom the character leads. Are any of his followers especially loyal or disloyal?

B. Give the leader better attributes than other folk of his general type. He will be stronger, smarter, more dextrous and definitely have a higher charisma than his followers.

C. Give the leader an unusual personality quirk, something that he works to keep hidden (all leaders usually have at least one skeleton in their closet—see Unusual Characters above for ideas).

D. Select one additional entry from *Table 114B: Noteworthy Items.* The first entry is always the most important aspect of the NPC's past.

E. If the leader is a Noble, select his title on *Table 758: Noble Notes.* Is the Noble currently in power or an exile? What kind of power does the Noble wield? What is the extent of his power? Is he a ruling Noble, or merely the member of a Noble family? Why does the Noble associate with lower class mercenary adventurer scum?

Character Types

These characters are often considered "stock parts" in roleplay adventures. While it is next to impossible to list every bit part in a campaign, the suggestions given below can guide the GM create character types not listed.

Adventurer or Mighty Hero

Questions: Why is the NPC an adventurer? Is he seeking followers, or looking to join with the player characters? Does he have knowledge of hidden secrets and lost truths? Is he a mighty hero, a cursed anti-hero, or currently retired?

A. Select his profession on *Table 757: Adventurers.*

B. Select two additional entries on *Table 114B: Noteworthy Items.* The first entry is always the most important.

C. Using the tables suggested for Unusual Characters, select at least one additional event or feature for the adventurer.

Bartender or Serving Person

Questions: Does the bartender or serving person have some secret in his own past that he hides. Why is he in this particular bar? How does he feel about adventurers?

A. Does the bartender or serving person have any criminal background? Then use *Table 534: Underworld Experience* to find the details of the criminal's life of crime.

B. Is the bartender or serving person a retired adventurer? If so, select his former profession on *Table 757: Adventurers.* Why did he retire?

Beggar

Questions: Is the beggar a real beggar or someone posing as a beggar? Why did he become a beggar?

A. The beggar's apparent Social Status is Destitute.

B. If he is adult or elderly, roll a d20. If the result is 12+, the character once had another job and a different Social Status. Select previous Social Status on *Table 103: Social Status.* Select an occupation on *Tables 420* through *423.*

C. Select a crippling disability on *Table 870: Serious Wounds.* Then roll a d20. If the result is 12+ the beggar is faking his disablity.

D. Select two additional entries on *Table 114B: Noteworthy Items.* The first entry is always the most important.

Criminal

Questions: What kinds of crimes does the criminal commit? Has the criminal ever been caught and punished? Is the criminal a "free-lancer" or part of a crime network? How desperate and dangerous is the criminal?

A. Use *Table 534: Underworld Experience* to find the details of the criminal's life of crime.

B. Give the criminal a physical or mental quirk to make him all the more unusual (see Unusual Characters, page 9).

Dragon or Other Monster

Questions: Dragons are often motivated by greed. What does this dragon want of the player characters? Has this dragon ever encountered adventurers before? Would this dragon or monster have any reason to actually be friendly to the player characters?

A. Select 1d3 events on *Table 533: Monster Events.*

B. Give the dragon some mental quirk from *Table 649: Exotic Personality Features* to make him all the more unusual.

Kid, Street Urchin or Young Punk

Questions: Why is the kid involved with the player characters? Does he have living parents or concerned relatives? Does the kid want to become an adventurer? Does he need the player characters for anything? Does the kid become attached, in the form or hero worship or true affection, to one of the PCs?

A. Assume that the Kid is an adolescent or younger.

B. If the kid has criminal connections, use *Table 534: Underworld Experience* to find the details of his life of crime.

Mercenary, Guardsman or Soldier

Questions: What kind of military service does the NPC perform. Has he ever seen real combat? How does he feel about adventurers?

A. For Mercenaries and Soldiers use *Table 535: Military Experience* to find the details of his military career.

B. Determine who the guardsman or soldier serves or who commands the mercenary's company.

Merchant

Questions: What does the Merchant sell? How competitive is he? How wealthy (or poor) is he? What are his opinions of adventurers?

A. Use *Table 425: Merchants* to find the details of the merchant's business activities.

B. Give the merchant a physical or mental quirk to make him all the more unusual (see Unusual Characters on page 9).

Old Coot (Codger, Geezer, etc.)

Questions: What kind of life has this old fella had? How does he feel about adventurers. Does he have any wisdom he can give the player characters?

A. Give the old coot some physical or mental quirk to make him all the more unusual (see Unusual Characters above).

B. Select two additional entries on *Table 114B: Noteworthy Items.* The first entry is always the most important aspect of the character's past.

Priest or Shaman

Questions: Is this priest a truly holy and devout man, or merely a political plant within the church. How does he feel about dealing with those who may be unbelievers?

A. Use *Table 541: Religious Experience* to find the details of the priest's life with his religion, including his god.

B. Give the priest some physical or mental quirk to make him all the more unusual (see Unusual Characters on page 9).

Townsperson or Farmer

Questions: What would bring this simple soul into contact with the player characters? Does the NPC secretly yearn for adventurer. Does he have a score to settle?

A. For a townsperson, select an occupation appropriate to his Culture and Social Status on the occupation tables (*Table 420* through *423*).

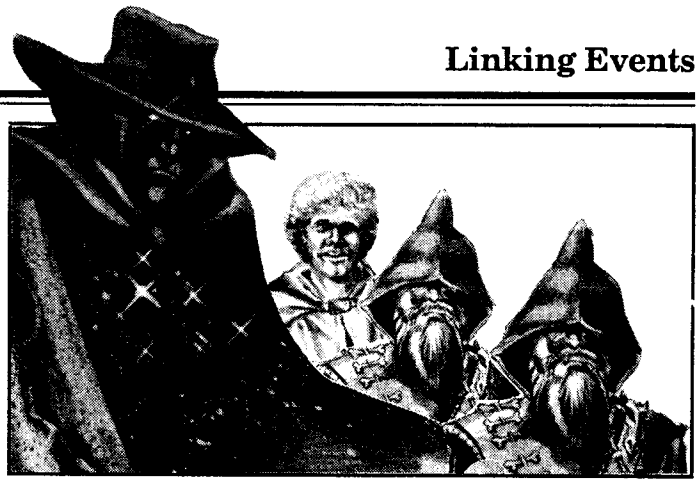
Wizard or Witch

Questions: Is he truly a worker of magic, or just a humbug charletan? What is his standing in society—is he respected or feared? When was the last time that he faced personal danger? Does he deal with demons and devils?

A. Give the wizard some physical and/or mental quirk to make him all the more unusual (see Unusual Characters above).

B. Select two additional entries on *Table 114B: Noteworthy Items.* The first entry is always the most important.

Linking Events:
Writing History ... as it Should Have Happened!



Dice tables are great for randomly generating vast quantities of unrelated data. Just take a look through this book and you will understand what I mean. With a shake of the hand and a flick of the wrist, they can provide quick and ready answers for any question or list a dozen different obscure solutions to a problem. Dice tables are useful tools for the GM who knows how to best make use of them. Unfortunately, even the best of them are no substitute for a creative imagination

Still, I like to use dice tables to stimulate my imagination. The dice rolls establish random links between ideas that I would otherwise overlook. The dice don't do the thinking for you, they instead give you things to think about.

Without putting the ol' imagination in gear, you can roll dice forever on *Central Casting's* tables and still remain uninspired as to how to roleplay your characters. The information is there, but what you're missing is a way to put it all together, to make a handful of loose and unrelated chunks of data into living, breathing, exciting fantasy characters.

Rolling Up a Character

First, let's walk through the creation of a character. This will give us something to talk about. In this case we'll create Xulcandra, a human female. My original intention is to make her a magic user, but let's see how she develops as I roll up her history. Since I've already chosen her race, my first step is on *Table 102: Cultural Background.* From here on out, I'll just note the Table number, my die roll and a brief description of what I've selected. For the sake of simplicity, only the rolls for the event itself are given, not the subsequent referrals through other tables.

102: (10) Xulcandra is from a Decadent Civilized society.

103: (93+*CuMod* of 7 = 100) Xulcandra is of Noble Birth.

758: (68) Her Father is a Baron. She has a *TiMod* of 10. He has one special title (see below) and owns 14 square miles of personal estates. He is Watchwarder of the Seaward Pale and a second cousin to the ruler of the land. Twenty other relatives stand between him and the throne.

103: (12+ *CuMod* of 7+ *TiMod* of 10 = 29) After adding in the Nobility modifiers, we find that her Social Status is Poor and that her *SolMod* is -1 + 5 = 4.

104: (6+ *CuMod* of 7 = 13) Xulcandra is a legitimate child.

106: (4+ *CuMod* of 7 = 11) She has an extended family that includes her mother, father, two grandparents and an aunt

107: (2) Xulcandra is an only child.

108: (No roll) As the only child, she is also the first born.

109: (6) Based on a 12-month calendar, Xulcandra was born in the month that corresponds to our own month of June.

110: (6) Xulcandra was born in a Healer's Guild hall. She has a *BiMod* of -10.

112: (81 + *BiMod* of - 10 = 71) Something unusual happened when Xulcandra was born (a single occurrence).

113: (99) A mysterious stranger gave her a sealed book.

114A: (14) Her father had two occupations. One as a government bureaucrat, and the other as an Innkeeper.

114B: (10, 13, 12) Xulcandra's father served the local sheriff (his patron). Her father was famous for (being a military veteran who served in the Archers. He was also very religious and sought to have others join the sun god's temple

215: (3 + *SolMod* of 4 = 7, 8 + *SolMod* of 4 = 12, 6 + *SolMod* of 4 = 10) As a child (age 8), Xulcandra has religious experience that begins out of curiosity. She makes a pilgrimage to the shrine of the war god and studies there for three years [R]. At age 7, see befriends a prostitute [L]. At age 3, she gains some fame for running away from home and returning 5 months later [R].

215: (8 + *SolMod* of 4 = 12, 5 + *SolMod* of 4 = 9, 16 + *SolMod* of 4 = 20). As an adolescent (age 15), she makes friends with a neighbor [L]. At age 17, Xulcandra enters the service of a dwarf who was an old ally of her father and who now acts as her patron [N]. The dwarf provides for her formal education and introduces her to his ward, a young man from a Well-to-do family, but much younger than she. Xulcandra falls in love with the lad. Her infatuation with the boy lasts about two years. Around age 18, she develops a jaded taste for exotic and possibly expensive pleasures [D].

217: (16 + 8 + *SolMod* of 4 = 28) At age 18, Xulcandra joins the army, patriotically volunteering for duty [R]. She joins the chariot forces as a regular soldier in the service of a minor princess. She learns several military skills during her hitch.

In her last year of enlistment, her unit sees action. In a major conflict, her best friend dies in a battle at her side, even though her side wins. Finally, Xulcandra's unit was ambushed by a superior foe. They win but, but the carnage is awesome and 97% of her companions are slain. Xulcandra's military career ends with this battle, when she receives a severe head injury that causes her to become absent-minded (an exotic personality feature). She leaves the military with an extra 50 gold pieces as a mustering out bonus, but spends most of it buying her old armor and weapons.

Because Xulcandra is older than 18 (in this case she is 22 years old, since her battle injury occurred during the last year of her hitch), she must also make several more rolls on *Table 217: Significant Events of Adulthood.*

217: (8 + 6 + *SolMod* of 4 = 18) Xulcandra rescues an old man from brigands, and he blesses her for it, making her extremely lucky (with a luck bonus of 15%) [L].

At age 22, the slightly addled, but very lucky Xulcandra is ready to become an adventurer. At this point, her only Ranked skills are military skills. She has no other occupation.

Personality

Let's see how her life has affected her personality. The trait selection letters that accompany the events of Xulcandra's past are used to select the following personality Traits (using *Tables 647, 648* and *318*):

Lightside Traits: Helpful, Organized, & Generous.
Darkside Traits: Egoist, Lazy & Self doubting.
Neutral Traits: Amoral.

Because Xulcandra does not have a clear majority of either Darkside or Lightside traits, she has a Neutral alignment. I've decided that she will be Egalitarian (which leans strongly towards good tendencies), willing to champion whatever cause seems just and right (even if it is not).

Writing the History

This is where all you would-be authors can come out of the closet and put your writing skills to the test. What we have created up to this point by rolling dice is not a character history, but a rough collection of unrelated events and information that the dice tables say has happened to our character. It's up to us to decide how everything fits together, if it does at all. As you 've just read, it's possible to just write out simple sentences describing a character's past, but then you lose the opportunity to rewrite history the way it *should have happened.* I'm not saying that we're going to throw out or change all that lovely dice rolling, but we are going to modify the results, so that they work together in the best way possible.

There are a several ways to maximize the relationship between the random dice selections. Try to use these ideas when creating your own characters:

Play up Coincidences. Quite often, several table entries will discuss or refer to remotely similar topics, like family, gods or friends, etc.. These are sheer coincidences. Yet by emphasizing and "fudging" them a bit to make them refer to the same thing or person, they tightly link parts of the character's history.

Look for Causes and Effects. Did one event cause another? Establish links between events wherever possible.

Focus on Important Events. Obviously some events will be more meaningful to both the player and the character. Make them more prominent in your history write-up.

Downplay Unimportant Events. Minimize or delete those events which do not add to the history or which detract from its exciting nature. Nevertheless, don't throw something out just because you *dislike* it.

Integrate the Fantastic. Remember, these are fantasy characters. Weave elements of fantasy into your description.

Supply Missing Elements. Add in events or characters in your character's life that would improve the story, or further explain the relationship between events that you have rolled.

Alright, lets get down to business and tell Xulcandra's tale. Initially, I'll write it as if I were the player creating her. Then, I'll put on my GM's hat to examine and then modify her history to mesh with the background of my game world. I will note where I make major diversions from the dice rolling.

Xulcandra's Tale

Baron Astigar h'Dansher, the youngest of the late Viscount Olwyn h'Dansher's twelve children [*I made this part up*] received a tract of forest land in the unsettled reaches of his father domain as his inheritance. After making a name for himself as an officer in his father armies young Astigar was made an administrator of the lands near his "estate" by his brother, the new Viscount. Astigar married a local girl. He received little help from family and he and his new bride remained poor most of their lives. To make ends meet, they opened an inn. His wife's parents and a sister moved in to help run the business.

Xulcandra was the Baron's only child. Her birth would have passed unremarkably if it hadn't been for the strange woman in riding leathers who strode in out of the hot summer sun to place a book in the infant's cradle. The sealed book bore the babe's name, embossed in golden letters. Though it seemed like mere wax, no one could break the seal [*I'm saving the book as an adventure idea for my GM*].

Young Xulcandra terrified her family by toddling off into the forest and disappearing for five months. Even she can't remember what happened then, only that she was eventually found sleeping in an old ruin [*I made that up too*]. Her friendship with a prostitute who lived in the inn prompted her disapproving father to send her off to a school run by the priestesses of the sun god. Her education at the temple school was cut short when she was needed to help out at the inn.

As a teenager, Xulcandra and her best friend Trecie, a girl about her age from a neighboring farm would race wagons across the fields (unless there were boys around, in which case they pretended not to know what they were doing). As she neared adulthood, she ran errands for old Tunholme Gravel a dwarf who once served in her grandfather's court. He in turn, took charge of her education. Romance came when she met Daviar, Tunholme's ward, a human boy several years her junior, but well versed in the ways of the world. From him she developed a taste for pleasures rarely found in the kingdom's frontier border provinces.

War enmeshed the kingdom and Trecie and Xulcandra encountered little difficulty when they joined the amazon chariot corps, a mostly female unit commanded by the daughter of a minor princeling. Although the kingdom was at war, Xulcandra's unit saw little action in the frontier provinces until within the space of a few months, tragedy struck twice. The war front changed and the mostly untested amazon charioteers tasted victory for the first time—only Xulcandra's friend Trecie didn't live to share the glories. Then while returning from a wide patrol, Xulcandra's unit was ambushed. Although the foes were driven off by the timely arrival of reinforcements, only she and another charioteer survived. But this was to be the end of her military career. Xulcandra had taken a head wound that left her dangerously absent-minded, unfit for duty. At age 22, she found herself at loose ends, far from home and without a real occupation of any kind. Her only possessions being her armor, her weapons and a strange book.

If you compare the story with the rolled events, you can see which events I left out, the ones which I played up and the events that I fudged in order to make a better story. Now, as I assume the role of the GM, I read through the story again and make a few changes. My goal is to add possible hooks for future adventures, fit the history into events in my world and possibly link the character to other players and NPCs in the world—making the new character as much a part of my world as the places, people and things that I, as GM, put into the world. I will note only those things that I change (and why).

Young Daviar (Xulcandra's first love, remember?) is studying magic. Xulcandra broke off their relationship when she discovered that her mysterious book meant more to him than she did. He is still trying to find her again.

The charioteer unit is part of an army commanded by princess Assandra h'Dansher, a cousin of Xulcandra. The army is not fighting in a war against another land, but is part of a civil war to determine which Noble house in the land will ascend to the throne, now that the king has died without a living heir. House h'Dansher has a strong claim to the throne. The ambush was an attempt to eliminate another h'Dansher heir.

In secret, the GM decides that the Xulcandra does not know the following:

Both the prostitute and the other woman who survived the ambush are the same mysterious woman who gave Xulcandra the book at her birth. Xulcandra, the woman and the book are all tied up in a plot to place a h'Dansher heir on the throne of kingdom. The GM doesn't know exactly how this will work, but the plot elements are in place. It may even be possibly that Xulcandra might take the throne!

101: Character Race



Start here if you are creating the history for a new character. If you have not decided the character's race, use this table to decide whether or not a character is a human being or one of the other races of humanoids common to most fantasy roleplay game systems. Note that the word "race" is used here in the sense of species, rather than subdivisions of the human race by skin color or other physical differences. This table supports the supposition by many game systems that characters will be primarily human.

Instructions: If you have not already selected character Race, roll a d20 on the table below. Otherwise, go on to *Table 102; Cultural Background.* Read the guidelines for the selected race. Nonhumans may use special event tables later to determine things that happen during their lives. Record relevant information on line 101 of your character worksheet.

Roleplay: Racial heritage, whether a character is human, elf, dwarf or something else altogether, is the basis for a character's background. Humans are easiest. As players, we have something in common with them. Yet Nonhumans are just that, not human. Like human characters, they have childhoods, the agonies of adolescence, the pangs of love, and the responsibilities that adulthood brings. However, these will be skewed and colored by their alien upbringing. Consider all this before playing a nonhuman like just another human.

d20 101: Character Race (roll a d20)

1-14 Human – The most common race in many game systems. If one is familiar with modern examples of humanity, then one has a good basis for humanity when found anywhere or anywhen else. **Culture:** May be of any Culture level. Uses standard events tables.

15-16 Elf – a member of a race of beautiful humanoids, often referred to as an elder race, possibly a branch of faery. They are associated with forests, have a natural affinity for magic and life-spans far longer than humans. Elves can be aloof and distant, and may consider other races to be their inferior. **Culture:** May be of any Culture level. Primitive elves are assumed to be lost tribes. Decadent elves may be a subrace of high elves who are slowly dying out. For racial events, uses *Table 530: Elven Events.*

17 Dwarf – Stalwart, short, stocky humanoids, with long beards and dour personalities. They are longer-lived than men; are excellent metal and stone workers; reknowned as fighters; and often found in underground cities. Dwarves can be gruff, grumpy, gloomy or rowdy, often trusting none but themselves. **Culture:** Culture is never higher than Civilized. For racial events, use *Table531: Dwarvish Events.*

18 Halfling – Barely waist-high on humans, this is a pleasant race of sturdy farmers and shopkeepers who feel more comfortable with their furry feet propped up in front of a fireplace than anywhere else. **Culture:** Culture level is never higher than Civilized. For racial events, uses *Table 532: Halfling Events.*

19 Half elf – A human and elf crossbreed. Combines the vitality of humanity with elvenkind's beauty and eldritch nature. They are likeable folk, but are often outcasts, percieved as different in an unacceptable way. **Culture:** May be of any Culture level. If raised by human parent, treat as if character is human for rolling significant events. If raised by elven parent, uses *Table 530: Elven Events.*

d20 Character Race (continued ...)

20 Other Races – The character is of a less common race, not normally found mixing in with mankind. Roll a d10 on the table below to select the unusual race. Unless otherwise specified, these races all use *Table 533: Monster Events* for race specific events.

1-3 Beastman – Part man, part beast. Includes minotaurs, centaurs, satyrs, fauns, and goatmen. A beast man's personality reflects its bestial nature. Minotaurs rush headlong into things, centaurs have the nobility (or stupidity) associated with horses, goatmen and satyrs have certain "appetites." **Culture:** A centaur may be civilized. Other races will never be more than barbarians.

4-5 Reptileman – Primitive humanoid lizard-like creatures who often dwell in swamps and marshes. May be degenerate survivors of an ancient races. Includes dragon and serpent men (who are usually evil). Of all the given races, reptilemen are the most alien. They have exotic mannerisms and, wierd, unexplainable behaviour. **Culture:** Any, but treat rolls of Nomad as Primitive and all rolls of Civilized as Decadently Civilized.

6 Orc – A degenerate humanoid race, possibly an evil offshoot of elf kind. Noted for vile habits, coarse manners, and rough way of life, orcs are cruel, self-centered and deceitful, always in fear of being punished for every action. **Culture:** Never higher than Barbarian.

7-10 Half orc – A crossbreed of human and orc. May look nearly human, but often partake of the orc's baser nature, with a tendency towards evil – coarse and callous, but tempered with human emotion and logic. **Culture:** May be of any Culture level. Unless raised by humans, uses Monster Racial Events. If raised, by humans, use standard event tables.

From Here: Go to Table 102: Cultural Background

102: Cultural Background



The Culture in which the character begins his or her life is a significant factor in all successive background determinations. Most of a character's preconceptions and prejudices, his or her attitudes and beliefs will be an outgrowth of Culture.

Instructions: If you have not previously chosen a Culture background for the character, roll a d10 on *Table 102* below. *Table 101* suggests Cultural limitations for some nonhuman races. Following each Culture is a Culture Modifier Number *(CuMod)* and a native environment. When a Culture is selected, write the Culture level and this *CuMod* value down on line 102 of your worksheet. Then write the character's native environment on the line provided for it. After reading the Culture description, write the character's base survival skills ranking and the character's base chance to be literate on the lines provided for them under SKILLS. The *CuMod* will be used later to modify other die rolls. Then go to *Table 103: Social Status*.

Roleplay: Roleplaying a character from one culture in the confines of another Culture may initially seem difficult. But if you look for simple guidelines, it may become easier. Just imagine what it would be like for you to be placed in a totally new environment where nothing was familiar, neither customs, lan-guage nor day-to-day chores.

All but the most trusting people are naturally suspicious of anyone from another Culture – an extension of mankind's fear of the unknown. This can be expressed as fearful hatred and persecution (that which we do not understand must be evil and therefore must be destroyed) or fearful awe and wonder (although primitives treating civilized folk like gods is cliché).

Another cliché is for characters from one Culture to look down on folk from another Culture (or the "You are different, therefore inferior" attitude). Though useful in playing some NPCs, this kind of prejudice is as counterproductive in gaming as it is in "real" life and player characters should try to avoid it.

Survival Skills: This is the character's basic chance to live by his or her wits in a particular environment, usually the one in which the character grew up in. The two basic categories are Urban and Wilderness (or Wilds). Refer to the Guidelines section of the Introduction for more details.

102: Culture (Roll a d10)

d10	Level	CuMod	Native of...
1	Primitive	-3	Wilderness
2-3	Nomad	0	Wilderness
4-6	Barbarian	2	Wilds/Urban
7-9	Civilized	4	Wilds/Urban
10	Civilized-Decadent	7	Urban

Primitive Cultures

Primitives do not read and write their own language and do not form significant permanent settlements. The chief industry of Primitives is the procurement of food, usually by hunting (traditionally a male role) and gathering (traditionally the task of women, children and the elderly). They do not work metal and organized farming is still rare. Political units are the family and the clan. Rulers are the most powerful hunters of the group. The elderly are revered for their wisdom. Historical Primitives include most prehistoric peoples, many Amerindians, Arctic tribes, Australian aborigines, African bushmen and pygmies, Amazon jungle tribes, Pacific Islanders, New Guinea natives, and Picts. Fictional Primitive cultures include J. R. R. Tolkein's Wood Woses, Michael Moorcock's natives of Oin and Yu, and Robert E. Howard's Hyborian Picts.

Gameplay Benefits: A Primitive character learns basic weapon use at Rank 3 ability and hunting/gathering skills to Rank 4 competency . The learned weapon is usually a club, spear or bow and arrow. All adult, male primitives (and some females) can create weapons from natural resources (flint and wood become a spear, a tree root a spiked club, etc.). If he or she remains within a Primitive Culture, a beginning character will always possess at least one hand weapon.

Survival Skills: Rank 5 in Wilderness. Rank 1 in Urban.

Literacy: A character from a Primitive Culture has only a 5% chance to be literate. Since Primitives have no written language, this will always be the language of another culture.

Roleplay: Characters born into Primitive cultures tend to be superstitious. Tradition is important to them. They are often distrusting of "higher" levels of Culture, viewing their accomplishments as evil. A Primitive character will probably be less willing to accept the "benefits" of civilization and may even suffer from exposure to civilized cultures. Primitive characters are often viewed as stupid, but are usually quite clever – they lead hard lives and sharp wits are necessary for daily survival.

Nomad Cultures

Nomads rely heavily on livestock that can move as seasons and resources dictate and are rarely agricultural. Most Nomads are mounted or use beasts of burden to transport belongings. Nomads organize along family group lines, do not settle permanently, and do not develop abstract writing beyond the level of pictographs. In most Nomad tribes and clans, all adult males are warriors. The Nomads may also be skilled in other crafts or professions (rarely metal-working), but skill in combat is a necessity for survival. Examples of historic Nomadic cultures include: Bedouins, ancient Huns, Gypsies, Sioux and other plains American Indians and Afghan shepherds. Nomad cultures out of fiction include J. R. R. Tolkein's Easterlings and

Table 102 continues on the next page . . .

Michael Moorcock's Flamebringers.

Gameplay Benefits: A Nomad character will normally be at least a Rank 4 rider and will have a horse or other riding animal 75% of the time – even if encountered in another Culture. Nomad males will learn weapon use to Rank 3 capability after reaching adolescence. If he remains within a Nomad Culture, a beginning character will always possess at least one hand weapon and one missile weapon.

Survival Skills: Rank 4 in Wilderness. Rank 1 in Urban.

Literacy: A nomad will always be able to interpret his or her native pictograph writing, but only has a 20% chance to write in it. He or she has a 10% chance to read the pictographs of another Nomad Culture. A Nomad has a 10% chance to be literate in the language of another Culture.

Roleplay: Like Primitives, Nomads rely strongly on tradition. They may have wanderlust and can become uncomfortable when tied down to one locale. A Nomad will always feel out of place in a city and often distrust those who live in them. Nomads retain some of the Primitives' superstitious nature. A Nomad character may have a kind of wild vitality, a lust for life that has been lost by the civilized.

Barbarian Cultures

Barbarians are generally thought of as crude and semi-literate. In fact, they are not. Barbarian cultures are dynamic, often highly educated societies with a keen sense of propriety and law and order. In a sense, they are pre-Civilized – organized, but not yet developed (or degenerated) to the point where powerful central governments are needed. They normally have a solid economy with defined division of labor (occupational specialization). Organized religion is often a central pillar of their society (and may dominate it). Barbarians are generally led by strong charismatic warriors, but much of the people are governed by extended family groupings such as clans. Like the Nomads, most adult males are warriors in addition to any other profession that they follow (although, like the Vikings, they may put this skill to work pillaging as opposed to warring). They may live in small cities, which are often not much more than semipermanent camps. Examples of historical Barbarian cultures include: feudal Europe (period of Charlemagne), Gauls, Vikings, pre-19th century Iroquois and Cherokee Indian tribes. Fictional Barbarians include J. R. R. Tolkein's Rohirrim, Robert E. Howard's Cimmerians and Vanir, and Raymond Feist's Moredhel.

Gameplay Benefits: A Barbarian will learn weapon-use with a hand weapon and a missile weapon to Rank 3 ability upon reaching adolescence. If he or she remains within a Barbarian Culture, a beginning character will always possess at least one hand weapon and one missile weapon.

Survival Skills: Choose either Urban or Wilderness – Rank 5 skills in the chosen environment and Rank 1 skills in the other environment.

Literacy: A character from a Barbarian Culture has a 10% chance to be literate in his or her native language.

Roleplay: Like the Nomads, Barbarians live life with gusto. They live, love, fight, eat and drink like there may be no tomorrow. Barbarians adapt well to Civilized cultures. A Barbarian character might easily be subject to great emotions, such a deep depressions, berserk fighting moods, and exuberant joy. They are often frank and open about their feelings.

Civilized Cultures

Civilized cultures are most often noted for central governments (which seem to exist solely for the purpose of collecting taxes) and large cities and stocked with the dubious benefits of civilization – table manners, royal dynasties, wizards, professional thieves, naval warfare, civil engineering and of course, tax accountants. The hereditary warrior classes have become landed gentlefolk as knights and samurai are replaced by paid soldiery. Historical examples include: Persian and Early Roman Empires, imperial China, Selenium kingdom, dynastic Egypt, feudal Japan, the Incan empire. Fictional civilized cultures include: J. R. R. Tolkein's Gondoreans, Raymond Feist's Kingdom of the Isles, and Robert E. Howard's Aquiloneans.

Gameplay Benefits: A civilized character has a 50% chance to have develop a hobby. Determine the type of hobby on *Table 427: Hobbies.* If a Civilized character later changes to a Barbarian or Nomad Culture, he or she will be able to live as if he or she were one Social Status level higher and gain that Culture's survival skills.

Survival: Choose either Urban or Wilderness, but character initially has Rank 2 ability in either environment.

Literacy: A character from a Civilized Culture has a 30% chance to be literate in his or her native language.

Roleplay: Civilized peoples classically take a dim view of lesser cultures, often viewing them as less than human – especially true for those of Well-to-Do and higher Social Status. "Helpful" Civilized folk may feel a need to bring Civilization to lower Culture levels. A civilized character usually feels most at home in a city and will be aware of what a city has to offer.

Decadent Civilized Cultures

These are Civilized Cultures past the peak of their prime. Decay has begun to set in at all levels and the people have become hedonistic and jaded. The government seems to have become self-perpetuating and careless of the people's needs. Although government support of the Poor is predominant, previously common civil liberties and services begin to disappear. Inflation is often rampant. Historical examples include: the latter centuries of the Roman empire. Fictional examples of decadent Culture include: Robert E. Howard's Stygians, Michael Moorcock's Melniboneans, Fritz Leiber's Lankhmarites and Raymond Feist's Tsuranuanni of Kelewan.

Gameplay Benefits: Characters from Decadent Civilizations have an increased resistance to occurrences that might cause insanity (such as exposure to horror, violence or drugs). Any chance of going insane is reduced by 10%. Some might say this is because such characters are already insane.

Survival Skills: Urban – Rank 3 ability in cities (Urban) and Rank 1 survival skills in the Wilderness.

Literacy: A character from a Decadently Civilized Culture has only a 20% chance to be literate in his or her native language and a 10% chance to be literate in the language of another Culture or country.

Roleplay: It is not uncommon for citizens of these Cultures (even the lowliest slaves and beggars) to believe that their Culture is not only at its dynamic prime, but that it and they are vastly superior to everything else. A character from this Culture could easily have a haughty attitude, looking down his or her nose at everything. Simple pleasures might easily bore a person from this Culture. On the other hand, they could be so foreign to the character that they intrigue him or her to no end.

From Here – Go to Table 103: Social Status Within the Culture

103: Social Status



103: Roll a d100 + *CuMod*

d100	Social Level	SolMod	Survival
[illegible]	Destitute	-3	+1d2 ranks
[illegible]	Poor	-1	+1 rank
41-84	Comfortable	0	--
85	(reroll on this table, but do not add *CuMod* to roll)		
[illegible]	Well-to-Do	2	-1 rank
[illegible]	Wealthy*	4	-1d2 ranks
99-107	Nobility**	(+5)	-1 rank
--	Extremely Wealthy	8	-1d2 ranks

* Some Wealthy characters will be Extremely Wealthy. Roll a d100. If the result is less than or equal to the character's *Timod* plus 1, then he or she is Extremely Wealthy. If a character is not a noble, then he will have a *TiMod* of 0 (zero). See *Table 758* for more information on the *TiMod*.

** Go to *Table 758: Nobles* and select the Noble's title. Then return to this table. Reroll the Noble's Social Status and add his *Timod* to the die roll. Add 5 to the resulting *SolMod*. The maximum possible *SolMod* for a Noble is 13.

Within a Culture, the social standing of a character's parents can affect the attitudes that a character will have about him or herself and others. One can also think of Social Status as a Subculture within a Culture. The basic beliefs, attitudes and skills of the Culture remain, but they are modified by Social Status.

The character's Social Status acts as a modifier when determining events that occur to the character later in life.

Social Status indicates the general wealth of the character's family. Should subsequent events so dictate, this wealth could become the character's fortune ... or lack thereof. It is possible for the course of events in a character's life to change his or her Social Status for better or for worse. For a beginning character, Social Status affects initial starting money. A Wealthy character will usually have more money than a Poor character.

Instructions: Roll a d100 and add the *CuMod* from *Table 102* to the result. Following each Social Level entry is a *Social Level Modifier (SolMod)*. Write the selected Social Level and the corresponding *SolMod* value on line 103 of the worksheet. The *SolMod* is used later to modify other die rolls.

Modify Survival Skills as described below, read the roleplay guidelines and the Social Level description, then go to *Table 104: The Legitimacy of Birth.*

Survival Skills: Change the character's competency rating the indicated number of ranks.

Roleplay: Like Culture, the character retains at least some of the values and attitudes of the Social Status of his birth, even though he changes social standing. The longer a character spends in a Social Level, the more he adopts the attitudes of that social level. A Poor character who becomes Well-to-Do may initially be frugal, but the longer he lives the good life, the more concerned he becomes about appearing Wealthy.

Destitute

These people are considered the dregs of society. They own no property, and may have no fixed home. Some perform no real work and are often unemployable. Others are in bond to a master and live at his whim. Still more, especially Primitives, barely live off what meager bounty the land provides. The chief industry of this class is foraging and scavenging. This is survival level – no luxuries. Money is rare for the Destitute and all income goes toward merely staying alive. Includes nonguild beggars and other street people, serfs, sharecroppers, rural bandits, some slaves, and unfortunate Primitives.

Gameplay Benefits: As a child, a Civilized or Decadent character attains Rank 3 proficiency in street fighting (Dagger and Brawling skills). As an Adolescent, this skill increases to Rank 4. In a Civilized Culture, the character has a 40% chance to have Underworld Experience (go to *Table 534: Underworld Experience*). In a Decadent Culture, this rises to 60%. There is only a flat 5% chance of being literate (regardless of Culture).

Money: 25% of normal starting money. No sane person outside the character's own Social Level will loan him money.

Roleplay: Characters from this Social Status may believe that they have no real control over their own lives and exist merely at the whim of others, whether it be the gods, the wealthy or just anyone who is not Destitute. This attitude might be expressed as hopelessness, or become hatred and revenge against either society or those believed to be the cause of misfortune. A destitute person could easily be a street punk, or a goodly person with a heart of gold and a hopeless sigh.

Poor

Poor people have comparatively very low income. They usually do not or cannot own property. Homes are usually of lesser quality, sometimes due to uncaring landlords who may also be the Poor person's employer. Luxuries often include nice food, heat in winter, pets and clean water. In some societies, the Poor are but a step above slaves. Includes most nonleader Nomads, Primitives, peasants, uncivilized warriors, most laborers, public welfare recipients, some land-owning farmers, some craftsmen, young or partly-skilled urban thieves, apprentices, office clerks and most professional soldiers.

Gameplay Benefits: Literacy chance is -15% to the Cultural chance. As an adolescent, the character has a 50% chance to attain Rank 3 rating in street fighting (Dagger and Brawling skills).

Money: 50% of normal starting money. Character will have difficulty borrowing money from other than criminal sources.

Roleplay: The Poor must work hard to keep what little they have, otherwise they would be Destitute. A Poor character might always be concerned about having enough to get by; but the Poor usually have *hope* – that they or their children might have a better life if they can work hard and long enough. Although a character from this Social Level may long for a better life, he or she could be satisfied with the way things are. Hard work is good and the rewards enjoyable. Of all the Social Levels, the Poor are

Table 103 continues on the next page . . .

most likely to strongly emphasize religious matters in their lives or be superstitious.

Comfortable

This is the middle class of any Culture, regardless of the average wealth of its citizens. These folk usually live in clean, nicely apportioned homes or apartments, often in better neighborhoods. They eat regularly and occasionally very well. Children are often educated by tutors. Luxuries include warm houses, good food, the ability to hire menial services, nice clothing, and family heirloom books. They may own conservative forms of transport – a buggy or horse. Includes "impoverished" nobility, university professors, scribes, some craftsmen, highly-skilled laborers, lower government officials, lower-ranking military officers, lesser priests and magicians, shopkeepers, and prominent warriors and lesser chieftains.

Gameplay Benefits: Character has a +5% to Cultural chance to be literate. May own an heirloom weapon.

Money: 100% of normal starting money. Character has no problem borrowing money at reasonable rates.

Roleplay: Folk from this Social Status are considered to represent the mainstream of their Culture's beliefs and attitudes.

Well-to-Do

These are the upper end of the middle or merchant class in Barbarian and Civilized cultures. They typically own larger homes, have a household servant (a cook and/or maid), have private transportation, and travel abroad. They may own more than one home in more than one city. Their children are privately educated. Luxuries include elegant furnishings, artwork, libraries, parties, fine clothing, and occasional exotic foods. This class includes younger offspring of Nobility, successful craftsmen, high-ranking military officers, merchants, ship owners, successful magicians, priests of prominent religions, guild leaders, city officials, and Nomad and Barbarian chieftains.

Gameplay Benefits: Literacy chance is +30% to the Cultural chance. Can begin with a riding animal and two weapons.

Money: 150% of normal starting money. He has no problem borrowing good-sized sums of money at reasonable rates.

Roleplay: Outward appearances are often the be-all and end-all of this Social Status and these folk may try to act like they are Wealthy. A strong tendency here to look on lower Social Statuses as something bordering on "unclean" and to attempt to associate only with those of equal or higher status. Of all Social Statuses, Well-to-Do folk are probably the least tolerant of their children becoming adventurers ("What will the neighbors think?").

Wealthy

These people are rich. They own large estates, have many servants, plush furnishings and large holdings of land. They usually make their money from real estate holdings, commodities trading and gouging poorer people. What most lower social levels see as luxuries, they take for granted. This class includes most titled nobility, merchant princes, high priests of rich cults, owners of very successful large companies, government leaders, very successful magicians, and leaders of criminal organizations.

Gameplay Benefits: Character is always literate. He will usually have a finely furnished home, a riding animal, fine clothing, 1d3 pieces of jewelry worth 10x starting money each, a dagger, and a fine hand weapon appropriate to his or her culture.

Money: 300% of normal starting money. Character has no problem borrowing large sums of money at favorable rates.

Roleplay: A Wealthy character is accustomed to the finer things in life and may be uncomfortable in less-than-elegant surrounds. It may be hard for a Wealthy character to accept someone from a lower Social Status as an equal.

Extremely Wealthy

Like the Wealthy, they have lots and lots of money. However, they view the merely Wealthy as just penny-ante. The Extremely Wealthy own estates the size of baronies (even dukedoms), have armies of servants (and usually at least one army), throw parties that would beggar most cities, and are often quite eccentric. This class includes heirs of old family fortunes who have continued to expand their holdings, kings of wealthy countries and emperors.

Gameplay Benefits: Character is always literate in own language (100% chance). And has a 30% chance to be able to speak 1d4 other languages. Within reason, a character will begin with just about anything he desires, including carriages, arms and armor, expensive clothing, a minor magical item, etc.

Money: Within reason (again), the character has as much money as he requires – as long as he is at home (this should be limited to 20x the normal starting money). Availability of items may be a limiting factor. Character usually has no need to borrow money unless he is bankrolling a country or a war.

Roleplay: Chances are that a character from this social class will believe that money solves all problems. He may also never have been exposed to the seamier side of life and may have no concept of what it is like *NOT* to have a desire gratified instantly. Although cliché, the "spoiled rich" kid could easily fit a this character. Also see Wealthy roleplay guidelines.

Nobility

The character who rolls this is a member of a noble family, the aristocracy of the land. These folk have fancy titles, and are generally better off than their fellows (whom they often consider to be less than human). Follow the instructions below to select tittles, lands, kinships to other rulers and so on then return here.

Special Instructions: Go to *Table 758: Nobles* to determine the Noble title of the character's parents and other items of importance to Nobles. Then go to *Table 872: Royal Relations* to find the Noble parent's kinship to the ruler of the land. Finally, the the character must then reroll his Social Status on this table (to find out the family's wealth and current situation), adding the *TiMod* from *Table 758.* Rerol l results of 99 to 107.

Gameplay Benefits: Literacy chance is +30% over the base Cultural chance. A beginning character will usually have a full set of non-magical weapons of his or her choice and a good quality suit of armor (However, the Noble's Social Status must be at least Well-to-Do for this armor to be plate mail). A Noble character has a 50% chance to have a strange personaltiy quirk. Select it on *Table 649: Exotic Personality Features.*

Money: Money is determined by Social Status (the second roll on this table).

Roleplay: Nobles, by definition, are supposed to be better than other men, born to lead their lesser brethren. Even a Destitute Noble will consider himself to be better than others. The importance and role of Nobility within a Culture will vary with the Culture. They may be dynamic hereditary leaders, able to command men to their deaths, or pleasure-loving parasites who are tolerated only because their existance is traditional. Also read the roleplay guidelines under *Tables 758, 871* and *872* for further assistance in roleplaying this character.

From Here – Go to Table 104: Birth Legitimacy

104: Birth Legitimacy

Roll a d20 + *CuMod.* If the result is 19+, the character is illegitimate. An illegitimate character has a *LegitMod* see instructions below.

Birth legitimacy is a social custom that allows society to track the descendency of a family through the official and recognized institution of marriage. In patriarchal societies (including most of Earth's societies), this is determined as the lineage of the father through a recognized spouse or spouses.

An illegitimate child is a child begotten of a woman not married to the father and who is not subsequently adopted by the family of the father. Such a child is referred to as a "bastard."

Culture affects legitimacy, since in some Cultures it is more common for "love-children" to occur and not to be accepted as part of the family. Primitive Cultures often do not consider legitimacy an issue and most children are considered legitimate.

Instructions: To determine if the character was born under "legitimate" circumstances, roll a d20 and add the character's *CuMod* to the result. If the resulting total is greater than 19, the character is an illegitimate child. **Note:** if the character is from a Primitive Culture, an unmodified roll of 20 means the character is not considered legitimate.

LegitMod: An illegitimate character has a *LegitMod.* Roll a d4 for this value and record it on the worksheet. If the character has a non-negative Solmod, permanently subtract this *LegitMod* from the character's *SolMod* (do not modify a negative *SolMod*). Write the character's birth legitimacy on line 104 of your worksheet.

If the character is illegitimate go to *Table 105: Reasons for Illegitimate Birth.* If the character was legitimate continue on to *Table 106: The Family.*

Gameplay Benefits: If a Noble character is illegitimate, he gains no further benefit from his *TiMod,* unless he is the sole heir of his Noble parent.

Roleplay: Legitimacy is necessary for inheritance of titles and sometimes fortunes. There is often a stigma attached to being a bastard, some people will think less of a character because his parents were not wed.



105: Reasons for Illegitimate Births

Use only if directed here by Table 104

Instructions: If the character is an illegitimate child, then roll a d20 on the table below and add the character's *CuMod.*

Roleplay: The character might wish to use his or her birth illegitimacy as a play motivation, possibly attempting to earn legitimacy or to prove to a parent that he or she is as good as any recognized child. A character might even wish to seek revenge against a parent to right a wrong, real or imagined.

105: Roll a d20 + *CuMod.*

d20	Reason for Illegitimate Birth
(-2)-12	Mother was a common prostitute and unmarried.
13-14	Mother was raped- remained unmarried. *
15-23	Mother was unmarried. **
24-27	Mother was a courtesan (prostitute to Nobility). **

* Character has a 15% chance to know father's identity.
** Character has a 50% chance to know father's identity.

106: The Family

Most characters begin life by being part of a family group. The family usually consists of a mother and father and possibly a few brothers and sisters. Quite often additional relatives who make up an extended family. This table establishes who was the head of the character's household. *Table 107: Siblings* will determine the number of brothers and sisters who survived birth and early childhood.

Instructions: Roll a d20 and add the character's *CuMod* (from *Table 102*) to the result. Match the total against *Table 106* to determine the type of family arrangement for most of early childhood. Write the result on line 106 of the character worksheet and go on to *Table 107: Siblings.*

Roleplay: The family is the core of a character's early growth. A character who grows up surrounded by relatives often has a different perspective on life than a child raised

Table 106 continues on the next page . . .

alone by a single parent. Family can often be relied upon to aid the character in times of need.

Note: If father or mother are not indicated, then that parent was never a part of the family group (possibly he or she was dead or had deserted the family for some reason).

106: The Family (d20 + CuMod)

d20	Family
(-2)-8	Mother and Father only (not extended family)
9-12	Extended family, including mother and father, 1d4 grandparents and 1d4 aunts/uncles and cousins.
13	Grandparents only. Roll for Hi-Lo (Hi- maternal relation Lo- paternal relation).
14	Single Grandparent. Roll for Hi-Lo as above.
15	Aunt and Uncle. Roll for Hi-Lo as above.
16	Aunt or Uncle. Roll for Hi-Lo twice. Hi- Aunt. Lo- Uncle. Hi- maternal relation. Lo- paternal relation.
17-18	Mother only
19	Father only
20	Guardian *
21-24	None known - Left to fend for self. Change Social Status to Destitute (+d3 Ranks to Survival Skills).
25-27	None known - raised in an Orphanage. Change Social Status to Poor. GM rolls siblings secretly. See entry #106 on *Table 978: GM Specials.*

* If the roll on the table indicates that the character was raised by a guardian, roll 1d20. If the result of the roll is 8 or less, refer to *Table 754: Guardians.* If the result of this roll is greater than 8, then the character was somehow orphaned at birth and adopted into a more-or-less normal family group. Roll a second time on this table, rerolling results of 20 or higher.

107: Siblings

Instructions: To find the number of siblings (if any) known to have survived birth, roll a d20 and match the result against the table below. For each sibling, roll a d20. If the roll is 9 or lower, the sibling is male, otherwise the sibling is female.

Record the siblings and their gender in area 107 of the character worksheet and go on to *Table 108: Birth Order* (unless the character is an only child, in which case, go to *Table 109: Time of Birth*).

Roleplay: Brothers and sisters can be a person's best friends, most ardent rivals or even worst enemies. They can be ordinary people who live ordinary lives or they can be exceptional individuals whose talents, powers and skills outshine the character's own (imagine always living in the shadow of a more successful brother or sister). You may wish to further expand upon a character's siblings by giving them names, ages (relative the to character's own), occupations and personalities.

108: Birth Order

Use only if directed here by Table 107

The character's birth order can affect things like inheritance, the use of family influence in the character's favor, career, title (if Nobility) and personality.

Instructions: To determine the character's birth order, roll a d20 and match the result against the table below. Record birth order on line 108 of the character's worksheet and go on to *Table 109: Time of Birth.*

Roleplay: First born children are often more aggressive and recieve most of their parent's attention and resources. They may appear to be smarter because they are taught by parents and not by older siblings. Younger children may live in shadow of older siblings. This can cause competition, trying to live up to an older sibling's reputation, or noncompetition, a "why even try" attitude. A last born child is often born long after other siblings and can have characteristics like a first born.

Gameplay Benefits: First borns are usually the designated heir. They inherit family titles, careers, fortunes and lands. Younger children often only recieve a smaller portion of these things. The character's birth order affects the amount of money he starts adventuring with. First borns generally receive more money from parents. Last borns get less (there is less to give out by that time).

108: Roll a d20

d20	Birth Order
1-2	First born (+20% additional starting money).
3-10	Second born (+10% additional starting money).
11-16	A "middle" child.
17-18	Second-to-the-last born (-10% starting money).
19-20	Last born (-20% starting money).

107: Roll a d20

d20	Siblings
1-2	None - Character is an only child.
3-9	1d3 siblings.
10-15	1d3+1 siblings.
16-17	1d4+2 siblings.
18-19	2d4 siblings.
20	+1d3 illegitimate siblings. Roll again.

From Here – Go to Table 109: Time of Birth

109: Time of Birth

If you or your GM feel that the season, month or day of the character's birth is important to the campaign, create a dice table similar to the other tables in the book.

Instructions: Use the size of dice that most readily matches the number of seasons, months, etc. being selected. For a 12 month calendar, you would use a d12, etc. If the time periods are of nearly equal length, the chances to select any time period should be equal. If the time periods are of unequal length, use a d100 and assign a range of values proportional to the relative lengths of each time period.

Write relevant Time of Birth information on line 109 on your worksheet and go to *Table 110: Place of Birth.*

110: Place of Birth

Your character was probably born somewhere (maybe).

Instructions: Roll a d20 and match the result against the table below to determine the place of birth. Each entry is accompanied by a number in parentheses, the character's Birth Modifier or *BiMod.* Write the Place of Birth and the *BiMod* on line 110 on the work sheet. From here, go to *Table 112: Unusual Births* unless instructed otherwise.

Roleplay: Imagine the situation that brought the character's mother to the place of birth. Could some event or individual have caused the character to be born here? How does it fit with the his or her Culture or Social Status? Would it be normal to be born here, even under unusual circumstances?

110: Roll a d20 + *LegitMod*

d20	*BiMod*	Place of Birth
Character was born:		
1-6	(-5)	In the character's family home.
7-9	(-7)	In a hospital or healers guild hall.
10	(1)	In a carriage while travelling.
11	(1)	In a common barn.
12-13	(2)	In a foreign land (roll once again on this table for more information).
14	(5)	In a cave.
15	(1)	In the middle of a field.
16	(2)	In a forest.
17-24		Roll 1d20 on *Table 111: Exotic Birth Locations.*

111: Exotic Birth Locations

Use only if directed here by another table

Instructions: Roll a d20 on the following table to further determine the place of birth. Again, each entry is accompanied by a number in parentheses (the *BiMod*). Refer to the instructions regarding this in *Table 110,* above. From this table, go to *Table 112: Unusual Births.*

Roleplay: See roleplay guidelines under *Table 110.*

111: Roll a d20

d20	*BiMod*	Exotic Birth Locations
The character was born:		
1-2	(5)	Roll twice more on this table. Combine the results (and *BiMods*) together in a workable way.
3	(15)	In temple of a good diety (Optional: determine deity type on *Table 864: Deities*).
4	(8)	On a battlefield. Roll a d6. On a result of 6 the character was born on the battlefield, otherwise, the birth occurred among the camp followers.
5	(5)	In an alley.
6	(2)	In a brothel (this does not necessarily indicate that the character's mother was a prostitute)
7	(2)	In palace of a local ruler (mayor, baron, etc).
8	(5)	In the palace of the ruler of the country (king, emperor, etc.)
9	(15)	In the palace of a powerful evil person, ruler or creature.
10	(2)	In a bar, tavern or alehouse.
11	(10)	In the sewers.
12	(5)	In a thieves den.
13	(2)	In the home of friendly non-humans
14	(25)	GM ONLY – refer to entry #111 on *Table 978: GM Specials.*
15	(20)	In the temple of an evil or malignant diety.
16	(15)	On another plane of reality, then transported to this world sometime soon after birth.
17	(10)	In another time period, then transported to this world sometime soon after birth.
18	(2)	On a ship at sea.
19	(9)	In a prison cell (might indicate that the character's mother was imprisoned at the time).
20	(20)	In a wizard's laboratory.

From Here – Go to Table 112: Unusual Births

112: Unusual Births

Legendary characters often began their lives under unusual, often mysterious circumstances. Some were born at crucial times during the day or year, others are the children of gods. These events often knowingly or unknowingly shaped their later lives. Not every character will have been born under unusual circumstances, in fact many will have rather normal or near normal births.

Instructions: Roll a d100 and add the character's *BiMod* (from either *Table 110 or 111*) to the result and match the total against *Table 112* to check for the occurance of unusual circumstances surrounding the character's birth.

If you want your character to be more-or-less normal, do not use this Table. It has a tendency to make the character itself as unusual as the circumstances under which it is born. To avoid this section completely, go on to *Table 114: Parents & NPCs.*

If you are a player, creating a Player Character and the result on *Table 112* indicates that the GM is to determine one or more unusual birth circumstances, make a note of this on your character worksheet. Your character is not aware of the true nature of the resulting circumstance (or its effects have yet to reveal themselves). Then let your GM make those rolls. He or she will then reveal any obvious results of the roll and make a note of the "truth."

Discovery of the "truth" about the character's birth could easily become a motivation for the character.

If you are a Game Master, creating a Nonplayer Character (NPC) and the result on *Table 112* indicates that the GM is to determine one or more unusual birth circumstances, continue making the rolls, but the NPC will be unaware of the true nature ofeach GM-only roll.

If one or more unusual occurances took place, record the number on line 112 of the character worksheet and go to *Table 113: Unusual Birth Circumstances.* If there are no unusual birth circumstances, proceed to *Table 114: Parents & NPCs.*



112: Roll a d100 + *BiMod.*

d100	Unusual Births
(-6)-60	Nothing unusual occurred.
61-76	One unusual occurance.
77-85	Two unusual occurances.
86-92	Two unusual occurances – GM selects one.
93-94	Three unusual occurances.
95-97	Three unusual occurances – GM selects 1d2.
98	Four unusual occurances.
99-00+	Four unusual occurances – GM selects1d3.

From Here — Go to Table 113: Unusual Birth Circumstances

113:
Unusual Birth Circumstances



Use only if directed here by another table

This table is a collection of unusual events that can surround the birth of legendary characters. The mysterious nature of their births often foreshadows lives fraught with the unusual.

Instructions: Take the result from *Table 112* and roll a d100 that many times on the table below. If a later roll contradicts a previous roll (such as rolling both born at noon and midnight, take the first result obtained). Reroll all duplicate results. Record each birth circumstance on the lines provided in area 113 on the character worksheet.

Roleplay: The circumstances surrounding a character's birth are often seen as omens that foretell the child's life. An asterisk (*) following the number on a table entry indicates that others who know of this occurance may treat the character differently than they might a "normal" child. The character might be seen as being special, gifted, or even "unclean," something to be hidden away. Often the worst omens are kept from the child, but he or she may then grow up surrounded by whispers, strange looks and possibly avoidance. These types of situations could make the character curious about the future, or even fearful of it. He or she will probably believe that there is something special (for good or ill) about his or her life.

d100	Occurance
01-05*	A person of note in the vicinity of the character's home died when he or she was born. **Roleplay:** Character could be blamed for the death, or he or she might be presumed to be the reincarnation of the deceased.
06-10*	Wolves and dogs set up a howling at the moment of the character's birth.
11-20*	Mother died in childbirth.
21-23	All glassware in the house suddenly shattered.
24-25*	All milk in the area soured at character's birth.
26-27	Father believes the character is not his child, but the offspring of another man (whether true or not).
28-31	Character has identical twin (20% chance of being separated at birth). Also, roll a d6. On a result of 6, the twin's personality is drastically different than that of the character, possibly even opposite (if one became a good warrior, the other might become an evil wizard).
32-34*	Water froze or boiled by itself.
35-37	Seasonally unnatural weather occurred.
38*	Unnaturally potent storms raged.
39-41*	Character born at exactly Midnight. Roll a d10 1d3 times on the following subtable. Reroll any duplicates.

1	+1d6 to Magical Ability Attribute for the hour immediately following Midnight.
2-3	Night Vision (see in dark as if day).
4-5	Extremely pale skin – skin is sensitive to bright sunlight (1 Hit Point damage per hour of exposure to bright daylight).
6	-1d6 to Magical Ability attribute for the hour immediately following Noon.
7	+1 Rank natural skill bonus for any stealth related skills (sneaking around, hiding, etc.).
8-9	+2 to Magical Ability attribute after sun sets (or when in darkness or shadow).
10	-2 to Magical Ability attribute during daylight.

42-44*	Character was born at exactly Noon. Roll 1d3 times on the following subtable. Reroll any duplicates.

1	+1d6 to Magical Ability attribute for the hour immediately following Noon.
2-3	No Night Vision (blinded in darkness).
4-5	Extremely tanned skin – skin is treated as 1 point of armor.
6	-1d6to Magical Ability attribute for the hour imm ediately following Midnight.
7	-1 Rank for any stealth related skills.
8-9	+2 to Magical Ability attribute during daylight.
10	-2 to Magical Ability attribute after sun sets (or when in darkness or shadow).

46-48*	A seer declares that the character will be afflicted by an ancient family curse (that the character's family obviously thought was long gone). Go to *Table 868: Curses* to determine the affliction upon the character. Create a reason for the curse to have been laid upon the family in the first place.
49-50*	A goose laid a golden egg when character was born. Roll a d10. If the result is 7-9, the character still has the egg. If the result is 10, he or she has the egg and it is magical.
51-53*	The sky darkened when character was born (like an eclipse). If born at night, the moon and stars went dark briefly.
54-55*	The house became infested with poisonous snakes the next day (some one may have been killed).

Table 113 continues on the next page . . .



d100	Occurances (continued ...)
56*	All gold in the house turned into lead.
57*	All metal in the house turned into precious metals.
58-62*	Infant character was left to die on hillside by natural parents. Character is subsequently raised by foster parents who discovered the child.
63-64*	Character's is born immediately after a Tragedy (go to *Table 528: Tragedies* to determine the nature of the occurance). **Roleplay:** Superstitious folk often associate one event with another. Others who know of this occurance might easily believe the character's birth was related to the tragedy.
65-69*	Character is born with an unusual birthmark (select mark on *Table 866: Birthmarks*)
70-75*	Born with a curse (go to *Table 868: Curses*).
76-81*	Born with a blessing (select it on *Table 869: Blessings*).
82-85	Character has a fraternal twin. Roll Hi-Lo to determine gender (Hi- female. Lo- male).
86	Character is one of a set of identical triplets.
87-88*	Old hag (witch) prophesies character's death (go to *Table 545: Death Situations*).
89-93*	Character born with unusual physical affliction (go to *Table 874: Physical Afflictions*).
94	Character born with 1d3 psychic powers (go to *Table 873: Psychic Abilities*).
95-99	A Mysterious stranger bestows a gift on the character at birth (go to *Table 863: Gifts and Legacies* to determine the nature of the gift).
00	Roll Twice more and add 20 to the resulting rolls.
101-105*	Mother was reputed to be a virgin. No reasonable explanation is ever given for this.

d100	Occurances (continued ...)
	Roleplay: Others who hear of this birth may view the character as a mystic figure, a healer, or a champion against evil. This attention may plague the character all his or her life.
106-110*	Character is the offspring of a mortal and a demon (other-planar creature of evil). The evil creature's parentage affects the character attributes. For each attribute, roll a d3 and a d6. If the d6 result is 1-4 add the d3 to the attribute. If the d6 result is 5-6 subtract the d3 from the attribute. The character must make rolls on *Table 874: Physical Afflictions* , *Table 868: Curses* and *Table 648: Darkside Traits* (these rolls indicate things gained from the demon). **Roleplay:** This character could be despicably evil, or his or her life could be a constant battle to keep the demonic nature in check. The demonic parent could care less about its offspring, or it might have a special purpose in mind for him or her. Assume that most who know of the character's heritage will shun or even seek to destroy the character.
111-120*	Character is the offspring of the avatar of a god and a mortal (an avatar is a semimortal incarnation of a god). The character may add 3 points to each attribute to represent god-like qualities inherited from the parent. Character is automatically an initiate of the parent god's cult and may become a priest once minimum require-ments are met. The character must make rolls on *Table 874: Physical Afflictions* , *Table 863: Gifts and Legacies* and *Table 869: Blessings* (these rolls indicate things gained from the parent god). Finally, roll on *Table 864: Deities* to determine the god who is the character's parent. **Roleplay:** The parent deity could care less about his or her offspring, or he or she might have a special purpose in mind for the child. Assume that most who know of the character's heritage will be in awe of the character. However, foes of the god (and possibly the god's immortal spouse) may seek to oppose and destroy the character.

From Here – Go to Table 114: Parents & NPCs

114: Parents & NPCs



For most NPCs, just labeling them by their occupation or relationship to the character will be enough. For other important NPCs, you will want to create backgrounds as detailed as those you make up for player characters. However, rather than use the regular (and admittedly time-consuming) method to create every NPC who needs a bit of history, it's nice to touch only the highlights and yet still get an interesting character. The following two tables reveal important aspects of an NPC, those that stand out when he is encountered.

Special Notes about Parents

What a character becomes is greatly influenced by the beliefs, attitudes and lifestyle of those who rear him as a child or adolescent. In the best of situations, these are the character's parents; but can also be guardians or masters of an orphanage. These tables touch on important aspects of the character's parents that may be important parts of his later development.

Instructions: Begin with *Table 114A* and roll a d20 to select the Parent's or NPC's occupation. Note that this table merely selects the number of occupations in the household, not the actual jobs performed. Follow the directions given for the result. Then continue on to *Table 114B* to continue the NPC's (or parent's) development.

Table 114A: Occupations

Regardless of culture or social status, all persons in a society are assumed to have an occupation, something that they do that provides food and shelter for themselves and their dependents.

Rather than say that the father or mother of a particular family is the prinicple money-earner, the term "head of household" is used. The head of the household is the parent upon whom the society traditionally places the burden of support. In many societies this is the father or male parent.

If you are creating an NPC who already has an occupation , then skip this table and go on to *Table 114B.*

d20	114A: Occupation (roll a d20)
1-12	Head of household (NPC) has one occupation. Go to the *Occupation Tables (Tables 420- 423)* and make a die roll on the table appropriate for the parent's/NPC's Culture and Social Status.
13-14	Head of household (NPC) has one primary occupation which is performed full-time and a secondary occupation which is performed on a part-time basis. For the primary occupation, go to the *Occupation Tables (Tables 420- 423)* and make a die roll on the table appropriate for the parent's/NPC's Culture and Social Status. For the secondary occupation go to the occupation table for the next lower Social Status within the Culture.
15-16	Head of household (NPC) does not work. Other parent works. Roll a d6. On a roll of 1-3, go to the *Occupation Tables (Tables 420- 423)* and make a die roll on the table appropriate for the parent's/NPC's Culture and Social Status. On a roll of 4-5, use the table for the next lower Social Status. On a roll of 6 use the table for the next higher Social Status. For an NPC or single parent household, treat as a result of 13-14.
17-18	Both parents within the household have an occupation. Go to the *Occupation Tables (Tables 420- 423)* and make a die roll on the table appropriate for the parent's culture and social status for each parent. For an NPC, treat as a result of 13-14.
19	Head of household (NPC) is or was an adventurer. Go to *Table 757: Adventurers,* to determine the type of skills possessed by the parent or NPC.
20	Head of household (NPC) does not have a readily apparent occupation of any kind. When money is needed, it just seems to be available (GM ONLY: See entry 114 on *Table 978: GM Specials*).

Table 114B: Noteworthy Items

For NPCs, this table determines the number of unusual events that have already taken place in their lives, the things they are known for. These are the NPC's most outstanding features. Most of these features will either be readily apparent upon encountering the character or upon getting to know him better.

For parents and guardians, this table determine the number of things that a character remembers about the person or persons who raised and reared him through childhood or the things that those persons did or became that will eventually affect their children. For the most part, these things will be applied to the head of the household.

Instructions: Roll a d3 once. The result is the number of rolls for Noteworthy Items about the Parents or NPC that the player must make. **Roll a d20 for each item,** match the result on the table below, and record any important information about parents in area 114 of the worksheet.

For Parents/Guardians Only: For each Noteworthy Item, **roll both a d20 and a d6.** The d20 indicates the listing in the table. The d6 determines to which parent (or guardian) the listing applies. A d6 result of 1-4 indicates the head of the household. A result of 5-6 indicates the listing applies to the other parent (or guardian). If only one parent (or guardian) is alive, then the results are all applied to that parent. If an orphanage is being rolled for, the results are applied to the head master or mistress of the orphanage.

Table 114 continues on the next page . . .

d20 114B: Noteworthy Items (roll a d20)

1 NPC is Noted for his personality. Roll a d6 on the subtable below to select the NPC's noted trait.

- 1-3 Noted for a Lightside personality trait. Go to *Table 647: Lightside Personality Traits* to determine this outstanding aspect of the NPC's character.
- 4-5 Noted for a Darkside personality trait. Go to *Table 648: Darkside Personality Traits* to determine this outstanding aspect of the NPC's character.
- 6 Noted for an exotic personality trait. Go to *Table 649: Exotic Personality Features* to determine this strange aspect of the NPC's character.

2 NPC had 1d3 unusual birth circumstances. Select them on *Table 113: Unusual Birth Circumstances.*

3 Devotes time to a hobby. Go to *Table 427: Hobbies* to determine the hobby and the devotion to it.

4 NPC possesses an unusual item. Select the item on *Table 863: Gifts and Legacies.*

5 NPC Is creative, inventive, possibly even artistic.

6 NPC was affected by an Exotic Event which is spoken of often. Go to *Table 544: Exotic Events* to determine what occurred.

7 NPC tells tales of a legendary lost treasure that gave vague hints regarding its location.

8 NPC has an obsession regarding something that had happened (or might happen), something that dominates the rest of his or her life. Roll a d6 on the following table to determine the focus of the obsession:

- 1 A relationship with someone. Go to *Table 750: Others* to determine the person.
- 2 A significant event from the past. On *Table 215: Significant Events of Childhood & Adolescence,* determine what happened.
- 3 The working out of a personality trait. Roll a d6. On a result of 1-3, go to *Table 648: Darkside Personality Traits* to determine this trait. On a result of 4-6, go to *Table 647: Lightside Personality Traits* to determine this trait.
- 4 The accomplishment of a motivation. Go to *Motivations* on page 8 to determine this goal.
- 5 Accomplishing a future event. On *Table 217: Significant Events of Adulthood,* determine what the NPC seeks to have occur.
- 6 Preventing a future event. On *Table 217: Significant Events of Adulthood* , determine what the NPC seeks to stop.

9 NPC has a secret identity. Select the Social Status *(Table 103)* and occupation (as appropriate to Culture) for the other identity.

10 NPC has a patron. Determine the details about this service relationship on *Table 543: In the Service of...*

11 NPC is a military veteran. Select the branch of service on *Table 535A: Military Experience - Type of Service.*

12 NPC is very religious and contstantly seeks to evangelize others to join his religion, faith, or cult. Select the deity worshipped on *Table 864: Deities.*

d20 Noteworthy Items (continued ...)

13 NPC is noted for or hesitant to speak of something that occured in his past. Roll a d4 on the subtable below to determine the situation.

- 1 NPC is famous for the occurance of a Significant Event, possibly even a hero. Go to *Table 217: Significant Events of Adulthood* to determine what happened.
- 2 NPC is persecuted or villainized for the occurance of a Significant Event. Go to *Table 217: Significant Events of Adulthood* to determine what happened.
- 3 NPC is important in home village/town/city, not just another face in the crowd.
- 4 NPC won't speak of something that occurred in the past. DM ONLY: Go to *Table 217: Significant Events of Adulthood* to determine what happened.

14 NPC's relationship with his family involves one of the following. Roll a d4 on the subtable below.

- 1 NPC is particularly loving towards family.
- 2 NPC does not love family or children.
- 3 Is unfaithful to spouse.
- 4 NPC has married more than once, current spouse is number (roll 1d4).

15 NPC was originally from a different Culture. Go to *Table 102: Culture* to determine original home Culture.

16 NPC originally of a different Social Status. Go to *Table 103: Social Status* to select the former social standing.

17 NPCis form a foreign land.

18 NPC made has made friends and/or enemies. Roll a d6 once on the subtable below.

- 1 NPC has a Rival. Go to *Table 762: Rivals* to select the antagonist. If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the Rival also includes and seeks out the character.
- 2 NPC had many enemies. Roll 1d10+2 to determine the number. Go to *Table 762: Rivals* to determine these antagonists. If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the Rival also includes and seeks out the character.
- 3 NPC has many close friends (Roll 1D10+2 for their number). These folks usually dwell in the NPC's home village/town/city. If the NPC is the character's parent or guardian, they are known as "uncle" or "auntie." Because they are like family, they may be relied on for aid in times of trouble. Determine backgrounds for these folks only as needed.
- 4 NPC has 1d6+1 jilted ex-lovers.
- 5 NPC had a companion. Select the companion on *Table 761: Companions.* If the character searches long enough, the old companion can be found.
- 6 Roll two more times on this subtable, rerolling duplicates.

19 NPC was horribly wounded once. Select the type of injury on *Table 870: Serious Wounds.*

20 NPC is noted for his extremely unusual personality. Select 1d3 exotic personality traits on *Table 649: Exotic Personality Features* and link them together in some fashion. Collectively, they should make the NPC character even stranger, possibly a real wierdo.

From Here – Go to Table 215: Significant Events of Childhood & Adolescence

215:
Significant Events of Childhood & Adolescence



In a sense, this is where the action begins. These are the events that occur during the character's "growing" years, the memories from childhood, the activities of adolescence.

Instructions: Use this table twice. The first time, use it to select events that occur during the character's childhood, age 1 through 12 for a human or halfling (elves and dwarves have significantly longer childhoods – see "Age" below). The second time, use it to select events that take place during the character's adolescent years, age 13 through 18 (for humans).

To determine the number of significant events that occur during childhood, roll a d3. For adolescence, do the same. For each event, roll a d20 and add the character's *SolMod* to the result (Noble characters: double-check to see if 5 has been added to the character's *Solmod*).

For each roll, match the result against the table below and record the event in the EVENTS section of the worksheet. Many events require additional rolls on other tables. If you are asked to use another table, go to that table, follow instructions found there, record any relevant information, then return to this table until all rolls here are complete. For each event you must determine the age at which it occurs. From here, continue on to *Table 217: Significant Events of Adulthood.*

Age: You must determine WHEN each event happens. For human childhood, roll a d12 (for ages 1 to 12). For adolescence, roll a d6 and add the result to 12 to obtain an age from 13 to 18. For nonhuman characters, refer to Age under *Rules & Terms n' Stuff* on page 4.

Developing a Personality: As a character grows, his personality will take shape. Many events that occur in a character's life also cause a character's personality to develop. Personality traits shape the way he acts or responds later in life. Some of these traits are good or Lightside traits; others are considered bad or Darkside traits; and still others are neutral, neither good nor bad.

Most of the events on the Significant Event Tables (*Tables 215, 216,* and *217*) are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An [L] means a Lightside trait. A [D] means a Darkside trait. An [N] means a Neutral trait and an [R] means that the trait, will be selected by a later die roll on *Table 318A: Personality Trait Check.*

Each time you select an Event followed by a letter in brackets, record it on the character history worksheet, and also record it's corresponding letter in the brackets to the left of the Event lines. When you get to *Table 318: Alignment & Attitude,* the instructions there will tell you what to do with the letters.

Roleplay: By the time a character reaches adulthood, his personality has already been determined for the good or the bad by the events of childhood. Maturity may refine the character, but rarely does it significantly change his attitudes.

215: Roll a d20 + *SolMod*

d20	Events
-2	All public assistance is terminated because the country is at war. This causes bloody riots in the poorer sectors of towns and villages. The character's family is very much involved in these uprisings against the ruling class. Primitive characters reroll this event [R].
-1	While foraging in a trash heap, the character finds an unusual object. Select from *Table 863: Gifts and Legacies.*
0	Reroll, but do not add in *SolMod.*
1	Character's friends involve him or her in illegal activities. Go to *Table 534: Underworld Experience* and follow the directions there [D].
2	A Tragedy Occurs. Determine what happens on *Table 528: Tragedies* [R].
3	Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...* [L].
4	Learn an Unusual Skill. Select skill on *Table 876: Unusual Skills* [N].
5	Learn head of household's occupation to Rank 2 competency. If no head, use patron, or random selection from appropriate Culture's occupations [N].
6	Character runs away from home. Roll a d10 on the subtable below to select the events which then occur [R].

1	... and never returns.
2	... but returns after 1d8 days.
3	... but returns after 1d12 months.
4	... but returns after 1d6 years.
5	... to a distant land.
6	... and joins the circus.
7	... and falls into the hands of criminals. Select events that occur on *Table 534: Underworld Experience* [D].
8	... and lives with nonhumans. Select the type on *Table 751: Nonhumans*.
9	... and wanders the land, one step ahead of the authorities, living by wits. Survival skills improve by one Rank in environment of choice.
10	Roll 1d3+1 times on this subtable, discarding any conflicting events (always discard second roll).

7	Character has a religious experience. Determine the details on *Table 541: Religious Experience* [R].

Table 215 continues on the next page . . .

8 Family has the following attitudes towards the character. Roll a d6 once on the subtable below.

1 Character is loved by parents or guardians [L].
2 Character is unloved [D].
3 Family has great plans for character's future and expect's character to fulfill those plans [R].
4 Family does not approve of character's friends [R].
5 Family encourages character's interests [L].
6 One parent is distant and cold towards the character. Roll for Hi-Lo. Hi - mother. Lo - father [D].

9 Character serves a Patron. Determine the details on *Table 543: In the Service of...* [N]

10-11 A special age-specific event occurs. If the character is currently a child, select event on *Table 216A: Special Events of Childhood.* If the character is currently an adolescent, select the event on *Table 216B: Special Events of Adolescence.*

12 Gain friend. Select friend from *Table 750: Others* [L].

13 A race-specific event occurs. To select the event, elves go to *Table 530,* dwarves to *Table 531,* halflings to *Table 532* and monsters to *Table 533.* If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on *Table 751: Nonhumans* [N].

14 1d3 more Significant Events occur during this time.

15 An Exotic Event occurs. Select the event on *Table 544: Exotic Events* [R].

16 A change or upheaval occurs in the character's family. Roll a d6 on the subtable below to select this change or changes. **Note:** Roll all subsequent events using new *CuMod* or *SolMod.* Assume that these events take place after this event occurs [R].

1 Character changes Culture Level. Reroll Culture Level on *Table 102: Cultural Background.*
2 Character changes Social Status. Reroll Social Status on *Table 103: Social Status.*
3 Character changes locale. Roll a d10 to determine the relative distance of the move. A result of 1 is within the same town, a result of 10 might mean a move to another continent.
4 The head of the household changes occupations. Use the occupation table appropriate to the person's Culture (*Tables 420- 423*).
5 Character's parents split up. Roll Hi-Lo to see who the character goes with. Hi - mother. Lo - father. Roll d6 for each parent. On a result of 1-4, parent remarries within 1d3 years.
6 Roll twice more on this subtable. These changes all occur at the same time. Reroll duplicates.

17 Something bad happens to the character. Roll a d4 on the subtable below to select the event [D].

1 Character is sexually molested by an adult. Go to *Table 750: Others,* to determine who is responsible for this terrible thing.
2 A Tragedy Occurs. Determine what happens on *Table 528: Tragedies.*
3 Character teases and angers an old woman (a witch) who then puts a curse on him. Select the curse on *Table 868: Curses.*
4 Character aquires a Rival. Go to *Table 762: Rivals,* to work out the details.

18 Something good happens to the character. Roll a d4 on the subtable below to select the event [L].

1 Character inherits a large sum of money –10 times what the character's normal starting money would be.
2 A good fairy blesses the character as a reward for a good deed. Select blessing on *Table 869: Blessings.*
3 Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...*
4 Character aquires a Companion. Go to *Table 761: Companions,* to work out the details.

19 A special age-specific event occurs. If the character is currently a child, select the event on *Table 216A: Special Events of Childhood.* If the character is currently an adolescent, select the event on *Table 216B: Special Events of Adolescence.*

20 Character develops jaded tastes for exotic and possibly expensive pleasures [D].

21 Roll again, subtract 1 from the roll and do not add in the character's *SolMod.*

22 Rivals force the character's family to move to a new locale, proabably in another country, or face reprisals [N].

23 Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...* [L]

24 A Tragedy Occurs. Determine what happens on *Table 528: Tragedies* [D].

25 Wealthy or Extremely Wealthy characters reroll and add 5 to the roll (scores over 33 are treated as 33). All other Social Statuses add 2.

26 Character is betrothed in a political marriage to be consummated upon reaching age of majority (about the time that a character would begin an adventuring career) [D].

27 Head of household is made a close advisor to a local ruler [R].

28 Family travels widely, visiting several countries [N].

29 A special tutor teaches the character an Unusual Skill at Rank 3 competency. Select this new skill on *Table 876: Unusual Skills.*

30 Family throws an extravagant birthday party for the character. Everyone who is anyone attends. When all the gifts are recorded, one unusual gift stands alone without a card to say where it came from. Select this gift from *Table 863: Gifts and Legacies* [R].

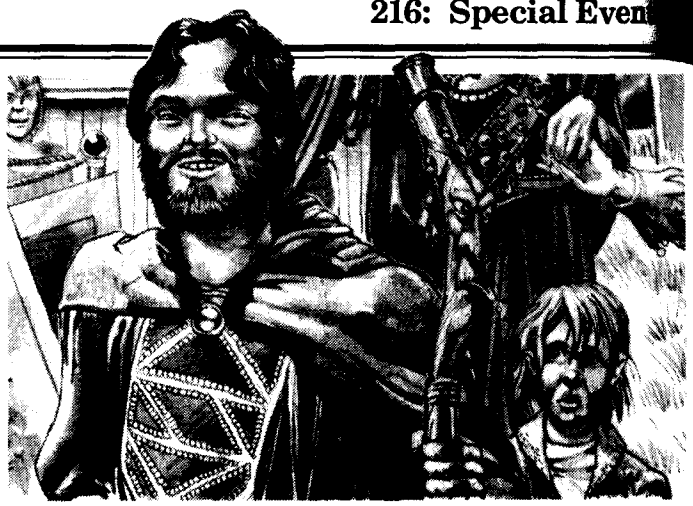
31 Character exhibits symptoms of an exotic personality. Select trait from *Table 649: Exotic Personality Features.*

32 Family gives character 1d10 personal slaves to do with as he sees fit [R].

33 Family gives character a personal estate with 1d10 square miles of property [N].

From Here – Go to Table 217: Significant Events of Adulthood

216:
Special Events of Childhood & Adolescence



Use only if directed here by another table

The events on these two Tables (*216A & 216B*) occur only during specific age periods, either childhood or adolescence. They are significant occurances that might happen at one age, but not the other.

Instructions: To select a Special Event occuring during childhood, roll a d20 and match the result against *Table 216A.* To select a Special Event occuring during adolescence, roll a d20 and match the result against *Table 216B.* Return to *the table that sent you here* when you have selected an event.

216A:
Special Events of Childhood
- Roll a d20 -

d20	Childhood Events
1	A kindly neighbor schools the character, improving his literacy skills in his own language by one rank of competency.
2	Character becomes emotionally attached to a toy and cannot bear to be parted from it for 2d10 years [R].
3	Character has a collection of related things, such as pretty rocks, animal skulls, dolls, sticks, leaves, etc.
4	Character has a close friendship with a sibling (or a cousin if no siblings exist). Sibling is either next oldest or next youngest in relation to the character [L].
5	Character has an imaginary friend [R].
6	Character is a child prodigy at an unusual skill. He has a Rank 6 ability with the skill. Select the skill on *Table 876: Unusual Skills.*
7	Character learns use of a weapon appropriate to Culture and Social Status at Rank 1 skill. You select weapon.
8	The character and a friend discover a secret hiding place near his home. The hiding place remains undiscovered and undisturbed at least until he becomes an adult.
9	The character becomes proficient (Rank 3) at a sporting event, either track and field type events or a ball game.
10	A friend of the family, an old warrior, tells the character grand tales of adventure and daring do [L].
11	The character becomes well-known, even famous for the occurance of an event in his life. Reroll the event on *Table 215: Significant Events of Childhood & Adolescence* [R].
12	One of the character's grandparents dies of natural causes in the presence of the character. Roll a d10. On a result of 8-10, the grandparent entrusts the character with a secret. Note: the GM should create some piece of information that has been kept from the character until now [R].
13	The character witnesses a crime being commited by 1d4 persons. The perpetrators of the crime (the criminals) see the character but are unable to catch him. It may be possible that these criminals still seek the character even now. Select the crime on *Table 875: Crimes* [R].
14	A race-specific event. To select the event, elves go to *Table 530,* dwarves to *Table 531,* halflings to *Table 532* and monsters to *Table 533.* If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on *Table 751: Nonhumans* [N].
15	An Exotic Event occurs. Select the event on *Table 544: Exotic Events* [R].
16	Through a brief misadventure, the character discovers that he is a nearly exact twin of a young Noble. Select the title of the young Noble's parents on *Table 758: Nobles.* This could lead to interesting events later in life [R].
17	A Tragedy Occurs. Determine what happens on *Table 528: Tragedies* [D].
18	Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...* [L].
19	An event that would normally affect an adolescent occurs now. Reroll this event on *Table 216B: Special Events of Adolescence.*
20	The character acquires a hobby. Select the type of hobby on *Table 427: Hobbies.*

Table 216: continues on the next page . . .

216B:
Special Events of Adolescence
- Roll a d20 -

d20 Adolescence Events

1 Learn to use a weapon appropriate to the character's Culture and Social Status at Rank 3 competency.

2 To be fashionable, people tattoo their faces. The character is tattooed with an unusual marking. Select the type of tatoo on *Table 866: Tatoos and Birthmarks.*

3-4 Apprenticed to learn an occupation. Go to *Table 419: Apprenticeships* and follow the directions found there. This event ALWAYS takes place at age 13 for a human character (for other races select an appropriate adolescent age—see the Age table at the bottom of page 4). **[N]**.

5 A wizard (or priest) teaches character a simple spell.

6 Character is accused of a crime that he did not commit. Select the crime on *Table 875: Crimes* (ignore the punishment footnotes on *875*), then roll a d6 on the subtable below **[D]**:

1. Character is imprisoned. Go to *Table 540: Imprisoned* to determine the details of the punishment.
2. Character is publicly stockaded and flogged as an example to others, causing his Charisma attribute to be reduced by a third of its total value.
3. Character is tortured to reveal the names of accomplices. Roll a d6. On a result of 5-6, he recieves a serious wound. Select the nature of the injury on *Table 870: Serious Wounds* .
4. Character is found innocent, but not before suffering serious humiliation. Reduce the character's Charisma attribute by 1d3 points.
5. Character is sentenced to death, but at the last second, is rescued by notorious outlaws. He now has a price on his head. Roll a d6. On a result of 6, he joins the outlaw band, remaining as a member until at least age 18. Go to *Table 534: Underworld Experience* for additional details of this phase of the character's life.
6. The character is sold into slavery. Go to *Table 539: Enslaved,* to determine the details.

7 The character learns an Unusual Skill. Select skill on *Table 876: Unusual Skills.*

8 The character acquires a hobby. Select the type of hobby on *Table 427: Hobbies*

9 Learn head of household's occupation to Rank 1d3 competency.

10 The character joins the military. Go to *Table 535: Military Events* to determine the details of his military career. Roll a d4 on the subtable below to select the character's rea-son for joining **[R]**.

1. Character was drafted during wartime.
2. Character patriotically volunteered.
3. Character was rounded up by a press gang who needed to meet a quota.
4. Character mistakenly thought that he was applying for some other government job.

d20 Adolescence Events (continued ...)

11 The character participates in a rebellion against local authority. Roll a d10. If the result is 9 - 10, the rebellion was successful and the local rulers deposed. Any other result means that any known participants are officially outlawed and have a price on their head. Roll a d10 again if the rebellion failed. If the result is less than 10, only a few close friends know of the character's participation. A result of 10 means that the character is an outlaw **[R]**.

12 The character becomes well-known, even famous for the occurance of an event in his life. Reroll the event on *Table 215: Significant Events of Childhood & Adolescence* **[N]**.

13-14 The character has a romantic encounter. Go to *Table 542: Ah! Love!* to determine the details of his romance. If the character is not yet 16 years of age, any results that indicate marriage to the lover are optional events, at the player's discretion unless children are involved, in which case, marriage is usually enforced if the character and his lover are of approximately equal Social Status (that is, not more than one level apart) **[R]**.

15 The character learns to speak another language at Rank 3 competency. Decide what language is learned.

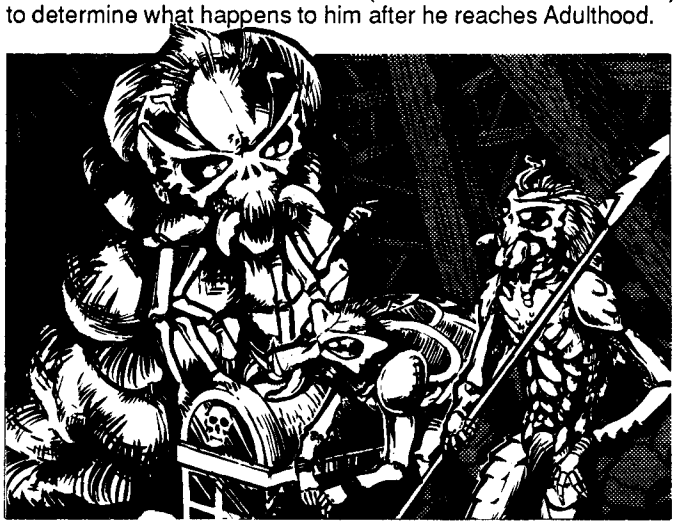
16 A race-specific event. To select the event, elves go to *Table 530,* dwarves to *Table 531*, halflings to *Table 532* and monsters to *Table 533.* If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on *Table 751: Nonhumans* **[R]**.

17 An Exotic Event occurs. Select the event on *Table 544: Exotic Events* **[R]**.

18 A Tragedy Occurs. Determine what happens on *Table 528: Tragedies* **[R]**.

19 Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...* **[R]**.

20 A beginning character is older than normal when he begins his adventuring career. Add the result to the oldest age of the character's adolescent period (see Age chart on page 4, under *Rules 'n Term & Stuff*). A beginning character will be at least this old before beginning an adventuring career. On *Table 217: Significant Events of Adulthood* the character will need to make 1d3 event rolls (instead of the usual one roll) to determine what happens to him after he reaches Adulthood.



From Here — Return to the Table that sent you here . . .

217:
Significant Events of Adulthood

Once a character reaches maturity (that is, their race's official age of responsibility—see the Age Chart on page 4), the events that affect him change. The character assumes greater responsibility for his life, and to some extent, has more control over surrounding events, although usually not as much as he would like. This table is primarily used when creating adult NPCs or for player characters who do not begin adventuring immediately upon reaching adulthood.

Instructions: All player characters who are just beginning their adventuring careers make one roll on this table. Older characters (that is, anyone older than the minimum adult age) make 1d3 rolls on this table. For each event, roll two d20s, total the results, then add the character's *SolMod* to the resulting sum. NOTE: because Nobles add 5 points to their *Solmod* (see *Table 103: Social Status*), their *SolMods* can be as high as 13 points.

For each roll, match the total against the table below and record the event that occurs and any relevant information given with it in the EVENTS section of the worksheet. As with earlier event tables, many events require additional rolls on other tables. If you are requested to use another table, go to the indicated table and follow the instructions found there, record any relevant information, then return to this table until all rolls on this table are complete.

AGE NOTE: For each event you may select the age at which it occurs, rather than roll dice to determine the age.

Developing a Personality: As discussed under *Table 215: Significant Events of Childhood & Adolescence*, events cause personality development. Most events on this table are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An [**L**] means a Lightside trait. A [**D**] means a Darkside trait. An [**N**] means a Neutral trait and an [**R**] means that the trait, if any will be selected by a later die roll on *Table 318A: Personality Trait Check.*

Each time you select and record an Event also record its corresponding letter (if any) in the brackets to the left of the Event lines. The instructions for *Table 318: Alignment & Attitude* will tell you what to do with the letters.

From here, go on to *Table 318: Alignment and Attitude* to make final adjustments to the character's personality.

2d20 217: Events (Roll 2d20 + *SolMod*)

(-1) While foraging or hunting for food, the character has an encounter with a trapped predatory beast. Instead of slaying it, he frees it. The freed beast disappears. Later, the character is trapped by a falling log. The same beast reappears and frees the character [**L**].

0 To earn a living, the character learns a new occupation to Rank 2 ability. Select occupation on table appropriate to Culture (*Tables 420-423*) [**N**].

1-2 Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...* [**R**].

3-4 A Tragedy Occurs. Determine what happens on *Table 528: Tragedies* [**R**].

5 Learn an Unusual Skill. Select skill on *Table 876: Unusual Skills.*

6 The character participates in a rebellion against local authority. Roll a d10. If the result is 9 - 10, the rebellion was successful and the local rulers deposed. Any other result means that any known participants are officially outlawed and have a price on their head. Roll a d10 again if the rebellion failed. If the result is less than 10. only a few close friends know of the character's participation. A result of 10 means that the character is an outlaw [**R**].

7 Character serves a Patron. Determine the details on *Table 543: In the Service of...* [**N**].

2d20 217: Events (continued ...)

8 Character has wanderlust and decides to travel. Roll a d6 to determine the number of years spent travelling and add the result to the age at which the character begins travelling. If the resulting age exceeds the character's "final age," change the final age to the time when the character ceases his travels. Roll a d8 on the subtable below to select the character's travels [**N**].

1	Visit most of the major cities and towns in the land.
2	Sign on as a seaman on a ship. Gain Rank 2 skill as a sailor.
3	Journey to the the mountains.
4	Investigate nearby dark woods.
5	Travel to a distant land. Learn a foreign language at Rank 3 ability.
6	Live with nonhumans. Select the type on *Table 751: Nonhumans* .
7-8	Roll twice more on this subtable, discarding any conflicting events (always discard the second roll).

9-10 Character has a religious experience. Determine the details on *Table 541: Religious Experience* [**L**].

11 The character saves someone's life. This person becomes the character's Companion. Select the Companion and the Companion's sex and personality on *Table 761: Companions* (using *Tables 761A* and *761C*). If the person is of the opposite sex from the character, roll a d10. On a result of 1-5, the companion falls in love with the character. It is up to the player to determine if the character returns the feelings [**L**].

Table 217: continues on the next page . . .

2d20 217: (continued ...)

12-13 A race-specific event. To select the event, elves go to *Table 530,* dwarves to *Table 531,* halflings to *Table 532* and monsters to *Table 533.* If the character is human, then he has an encounter with nonhumans and befriends them. Roll the type on *Table 751: Nonhumans* [R].

14 1d3 additional Significant Events occur.

15 An Exotic Event occurs. Select the event on *Table 544: Exotic Events* [L].

16 Learn use of a weapon appropriate to Culture and Social Status at Rank 3 competency. You select weapon.

17 Something bad happens to the character. Roll a d3 on the subtable below to select the event [D].

1. A Tragedy Occurs. Determine what happens on *Table 528: Tragedies.*
2. A crude and tactless joke angers an old woman (a witch) who puts a curse on the character. Select the curse on *Table 868: Curses.*
3. Character aquires a Rival. Go to *Table 762: Rivals,* to work out the details.

18 Something good happens to the character. Roll a d3 on the subtable below to select the event [L].

1. An old man whom the character rescues from Brigands blesses his benefactor. Select the blessing on *Table 869: Blessings.*
2. Something Wonderful Occurs. Determine what happens on *Table 529: Something Wonderful...*
3. Character aquires a Companion. Go to *Table 761: Companions,* to work out the details.

19 The character becomes well-known, even famous for the occurance of an event in his life. Reroll the event on *Table 217: Significant Events of Adulthood* [L].

20 Character develops an exotic personality trait. Select the trait on *Table 649: Exotic Personality Features.*

21 Character inherits property from a relative. Go to *Table 863: Gifts & Legacies,* and roll a d10 on the subtable below entry #14 to determine the type of property inherited. **GM Only:** See Entry #217 on *Table 978: GM's Specials* [R].

22 Roll again, subtract 1d3 from the roll and do not add in the character's *SolMod* or *CuMod.*

23-24 Character becomes involved in illegal activities. Select what occurs on *Table 534: Underworld Experience* (begin with *Table 534A*) [D].

25 Learn to use an unusual weapon at Rank 3 proficiency. The weapon is something alien to the character's Culture.

26-28 Character joins the military. Go to *Table 535: Military Experience* to select details of his new career. Roll a d4 on the subtable below to select his reason for joining [R].

1. Character was drafted during wartime.
2. Character patriotically volunteered.
3. Character was rounded up by a press gang who needed to meet a quota.
4. Character mistakenly thought that he was applying for some other government job.

29-32 The character has a romantic encounter. Go to *Table 542: Ah Love!* to find the details of his romance [R].

2d20 217: Adult Events (continued ...)

33 The character acquires a hobby. Select the type of hobby on *Table 427: Hobbies.*

34 Character develops jaded tastes for exotic and possibly expensive pleasures [D].

35-36 The character is accused of a crime that he did not commit. Select the crime on *Table 875: Crimes,* then roll a d6 on the subtable below:

1. Character is imprisoned. Go to *Table 540: Imprisoned!* to determine the details [D].
2. Character is publicly stockaded and flogged as an example to others. The character's Charisma attribute is reduced by a third of its total value [D].
3. Character is tortured to reveal the names of accomplices. Roll a d6. On a result of 5-6 the character recieves a serious wound. Select the the injury on *Table 870: Serious Wounds* [D].
4. Character is found innocent, but not before suffering serious humiliation. Reduce the character's Charisma attribute by 1d3 points [D].
5. Character is sentenced to death, but at the last second, is rescued by notorious outlaws. The character's head now has a price on it. Roll a d6. On a result of 6, the character joins the outlaw band, remaining as a member for 1d6 years. Go to *Table 534: Underworld Experience* for additional details of this phase of the character's life (begin with *Table 534C*) [R].
6. The character is sold into slavery. Go to *Table 539: Enslaved!,* to determine the details [D].

37-38 Roll 1d6. For beginning characters, add the result to the character's "final" age. More Adult Events occur during this time. Roll a d3 to determine the number of events. For NPCs whose age is already established, ignore this and reroll.

39 Select any one personality trait from any of the following tables: *Table 318B: Neutral Traits, 647: Lightside Traits, 648: Darkside Traits,* or *649: Exotic Personality Features.*

40-41 The character learns an occupation appropriate to his Culture and Social Status at Rank 2 ability. Select the occupation on *Tables 420-423.* If the character already has an occupation, improve proficiency in that occupation by 1d3 ranks (up to Rank 6 for player characters) [N].

42-44 Reroll and add 5 to the result.

45 Character is made a close advisor to a local ruler [N].

46-48 Character develops an exotic personality trait. Select the trait on *Table 649: Exotic Personality Features.*

49-50 Family sends character a personal servant (along the lines of a proper butler), who refuses to leave the character's service. Treat the servant as a Companion. Go to *Table 761: Companions, subtable 761C* to select the servant's true nature. The GM may wish to create the servant's attributes.

51-53 A ruler whose Social Status is slightly lower than the character's proposes marriage to the character. The marriage is obviously political in nature to take advantage of the character's family status.

54-58 A radical change in the political structure of the land instantly drops the character's Social Level to Poor and strips him of all the benefit of Noble birth and wealth. Roll 1d6. If the result is 5-6, the character's family are outlaws in the land.

From Here — Go to Table 318: Alignment & Attitude

318: Alignment & Attitude

This table is the final stop in creating a character. The subtables and guidelines here are used to provide a framework upon which to develop a character's personality.

Instructions: Follow the steps to develop the character's personality. Record information about personality on the blank lines in the PERSONALITY section of the character worksheet.

Select the Traits: While you were selecting events on *Tables 215-217,* you should have been writing the letters that followed those events in the brackets next to the lines in the EVENTS section of the character history worksheet (see Developing a Personality under *Table 215: Significant Events of Childhood & Adolescence*). The letters indicate the table to be used to select the personality trait that develops. For each letter in brackets in the EVENTS section, go to the table indicated by it (as shown below) and follow directions there to select the personality trait.

[L] **Lightside trait.** Use *Table 647: Lightside Traits*
[D] **Darkside trait.** Use *Table 648: Darkside Traits*
[N] **Neutral trait.** Use *Table 318B: Neutral Traits*
[R] **Randomly selected trait.** Select on *Table 318A: Personality Trait Types.*

Record the name of the selected trait on a line in PERSONALITY section of the worksheet. To the left of each line are three columns of boxes. Above the columns are the letters **L**, **D**, and **N**, corresponding to the types of traits. Mark the box in the column that corresponds to the type of trait recorded on that line. Repeat these steps for each letter in brackets in the EVENTS section of the worksheet.

Determine Alignment: Go to Table *318C: Alignment to* select the character's Alignment and Attitude.

Optional Rule

Trait Strength: This value represents the amount of influence the trait has over the character's life. Trait Strength is measured on a scale of trivial to obsessive. It is possible for trait strength to increase as the player plays his character. How and when this occurs is best left to the individual GM.

An obsession means that the character's life centers around the trait and he becomes frustrated, possibly even dangerous if prevented from fulfilling his needs (see *Table 649B: Mental Afflictions,* entry #14-15)

Assign a relative strength value to each trait. If you wish to use dice for this, roll a d100 on the chart below. :

Strength	d100	Strength (cont.)	d100
Trivial	01-10	Strong	60-79
Weak	11-29	Driving	80-94
Average	30-59	Obsessive	95-00

For more information about Trait Strengths, see *Table 649: Exotic Personality Features.*

318A: Personality Trait Types

Instructions: Roll a d100 and match the result against *Table 318A.* Go to the Table indicated by the die result.

d100	318A: Personality Trait Check
01-50	**No Personality Trait develops**
51-65	**Neutral Trait:** use *Table 318B: Neutral Traits*
66-80	**Lightside Trait:** use *Table 647: Lightside Traits*
81-95	**Darkside Trait:** use *Table 648: Darkside Traits*
96-100	**Exotic Personality Feature:** use *Table 649: Exotic Personality Features.*

318B: Neutral Traits

Instructions: For each Neutral trait that must be selected, roll 2d20 and total the results. Match the total against the table below to determine the trait.

Roleplay: These are aspects of a character's personality which fit neither good nor evil categories.

2d20	318B: Neutral Traits (roll 2d20)
2	**Curious:** inquisitive, needs to know
3	**Hedonist:** pleasure is the most important thing
4	**Precise:** always exacting
5	**Studious:** studies often, pays attention to detail
6	**Mysterious:** has an air of mystery about him
7	**Loquacious:** talks and talks and talks and ...
8	**Silent:** rarely talks
9	**Foppish:** vain, preoccupied with appearance.
10	**Immaculate:** clean and orderly
11	**Rough:** unpolished, unrefined
12	**Skeptic:** disbelieving of things unproven
13	**Immature:** acts younger than age
14	**Even-tempered:** rarely angry or over joyous
15	**Rash:** acts before thinking
16	**Extroverted:** outgoing
17	**Introverted:** focus one's interests in oneself
18	**Materialistic:** puts emphasis on possessions
19	**Aesthetic:** possessions are unnecessary
20	**Amoral:** no care for right or wrong
21	**Dreamy:** a distant daydreamer
22	**Creative:** able to make something out of nothing
23	**Leader:** takes initiative, can take command
24	**Follower:** prefers to let others lead
25	**Emotional:** rarely keeps emotions in check
26	**Emotionless:** rarely shows emotions
27	**Humorous:** appreciates humor and likes to joke
28	**Grim:** unsmiling, humorless, stern of purpose
29	**Conservative:** restrained, opposed to change
30	**Liberal:** tolerant of others, open to change
31	**Aggressive:** assertive, bold, enterprising
32	**Passive:** accepts things without resisting them
33	**Selfsufficient:** does not need others
34	**Dependent:** needs others around him
35	**Romantic:** given to feelings of romance
36	**Logical:** uses deductive reasoning
37	**Illogical:** may not use reason to make decisions
38	**Frivolous:** flighty, harebrained, rarely serious
39	**Aloof:** distant from others, even cold
40	**Atheistic:** denies existance of the supernatural

Table 318: continues on the next page . . .

318C: Alignment

Determine Alignment: Add the number of traits in each column of boxes in the PERSONALITY section of the worksheet and record the total beneath the corresponding column. If the Lightside or Darkside column total is two points greater than any other column, then the character's alignment is the same as the highest column total. If either the Lightside column or the Darkside column is NOT two points greater, then the character's alignment is Neutral. Record the character's alignment on the line provided for it.

Select Attitude: Read the attitude types below the heading that corresponds to the character's alignment. Each attitude suggests a behavior pattern that might be followed by a character of that alignment. Select the one that is most appropriate for the character (whether a player character or an NPC). Record the character's attitude on the line provided for it. Following each attitude, is a suggestion for how the attitude might fit in game systems based law vs. chaos & good vs. evil.

Roleplay: A character's alignment is his moral philosophy of life. His attitude is how he lives out that philosophy. Like all things, both are subject to change as the character grows and changes during play. Attempt to play the character in keeping with his alignment and remember to play up his attitude. Use your own discretion, but try to act in character.

Lightside Alignment

Followers of the Lightside respect others' rights. The preservation of life and freedom are among their highest goals. Such characters are often considered good.

Lightside Attitudes

Ethical: Lives according to a strict, *universal* moral code of ethics. Values fair play and respects authority. Does no evil to self or others and works for the good of all. *(Lawful Good).*

Conscientious: Lives according to a strict *personal* code of ethics. An individualist who works for the law and the good of the greatest number of people, but who may distrust higher authority, living and working "outside the law." Includes vigilantes and "Robin Hood-type characters. *(Chaotic Good).*

Chivalrous: Lives by the belief that the strong must protect the weak. This is often found among characters of Noble Social Status and knights. *(Lawful Neutral with Good tendencies).*

Neutral Alignment

The character's personality is roughly balanced between Darkside, Lightside, and Neutral traits. None has dominance. Such characters are neither strongly good nor strongly evil. They may quite readily fit into one of the following attitudes:

Neutral Attitudes

Self-centered: "What's in it for me?" is the watchword of the self-centered character. He tends to look out for his own interests above anything else, though there are limits to what he will do. Like the Lightside alignments, tends to have a high regard for life and freedom. He may be friendless, a mercenary who serves a cause only because it pays well, but once he gives his word or his loyalty, he does not go back on it. Nevertheless, there is no higher cause to him than self service and self preservation. *(Neutral Good).*

Apathetic: "What does it matter and who cares?" are his mottos. Such a character believes that nothing really matters in the end. He lives his life as if there were nothing to be accountable for often choosing to side with good or evil because he doesn't care which wins. *(Neutral).*

Materialistic: "He who dies with the most toys, wins!" is this character's battle-cry. This greedy character puts great emphasis on material things, particularly ones he can own. He strives to own the best of everything and may compromise other principles for self gain. Like the self-centered character, he takes the course of action that will best suit his desires for material gain *(Neutral with Evil tendencies).*

Anarchic: "It's my life, I'll do as I please." Lives according to a loose *personal* code of ethics, though he does not feel bound to tell the truth, keep his word or help others if there is nothing in it for him. An individualist who disrespects higher authority. Does what he pleases, when it pleases him. *(Neutral with Evil tendencies).*

Egalitarian: "Both sides have a right to their own views." He champions the underdog, regardless of whether that cause is good or evil. He believes in fairness and equality for all. He is like the chivalrous knight, in that he is dedicated to his code of honor. Unfortunately, the causes that he champions may not be the best for society. *(Neutral with both Lawful and Good tendencies) .*

Darkside Alignment

These three are the big "D" attitudes: Depraved, Deviant and Diabolical. The character's personality is weighted heavily towards unpleasant behavior. Darkside attitudes are often marked by a craving for personal power, at the cost of others' lives and freedom. The character may do anything to accomplish personal goals and is often considered evil.

Darkside Attitudes

Depraved: Self-serving and unscrupulous. Like the Self-centered attitude (see above) seeks to fullfil personal desires, but unlike that attitude, this character will do anything to obtain his goals. A depraved character may even torture and kill for the sheer fun of it *(Neutral Evil).*

Deviant: Like the Ethical attitude, this character lives by a strict and ordered moral code. But this code is centered around the Deviant character's self-centered personal goals. He respects honor and self-discipline in others, and may even protect the innocent, but will not tolerate anyone who works to cross him. *(Lawful Evil).*

Diablolical: The despicable Diabolical character has no code of ethics. He is unpredictable, helps others only to be able to hurt them later, despises all that is honorable, disciplined or that reminds him of authority. *(Chaotic Evil).*

Your Character is Complete!

From Here — Reread Motivations & Linking Events . . .

419: Apprenticeships



Use only if directed here by another table

Many crafts and professions are perpetuated by the practice of taking on an apprentice who lives in the shop of a master of the craft. In return for payment from the apprentice's parents and a large amount of menial labor, the master slowly teaches the apprentice the secrets of the trade. This is a process that takes several years, but at the end, a diligent apprentice knows his craft at may seek his livelihood at it.

Instructions: First, select the occupation to which the character is apprenticed by rolling a d10. Match the result against *Table 419A: Type of Occupation.* Select the occupation on the table indicated by the die roll result.

Next, roll a d10 once and match the result against *Table 419B: Apprenticeship Events* to select the noteworthy event or situation which marks his apprenticeship. Remember to note whether or not the apprenticeship runs its full duration (see below).

Duration: An apprenticeship normally lasts five years and always begins at age 13. A shortened or lengthened period of apprenticeship can affect the character's skills at the craft.

Gameplay Benefits: After completing a five year apprenticeship, the character will have learned the skills of his new trade to at least Rank 2 ability. Roll a d20 (note modifications for shortened or lengthened apprenticeships below). If the result is 12 to 16, the character learns his craft at Rank 3. If the result is 17 to 19, the craft is learned at Rank 4. If the result is 20, the craft is learned at Rank 5.

Shortened Apprenticeship: If the character does not complete the full five years, his skill at the craft is only Rank 1.

Lengthened Apprenticeship: For each extra year the character spends at his apprenticeship, he may add 1 point to the d20 die roll for skill Rank (as described above). If the modified result equals 26 or more, the character learns the new craft at Rank 6.

The Master: As an option, the player may develop the personality of the character's master. Determine the master's sex (roll Hi-Lo) and assume that he has at least a Rank 7 skill in the craft he teaches. Roll 1d3 times on *Table 114B: Noteworthy Items* for information regarding the master.

419A: Type of Occupation

d10	Occupation (roll a d10)
1-2	Select occupation on *Table 424A: Craft Table I.*
3-4	Select occupation on *Table 424B: Craft Table II.*
5-6	Select occupation on *Table 424C: Craft Table III*
7-10	An occupation selected from the occupation table appropriate to the character's Culture Level. Select on *Tables 420* through *423.*

419B: Apprenticeship Events

d20 Events (roll a d10)

1 The character's master is noted for his strong and often annoying personality. Select a personality trait on *Table 318A: Personality Trait Check.* If the result is "01-50 No Personality Trait Develops," the master has an Exotic Personality Feature (Select the feature on Table 649: Exotic Personality Features). Select other personality traits on the tables indicated by the die roll.

This feature so irritated the character that he cannot stand to be around anyone who acts in the same manner.

2 The character manages to accidentally break his master's valuable collection of sculptured ceramic chamber pots. For this, he is expelled from his master's service and the apprenticeship ends after 1d4 years (remember to note the effect on the character's occupation skill).

3 The character accidentally stumbles upon a lost secret of the craft. His master takes the credit (of course). However, the character only revealed part of the secret. The GM should determine some craft secret that could have a later impact on game play.

4 The character continues to study the craft with his master for an additional 1d6 years. Remember that this affects the character's chances of learning better skills.

5 While the master was out, the character investigated his record books, only to discover that his master's shop is a front office for a vast criminal network.

6 The master under whom the character studies is world-reknowned, one whose skill is legendary (Rank 10).

7 One of the other apprentices becomes the character's best friend. Roll Hi-Lo for the friend's sex. Hi = female, Lo = male. He (or she) eventually goes on to become a noted master of the craft. This NPC may be developed using the NPC suggestions on pages 9 and 10.

8 An exotic event occurs in the master's shop while the character is apprenticed there. Roll for Hi-Lo. Hi = the event affects the master. Lo = the event affects the character. Determine this event on *Table 544: Exotic Events.*

9 The character accompanies his master on several long, eventful journeys to the courts of distant Nobles. Roll 1d3 to determine the events that occur to the character and his master. Select these events on *Table 217: Significant Events of Adulthood.* Reroll any conflicting events.

10 Roll twice more on this table. Reroll any conflicting events.

From Here: Return to the Table that sent you here . . .

420: Primitive Occupations

Technically speaking, Primitives do not learn occupations. Their occupation is survival. A Primitive character must master *all* the skills of his Culture in order to live with his environment. If specialization of skills exists, it is only because the clan or tribe can afford to have someone not gather-ing food. Even then, the function provided is one of survival.

Instructions: Begin by rolling a d20. Match the total against *Table 420A* to select an occupation. From here, go on to *Table 426: Occupation Performance.*

Roleplay: Survival is the occupation of a Primitive character. All other things are frivolous, if not down right dangerous to you and your clan. It is not impossible for a Primitive character to learn the skills of other Cultures, but it may be hard for him to understand why he should need to learn them.

Gameplay Benefits: Each occupation has seversal skills associated with it that the character can learn and improve. The GM and the player will need to determine them how they are to be used in play.

420A: Primitive Occupations

d20	Occupation
1-9	**Fisherman:** he lives off the bounty of the waters: fish, shell-fish and crustaceans. The fisherman is a net crafter and a boat maker, though boats are rarely more complex than a dugout, raft or hide boat.
10-18	**Hunter:** he stalks wild game, providing both food and clothing. Diet is supplemented by gathered foods.
19	**Warrior:** all primitives are warriors if the need arises. This profession usually protects the clan or tribal chieftain and does not hunt or fish to provide food.
20	**Special Occupation:** select on *Table 420B.*

420B: Special Primitive Occupations

d3	Occupation
1	**Shaman:** a religious leader. Often feared and quite powerful within the clan. This is the primitive equivalent of a physician and priest. In addition to totem magic, he is wise in the ways of plant lore and homespun medicines.
2	**Basket weaver:** makes woven containers from reeds and branches. Often a task of clan women.
3	**Artist:** can render life-like ceremonial pictures of beasts and gods.
4	**Toolmaker:** he can make the best wood and stone weapons for the clan and is allowed to focus on this task, rather than provide food.

421: Nomad Occupations

Few occupations within Nomad Cultures are very specialized. Most Nomads are self-sufficient. The skills needed to live their Nomadic lives are known by all. Still, in a few larger camps, some individuals perform but a single function (or group of related functions) for their clan or tribe.

Instructions: Begin by rolling a d20. Match the total against *Table 421A* to select an occupation. From here, go on to *Table 426: Occupation Performance.*

Roleplay: By learning a trade, a Nomad character becomes a contributing member of society. He gains skills that may be useful when adventuring and also has a means to make money when not adventuring. Follow directions to other tables if required.

Gameplay Benefits: Each occupation should have several skills associated with it that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

421A: Nomad Occupations

d20	Occupation
1-2	**Craftsman:** type I. Select craft on *Table 424A.*
3-12	**Herder:** raises the animals that are the mainstay of the nomadic way of life.
13-16	**Hunter:** a hunter of animals.
17-18	**Warrior:** though most adult Nomads are warriors, this is a full-time position.
19	**Merchant:** select type on *Table 425: Merchants.*
20	**Special Occupation:** Select on *Table 421B.*

421B: Special Nomad Occupations

d10	Occupation
1	**Priest or Shaman:** (See Primitiive Occupations)
2	**Healer/ Herbalist:** one who is wise in the ways of plant lore and medicines.
3	**Adventurer:** select on *Table 757: Adventurers*
4	**Career Criminal:** select on *Table 755: Criminals*
5	**Tentmaker:** makes the leather, felt or fabric tents which are the nomads' homes.
6	**Weapon Master:** teacher of weapon skills.
7	**Counselor/Philosopher:** usually an old man or woman who serves the leader of the clan.
8	**Civilized Occupation:** select on *Table 423A.*
9	**Horsemaster:** a horse (or other riding mount) breeder and teacher of riding skills.
10	**Entertainer:** minstrel, juggler or tumbler

From Here – Go to Table 426: Occupation Performance

422: Barbarian Occupations

Use only if directed here by another table

Most Barbarian Cultures begin to adopt specialized occupations. In their towns and larger camps, Barbarian folk have found needs for artisans who can provide a specific service to the community. However, many occupations encompass multiple facets of the profession. A weaver will generally also be a cloth dyer, and may even be a tailor. A carpenter might also be a wood cutter and a furniture maker. Lines between similar occupations are vague. Special occupations are less common in Barbarian societies, and usually include trades from other Cultures.

Instructions: Begin by rolling a d20. Match the result against *Table 422A: Barbarian Occupations* to select an occupation, or continue to follow directions until an occupation is selected on a subsequent table. From here, go on to *Table 426: Occupation Performance.*

Roleplay: By learning a trade, a Barbarian character becomes a contributing member of society. He becomes welcome in professional societies, guilds, and trade fellowships. He gains skills that may be useful when adventuring and also has a means to make money when not adventuring.

Gameplay Benefits: Each trade should have several skills associated with it that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.





422A: Barbarian Occupations

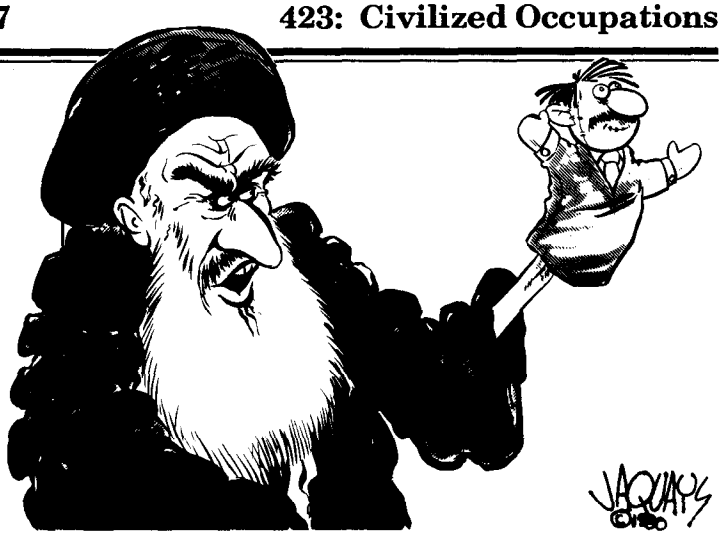
d20	Occupation
1-2	**Craftsman:** select on *Craft Table 424A.*
3 - 8	**Farmer**
9 - 11	**Fisherman**
12 - 13	**Herder**
14 - 15	**Hunter**
16 - 17	**Warrior**
18	**Craftsman:** select on *Craft Table 424B.*
19	**Merchant:** select on *Table 425: Merchants.*
20	**Special Occupation:** Select on *Table 422B.*

422B: Special Barbarian Occupations

d20	Occupation
1-7	**Civilized Occupation:** select on *Table 423A.* This person has learned the occupation in other lands and brought it to his own people.
8- 9	**Priest or Shaman:** a religious leader. Often quite powerful within the clan or tribe (see description under *Table 420: Primitive Occupations* for details)
10	**Healer/Herbalist:** the barbarian equivalent of a physician, this person is wise in the ways of plant lore and homespun medicines.
11	**Adventurer:** a professional hereo. Select type on *Table 757: Adventurers*
12	**Career Criminal:** select on *Table 755: Criminals*
13	**Ship Builder:** a builder of sailing ships (such as the viking long ship).
14	**Barbarian Wizard, Witch, or Warlock:** a local magic wielder, rarely more powerful than Rank 5. Usually more feared than respected.
15	**Counselor/Philosopher:** Usually a learned man or woman who serves the chieftain, jarl or king.
16	**Horsemaster:** a horse trainer and riding teacher
17	**Explorer:** one who seeks new lands for trade or conquest.
18	**Entertainer:** a bard, juggler, tumbler, actor or poet (skald).
19	**Forester:** a warrior, guide and hunter who knows the forest, its flora and its fauna.
20	**Craftsman:** select craft on *Table 424C.*

From Here – Go to Table 426: Occupation Performance

423: Civilized Occupations



Use only if directed here by another Table

Civilization brings with it occupational specialization. As a Culture becomes Civilized, job duties are broken down into smaller and smaller components until each person in the society performs but a single function. It is very unlikely to find a man or woman who is skilled at more than one occupation.

Civilized occupations are divided into four classifications: Lower Class, or, those jobs which commonly provide little income and are often based on physical labor; Middle Class, those jobs which require formal education and or some monetary investment to learn or perform; Upper Class, which may require nothing more than mental effort and can either produce large amounts of money, or provide diversion for those who have no need for more money; and finally Special Occupations, those unusual jobs which fit no other classification and are often uncommon within any Culture.

Instructions: Begin by rolling a d10 and adding the character's *SolMod* to the result. Match the total against *Table 423A* to find which Table contains the character's occupation. Go to that table and roll a d20 again. The second d20 result selects the occupation (or gives instructions to go to another table). Follow directions until an occupation is selected. From here, go on to *Table 426: Occupation Performance.*

Roleplay: By learning a trade, a civilized character becomes a contributing member of society. He becomes welcome in professional societies, guilds, and trade fellowships. He gains skills that may be useful when adventuring and also has a means to make money when not adventuring.

Gameplay Benefits: Each trade should have several skills associated with it that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

423A: Occupation Selection

Roll a d10 + *SolMod*

d10	Occupation
(-2)	Nomad Occupation: select on *Table 421.*
(-1) - 5	Lower Class Occupation: select on *Table 423B.*
6	Barbarian Occupation: select on *Table 422.*
7	Special Occupation: select on *Table 423E.*
8-11	Middle Class Occupation: select on *Table 423C.*
12-14	Upper Class Occupation: select on *Table 423D.*
15	Special Occupation: select on *Table 423E.*
16-23	Upper Class Occupation: select on *Table 423D.*

423B: Lower Class Occupations

Roll a d20

d20	Occupation
1	**Beggar**
2-6	**Farmer:** roll a d4 on the subtable below: 1 Freeman farmer 2 Herder 3 Sharecropper (works another's lands) 4 Serf (an agricultural slave)
7	**Tinker:** repairs pots, sharpens blades.
8	**Sailor**
9-10	**Laborer:** roll a d6 on the subtable below: 1 Miner 2 Stone cutter 3 Wood cutter 4 Charcoal burner 5 Peat cutter 6 Unskilled laborer
11	**Launderer**
12-14	**Fisherman**
15	**Household servant:** roll a d6 on the subtable below: 1 Butler 2 Cook 3 Housekeeper 4 Gardener 5 Stable hand 6 Footman
16	**Tavern or Inn Employee:** roll a d4 on the subtable below: 1 Bartender 2 Serving person 3 Housekeeper 4 Bouncer
17	**Street Vendor:** sells goods he makes, finds, buys, or "acquires" at his movable streetside stall. Often a source of inexpensive (or imitation) goods.
18	**Soldier:** for details in depth see *Table 535: Military Experience.*
19	**Craftsman:** select craft on *Craft Table 424A.*
20	**Second Hand Shop:** buys used goods, fixess them up a bit and resells them for less than new. Much junk, but often real bargains to be found.

Table 423 continues on the next page . . .

423C: Middle Class Occupations

Roll a d20

d20	Occupation
1	**Money Lender:** makes loans at outrageous profit, often to people who can least afford it.
2-5	**Merchant:** go to *Table 425: Merchants.*
6	**Business Owner:** select the type of activity the business performs by rolling the die again on *Table 423B.* The character does not actually do this service, but has employees who do it.
7 - 8	**Craftsman:** select craft on *Table 424B.*
9	**Instructor:** a master of some skill who teaches others what he knows for a fee. Roll a d4 on the subtable below to select what the Instructor teaches: 1 Weapon use (Rank 7+ with one weapon). 2 An unusual skill, selected from *Table 876: Unusual Skills.* 3 A military skill, selected from *Table 877: Military Skills.* Roll a d4 on the subtable below to select the Military Skill subtable: 1 *877A: Combat Skills.* 2 *877B: Horse Skills.* 3 *877C: Forestry Skills.* 4 *877D: Naval Skills.* 4 A Craft. Roll a d3. The die roll result corresponds to the Craft Table (used to select the Craft. 1 = *424A,* 2 = *424B,* 3 = *424C.*
10	**Government official:** select type on *Table 752: Government Officials.* If the selected occupation appears to be one of relatively high status, assume that the character is an assistant to that position, possibly a second in command, or deputy director.
11	**Craftsman:** select craft on *Table 424A.*
12	**Chef:** cook for a good restaurant or a Noble family
13	**An overseer:** a supervisor of others. Use *Table 423A* to select the industry which he oversees.
14	**Innkeeper:** runs a boarding house where travellers can get a night's rest or keep semi-permanent lodgings. Serves meals but not alcohol..
15	**Scribe:** can read and write fluently in several languages and has legible, possibly elegant handwriting. Can proablably make ink if he has to.
16	**Guide/Pilot:** a pathfinder who aids travelers and merchants in unknown areas. The pilot is a seagoing guide (more than just a navigator).
17	**Ship Captain:** sails ships on the high seas, lakes and rivers. Often in another's employ, but has a 10+ *SolMod* chance to own his ship.
18	**Engineer:** a designer and constructor of mechanical devices and structures. May be a tinkerer or mad inventor type of person.
19	**Teacher:** a scholar who teaches students history, language, writing, and the arts.
20	**Tavern Owner:** runs a tavern where drinks and food are sold. Roll a d6. On result of 7-10, the tavern is also an inn. If the result is a 10, the inn is a road house on a highway.

423D: Upper Class Occupations

Roll a d20

d20	Occupation
1	**Alchemist:** a maker of potions, a magical meddler in the sciences. Not truly a wizard, not quite a scientist.
2	**Engineer:** a designer and constructor of mechanical devices and structures. Often works on a grand scale.
3	**Architect:** the designer of grand and glorious buildings like temples, palaces and fortresses.
4	**Chiurgeon:** doctor/surgeon. A non-magical healer who specializes in sewing up wounds, and bleeding.
5-7	**Merchant:** go to *Table 425: Merchants* and select the type of mercantile operation.
8	**Craftsman:** select the craft on *Table 424C.*
9	**Courtier/Courtesan:** an attendant in the court of a Noble or Royal ruler -- sometimes nothing more than a fancy prostitute (particularly the female courtesan).
10	**Diplomat or Negotiator:** establishes or soothes relationships between governments or between businesses and governments.
11	**Author/Playwrite/Poet:** this indicates a successful writer. Most practicioners of the literary arts are paupers. In a fantasy society, such a person has a 75% chance to have a Patron who sponsors his work.
12	**Litigation Trickster:** a lawyer or barrister. Deals in the finer points of the law and defending the innocent against unjust prosecution. Of course, this is before the advent of ambulance chasing and liability suits, back when it was still a respectable occupation.
13	**Philosopher:** a thinker, a sage, probably associated with either a religious institution or a school of higher learning. May be quite wise or simply pompous.
14	**Craftsman:** select the craft on *Table 424B.*
15	**Interpreter:** speaks several important languages fluently. Is probably attached to a government office or a large mercantile guild.
16	**Government Official:** select the type on *Table 752: Government Officials.* If the selected occupation appears to be of low status within the government, assume that the character is in charge of all that type of activity for the government.
17	**Banker:** keeps other folks money safe for them and loans money wisely. Does not pay interest on mony kept in savings and may even charge to keep it there.
18	**Business Owner:** select the type of activity the business performs by rolling the die again on *Table 423A.* If the result makes no sense of is too difficult to work out, reroll. The character does not actually do this service, but has employees who do it.
19	**Landlord:** owns property, rents it to others. Roll 1d10 for the number of properties owned. Select the average Social Status of the landlord's tenants on *Table 103: Social Status.*
20	**Craftmaster:** local guild leader for a particular craft. The NPC character is automatically a master of his craft. Select the craft by rolling a d6. If the result is 1-3, select the craft on *Table 424A.* If the result is 4-5, select the craft on *Table 424B.* If the result is 6, select the craft on *Table 424C.*

Table 423 continues on the next page . . .



423E: Special Occupations (Roll a d20)

d20	Occupation
1	**Assassin:** a professional killer. Works secretly.
2	**Gladiator:** a professional killer. Works in public.
3	**Adventurer:** a professional hero. Select type on *Table 757: Adventurers.*
4	**Career Criminal:** select on *Table 755: Criminals.*
5	**Priest:** select god on *Table 864: Deities.* The priest's occupational Rank represents his standing within the religion, not necessarily his skill at being a priest. This character will have experienced one event on subtable *541B: Religious Events* under *Table 541: Religious Experience.* Rank 1 = Novitiate Rank 2 = Monk (an initiate of religious mysteries) Rank 3-5 = Full priest Rank 6-9 = Chief Priest Rank 10 = A High Priest Rank 11+ = Chief High Priest above all.
6	**Wizard:** usually an honored practioner of magical mysteries. Might be a charletan, a nonmagical master of hokum and illusion.
7	**Jack of All Trades:** roll 1d3+1. The character has minimal skill at many different trades (never higher than Rank 2 at any trade). Select occupations on *Table 423A.*
8	**Entertainer:** a bard, minstrel, skald, juggler, actor, or tumbler. Is usually skilled at a musical instrument or two.
9	**Printer:** prints books using carved wood or engraved metal printing plates.
10	**Private Detective or Spy:** both ferret out hidden information. The spy usually works for a government or large mercantile operation. May have had underworld experience (from *Table 534: Underworld Experience*).
11	**Professional (guild) Thief:** Definitely has had underworld experience (from *Table 534: Underworld Experience*).

d20	Occupation (continued ...)
12	**Astrologer/Diviner/Fortune Teller:** purports to tell the future from signs and omens. May be a priest, but is probably not.
13	**Rumormonger:** collects information and spreads it for a price. Also works as a story-teller.
14	**Prophet:** Someone who speaks for a god, not necessarily a priest. This character will have experienced one event on subtable *541B: Religious Events* under *Table 541: Religious Experience..* Roll a d4 on the subtable below: 1 **Doomsayer:** prophesys of evil fortune to come upon those who fail to heed his words. This character's Social Status always drops 1d3 levels. 2 **Oracle:** is part of an established temple. Sees the word of the god in the vapors of a burnt offering. Has a 50% chance to be "not right in the head." 3 **Hermit:** is a reclusive holy man who is tormented by visions. Fears he may be mad, but has true visions of the future. Longs for company, but often denounces the actions of others. 4 **Seer:** is more like a religious fortune teller. he sees the future through his god, but for a price.
15	**Chariot or Horse Racer**
16	**Professional Gambler**
17	**Healer/Herbalist:** Uses plant lore to heal wounds and illnesses.
18	**Scientist:** biologist, geologist, astronomer, etc. Often does not believe in the existence of deities, magic or the supernatural. Tries to explain things in terms of what he knows (or thinks he knows).
19	**Veterinarian:** A healer of animals.
20	**Ship Builder:** A maker of boats and ships.

From Here – Go to Table 426: Occupation Performance

424: Crafts

Use only if directed here by another table

Crafts are skilled occupations in which the end product is usually something tangible, like a piece of pottery, a ship, an iron tool, or a piece of furniture. Most crafts are worked and sold in small, family owned shops.

Instructions: Each of the three Craft subtables is separate from the others. The occupation table entry which sent you here should have indicated which subtable to use. To select a craft occupation, roll a d20 and match the result against the appropriate table. From here, go to *Table 426: Occupation Performance.*

Roleplay: Craftsmen are usually respected members of society. Master Craftsmen, especially artistic ones, are treated with honor often reserved for Nobles. Characters who attempt to ply their craft skills without guild sanction may find themselves the victims of Guild retribution.

Gameplay Benefits: Each craft consists of one or more skills that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

Guilds: Each craft has its own guild or league that restricts to whom the craft can be taught, how much can be charged for goods, and who wields its political clout. Membership in a craft guild is not automatic and is usually limited to those who reach journeyman status or higher. Members of craft guilds can often find lodging in craft guild halls when they travel.

424A: Craft Table I (Roll a d20)

d20	Craft
1	**Blacksmith:** maker of iron goods.
2	**Potter:** makes pottery.
3	**Weaver:** makes cloth.
4	**Stone Mason:** shapes and lays stone.
5	**Bowyer:** makes bows.
6	**Baker:** bakes bread.
7	**Butcher:** butchers animals, smokes meats.
8	**Carpenter:** builds with wood.
9	**Tanner:** prepares leather.
10	**Rope and Net Maker.**
11	**Leather Worker:** makes leather goods.
12	**Cobbler:** a shoemaker.
13	**Basket weaver:** maker of baskets and wickerware.
14	**Cooper:** barrel maker.
15	**Painter:** paints houses, ships, etc..
16	**Spinner:** spins wool, flax, and cotton into thread.
17	**Dyer:** colors woven fabrics.
18	**Fletcher:** makes arrows.
19	**Sailmaker.**
20	**Saddle and Riding Harness Maker.**

424B: Craft Table II (Roll a d20)

d20	Craft
1	**Shipwright:** builds ships.
2	**Wheel/Cartwright:** makes wheels and wagons.
3	**Distiller:** makes distilled beverages.
4	**Fuller:** makes cloth heavier and thicker.
5	**Sign Painter:** paints signs for all occasions.
6	**Chandler:** candle maker and seller.
7	**Miller:** grinds grain into flour.
8	**Armor Smith:** makes armor and some weapons.
9	**Sausage Maker**
10	**Brewer:** makes beers and ales.
11	**Animal Trainer:** trains common animals like dogs or horses.
12	**Plasterer:** plasters walls and ornate decorations.
13	**Glazier:** makes and installs window glass.
14	**Tailor:** makes/repairs clothing of all kinds.
15	**Copper and Pewter Smith:** makes and repairs metal vessels.
16	**Glassblower:** makes bottles and glassware.
17	**Cabinet Maker:** makes fine wooden furniture.
18	**Weapon Master:** a teacher of weapon skills.
19	**Dress Maker:** makes everyday women's wear.
20	**Sword-Dancer:** a ritualistic sword master, often found as a mercenary. The best are instructors. †

424C: Craft Table III (Roll a d20)

d20	Craft
1	**Silver Smith:** a crafter of silver for all uses.
2	**Costumer:** makes costumes and elegant clothing.
3	**Goldsmith:** a crafter of gold for all uses.
4	**Jeweler:** a maker and assessor of fine jewlry.
5	**Instrument Maker:** musical instruments.
6	**Clock Maker:** makes clocks of all kinds.
7	**Cartographer:** surveyor and map maker.
8	**Perfumer:** makes perfumes and scents.
9	**Animal trainer:** train exotic animals.
10	**Apothecary:** a pharmacist, medicine maker.
11	**Furrier:** makes and sells fur clothing.
12	**Horse Breeder:** blends the bloodlines of fine horses.
13	**Artist:** paints murals and potraits, sculpts statues.
14	**Wine Maker:** knows his wines and grapes.
15	**Oculist:** makes lens, crystal balls, and eyeglasses.
16	**Pastry Chef:** cakes, sweet breads and pastries.
17	**Confectioner:** candy maker.
18	**Paper and Ink Maker:** source of writing materials.
19	**Sword Smith:** makes swords, daggers, and other bladed weapons.
20	**Illuminator:** illustrates manuscripts.

† Based on the novel *Sword-Dancer* by Jennifer Roberson.

From Here – go to Table 426: Occupation Performance

425: Merchants



Use only if directed here by another table

Just as important as the business of making and growing things, is the business of selling things. Merchants are the lifeblood of most civilized and many barbarian economies. They keep money moving. They also provide the things the adventurers so desperately need to get by.

Instructions: Roll a d20. Add the character's *SolMod* and match the total against *Table 425A* to select an occupation. From here, go onto *Table 426 Occupation Performance.*

Gameplay Benefits: Merchants learn languages, usually due to exposure to people who don't speak their own. This translates to Rank 2 skill in 1d4 foreign languages. Merchants also learn the value of what they sell. A merchant will have an ability to evaluate trade goods (usually limited to those he is familiar with) equal to his skill Rank as a merchant.

425: Merchant Types (roll d20 + *SolMod*)

d20	Merchant Type
0	**Pawnshop:** Valuables are used to secure loans from this merchant. If items are not reclaimed within a specified time period, the pawnshop sells the item.
1	**Caravan Master:** Transports goods on pack animals between destinations. May be a trader.
2	**Trader:** The ancestor of the traveling salesman. There is a little bit of everything in his packs, but the more one needs what he has, the greater the price.
3	**Tavernkeeper:** Sells alcoholic beverages, a cheerful atmosphere and a limited meal menu.
4	**Innkeeper:** The hotelier of yesteryear. Provides a bed, a meal and often the atmosphere of a tavern.
5	**Dry Goods Seller:** A hardware shop, a feed store, a fabric merchant, a little bit of everything and at a reasonable price.
6	**Curio Merchant:** Shop contains marvels from the four corners of the world -- knick-knacks, curiousities and collectibles, rare herbs, incenses, and spices. Occasianally buys and sells magical items.
7	**Snake Oil Salesman:** Sells wonder tonics and elixers to a needy world. Travels a lot.
8	**Book Seller:** Purveyor of rare and unusual books.
9	**Clothing Seller:** Sells clothes made by others.
10	**Weapon Shop:** Buys and sells weapons.
11	**Fishmonger:** "Fresh" fish for sale.
12	**Green Grocer:** Fresh vegetables and produce.
13	**Wine merchant:** Sells the finest vintages along with cheap tavern wines.
14	**Importer:** A general importer of trade goods, including spices, raw materials for manufacturing, crafts, grain, curios, and wild animals.
15	**Furniture dealer:** Sells finely made furniture to people with taste and money.
16	**Slaver:** Buys and sells people. Often hires adventurers to collect "trade goods".
17	**Carpets & Tapestries:** Antique and exotic wall hangings and floor coverings.
18	**Livestock Trader:** Buys and sells cows, pigs, sheep, horses, chickens, etc.
19	**Shipping Agent:** Arranges the transportation of goods to many destinations. May run caravans or own ships, but more usually uses others.
20	**Silk Merchant:** Imports silk fabric and thread from far-off lands.
21	**Art Dealer:** Acquires and sells antiquities (ancient statuary and historial artifacts) and arranges work for popular artists.
22	**Gem Merchant:** Buys and sells cut and uncut gemstones.
23	**Real Estate Broker:** Locates potential properties for clients and arranges the sale.
24	**Lumber Merchant:** Buys stands of timber and sells dried lumber.
25-28	**Master Merchant:** Runs several businesses at the same time. Roll 1d6+1 to select number of businesses. For each business, roll again on this table.
29-33	**Monopoly:** Roll again on this table to select business, but only add 4 to the die roll (do not use the character's *SolMod*). The merchant controls all businesses of this sort in either a major city or a small country.

From Here – go to Table 426: Occupation Performance

426:
Occupation Performance

Optional Table
Use only if directed here by another table

This table is optional, use it only if you want to. It goes into details about a character's or an NPC's performance of his or her occupation, including attitudes about work, and coworkers, work habits and level of achievement within the occupation.

Instructions: If you chose to use this table, roll a d3. The result is the number of different descriptions which apply to the character's or the NPC's work habits. Roll a d20 and a d6 for each description to be selected. On *Table 426A: Work Attitudes,* go to the entry indicated by the d20 result. Use the column (either left or right) as indicated by the d6 result.

If the character being described here is a nonplayer character, go to *Table 426B: Level of Achievement.* Roll a d20 to select how well the character does in his chosen occupation, including a relative Rank for his skill level.

From here, return to the table that requested that an occupation be selected.



426A: Work Attitudes

d20	Work Attitudes (roll a d20)	
	d6 result of 1-4	**d6 result of 5-6**
1	Hard worker	Lazy
2	Ambitious	Laid back/Casual
3	Overbearing	Submissive
4	Well-liked	Hated
5	Patient	Impatient
6	Talented	Incompetant
7	Generous	Stingy
8	Fair	Underhanded
9	Opinionated	A Yesman
10	Inspired Loyalty	Inspired Mistrust
11	Humble	Arrogant
12	Trusting	Jealous
13	Creative	Uncreative
14	Adept	Clumsy
15	Efficient	Inefficient
16	Workaholic	Slacker
17	Productive	Unproductive
18	Office Politician	Avoids politics
19	Happy	Unhappy
20	Roll again on *Table 647: Lightside Traits.*	Roll again on *Table 648: Darkside Traits.*

426B: Level of Achievement NPCs only!

d20	Achievement (roll a d20)
1-2	**Apprentice:** NPC never managed to rise above this level of accomplishment. Roll a d20 again. If the result is 19-20, the NPC was an acknowledged failure at his profession. Anyone in that profession will know of it. Skill Rank is 1 or 2.
3-14	**Journeyman:** The skills are known, but mastery was never gained. Most probably works for someone else, since his skills are hardly worth noting. Skill Rank is 3 to 5.
15-17	**Skilled Tradesman:** A well respected practitioner of the craft or profession, though he has gained little reknown for the practice of his occupation. A character with this skill ranking will usually own his own business or be an overseer in someone else's business. Skill Rank is 5 or 6.
18-19	**Master Craftsman:** An acknowledged master of the profession. There are few better at it than he. Usually has his own business, though he may be in the employ of some wealthy patron. Many times his business involves training apprentices to the craft. Skill Rank is 7 or 8.
20	**A Master of Note:** The NPC has gone beyond mere practice of the craft to turn it into an art form. He is a Grand Master, known throughout the world. His work is in high demand and often demands a high price. Such a character's skill Rank is Rank 9. Roll a d20 again. If the result is 18-19, the character has legendary skill at his craft (Rank 10). If the result is a 20, the character has Mythical skill (Rank 11+). Others who practice the same profession will be in awe of the character.

From Here: Return to the Table that sent you to select an Occupation . . .

427: Hobbies

Use only if directed here by another table

Regardless of Culture or Social Standing, it is not unusual for intelligent beings to devote their "free" time to diversions that entertain, challenge or improve oneself in some way.

Instructions: Roll a d20 and match the result against *Table 427A* below to select a hobby. Then go to *Table 427B* below and **roll a d4 to determine the character's skill** at the hobby. Compare the character's current age and Cultural status against the list of modifiers that follow, adding or subtracting ranks from the character's skill as necessary. Then go to *Table 427C* and roll a d10 to determine the character's degree of interest in the hobby.

Roleplay: Hobbies provide characters with unusual, but often useful skills, often unobtainable by other means. Hobbies often have a negative side-effect: they become compulsive, consuming all a character's time, energy, and money.

427A: Type of Hobby (Roll a d20)

d20	Hobbies & Diversions
1	Collect Something (weapons, animals, books, paintings, signatures, religious symbols, antiques, etc.)
2	Dancing (either participation or spectator)
3	Play a musical Instrument (brass, wind, stringed, percussion, harpsichord, pipe organ, etc.)
4	Read for enjoyment
5	Write Creatively (poetry, histories, biographies, plays)
6	Act (dramatics)
7	Draw, paint or sculpt.
8	Needlework (crochet, needlepoint, sewing).
9	Sing
10	Study. Roll a d8 to determine the character's area of interest.
11	Sports and Athletics. Roll a d6 on the subtable below to determine the type of activity or competion in which the character is involved.
12	Build detailed models
13	Develop appreciation of the arts-- learn to appreciate and critique art, music, drama, poetry, etc.
14	Hairdressing and cosmetics
15	Hunting for sport
16	Gardening
17	Breeding Dogs
18	Animal Husbandry (breeding livestock)
19	Fishing for sport
20	Heraldry (study of the coats of arms of Nobility)

d10 Study Subtable

1	History	5	Astrology
2	Religion	6	Other Cultures
3	Art	7	Magic
4	Astronomy	8	Weapons

d6 Sports Subtable

1	Wrestling (+1 point Strength attribute)
2	Running (+1 point to Constitution attribute)
3	Fencing (gain Rapier skill)
4	Team ball sport (+1 point to Dexterity attribute)
5	Horse racing (gain riding skill)
6	Swimming (gain swimming skill)
7	Archery (gain skill with bow)
8	Boxing (gain skill with fists)

427B: Hobby Proficiency (Roll a d4)

The result is the character's Rank with this skill. Add or subtract ranks from this ability based on the modifiers listed below. Rank at hobby will never be less than 1.

Age or Cultural Status	Skill Modifier
Character is a child:	-2 Ranks
Character is Destitute:	-1 Rank
Character is Wealthy:	+1 Rank
Character is Nobility:	+2 Ranks
Character is Extremely Wealthy:	+2 Ranks
Character is Primitive:	-2 Ranks
Character is Nomad:	-1 Rank
Character is Civilized or Decadent:	+1 Rank

427C: Degree of Interest (Roll a d10)

d10	Degree of Interest
1-2	**Casual.** Easy to put aside when necessary. Spending money on this hobby is a rare occurance.
3-7	**Sporadic and Variable** . Interest runs in spurts, intense at times, totally ignored at others. Character will easily spend 1% of his total income on this hobby.
8-9	**Devoted.** Given a choice, this is how the character spends his free time. About 10 to 15% of total income is spent on this hobby.
10	**Consuming Passion.** This activity is a focal point of the character's life (see Obsessive Behavior description, entry 13, in *Table 649B: Mental Afflictions*). Character will spend (1d6+2)x10% of his total income on this hobby and may have to be forcibly pried away from the pursuit of the hobby.

From Here: Return to the Table that sent you here . . .

528: Tragedies

Use only if directed here by another table

Instructions: When bad things happen to good characters, it becomes necessary to roll a d20 add the character's *SolMod* and follow the result on this table. Subsequent directions given within each result may require that additional rolls be made on this or other tables to further expand upon the tragedy. Should the die roll indicate a situation could not occur, such as a parent dying when the character has no living parents, then reroll until a tragedy that could happen occurs.

Roleplay: Tragedies happen to almost everyone to one degree or another and we often learn and grow from them. More than many types of events, these strong emotional occurances have profound effects upon characters.

A tragedy could easily provide subsequent life-long motivation for the character or drastically change his or her perception of the world. The violent death of a loved-one could initiate a vendetta against the perpetrator that a character may later play out. A string of tragedies could make the character feel that he has inborn bad luck or even that the gods stand against him.

528: Tragedies (roll a d20 + *SolMod*)

d20 Tragic Result

-2 Wild carnivorous beasts attack. The character receives a severe injury but survives. He is forced to watch while the beasts rend, tear and devour up to 1d4 family members (if no family, then guardians or friends). Go to *Table ~~750~~ 870: Serious Wounds* to determine the character's injury and its lasting effect. Select relatives on Table *753: Relatives.*

-1 Reroll, but do not add in the character's *SolMod.*

0 Imprisoned for a crime the character did not commit. Go to *Table 875: Crimes* to select what crime the character has been imprisoned for. Following each crime is a number that indicates the type of die to roll to find the number of years of the sentence. Go to *Table 540: Imprisoned!* for special occurances that happen in prison.

1 If the character has children, one of them dies. Roll a d6 on the subtable below to determine the cause of death. If the character has no children, then reroll a different tragedy.

1-2	An accident
3	A fire
4-5	Disease
6	Someone's actions. Go to *Table 750: Others* and determine who it was that killed the child. Then go to *Table 443: Death Situations* and determine how the death occurred.

2 Unable to pay their taxes, your parents/guardians are imprisoned. Go to *Table 546: Death of Parent or Guardian* for the effect on the character.

3 A favorite pet dies painfully (this will affect special pets created on *Table 759: Unusual Pets*). Roll a d6. If the roll is 5 or 6, the death was caused by someone else. Go to *Table 750: Others* and determine who caused the pet to die.

4 Orphaned! Go to *Table 546: Death of Parent.*

5 The village or small town where the character lives is wiped out. If the character lives in a large town or city, the portion of the city affected is where the character or the character's immediate family live (Optional: Roll a d6. On a roll of 6, the entire city is destroyed). Roll a d6 for each close family member or friend living in the affected area. On a roll of 5-6, that person dies in the destruction. To find out what caused the destruction, roll a d6 on the subtable below:

1	A deadly disease
2-3	A terrible fire
4-5	War
6	Someone's actions. Go to *Table 750: Others* to determine who destroyed the character's home.

6 The character is responsible for a death. Go to *Table 750: Others* to determine who died. Then go to *Table 545: Death Situations* to determine how the death occurred.

7 The character is orphaned. Go to *Table 546: Death of Parent or Guardian* for further details.

8 Family/Guardian(s) is wiped out. Roll a d6 for each close family member or guardian. On a roll of 3-6, that person dies. To find out what caused the destruction, roll a d6 on the subtable below:

1	A deadly disease.
2-3	A terrible fire
4-5	War
6	Someone's actions. Go to *Table 750: Others* to determine who destroyed family.

9 A favorite, possibly valuable, possession vanishes. Roll a d6 on the subtable below to find how it happened:

1-3	It was lost.
4-5	It was stolen.
6	It was stolen and a fake left in its place.

10 One or both of the character's parents are outlawed and go into hiding. Roll a d6 on the subtable below to determine the affected parent. The numbers following each name indicate the chance on a d6 that the character and the rest of his family followed the outlaw(s) into hiding.

1-3	Father (1-2)
4	Mother (1-4)
5-6	Both parents (1-5)

Now go to *Table 875: Crimes* to find why the parent(s) was outlawed. Then roll a d6. On a roll of 5-6 the parents go into hiding within a different culture level. Go to *Table 103: Cultural Background* to find the Culture (and *CuMod*) that will affect all the character's future rolls.

Table 528 continues on the next page . . .

d20 Tragic Result (continued ...)

11 Character sold into slavery. Go to *Table 539: Enslaved!*

12 Character receives a severe injury that does not heal properly. Go to *Table 870: Serious Wounds* to determine the injury and its lasting effect. Roll a d8 on the subtable below to determine the cause of the injury:

1-4	An accident.
5	A terrible fire.
6	The character is attacked by an animal.
7-8	The character is attacked by someone. Go to *Table 750: Others* to determine the attacker.

13 One of the character's parents (or guardians is killed). Roll a d6 for a Hi-Lo number. Hi equals father or male guardian. Lo equals mother or female guardian. To find out what caused his or her death, roll a d6 on the subtable below:

1-4	An accident.
5-6	Someone's actions. Go to *Table 750: Others* and determine who is was that killed him or her. Then go to *Table 545: Death Situations* and determine how the death occurred.

14 The character is banned from performing his or her primary profession and is cast out of any guilds, associations or societies associated with the trade. If the character's identity is known, he or she cannot practice the profession within the known world of his or her current culture.

15 If the character has a lover, then something terrible happens to him or her. Roll a d10 on the subtable below to discover the nature of this tragic event. If the character has no lover then reroll a different tragedy.

1	Lover is unfaithful and leaves character heartbroken.
2	Lover attempts to kill character, but then disappears. On a d6 roll of 6, the character receives a severe injury that does not heal properly. Go to *Table 870: Serious Wounds* to determine the injury and its lasting effect upon the character.
3	Lover tries to kill character, but dies in the attempt.
4	Lover dies of disease.
5	Lover dies in a fire.
6	Lover dies in an accident.
7	Lover is killed by lover's own jealous former lover.
8	Lover disappears and is never seen again.
9	Lover reveals that he or she can hereafter only love members of his or her own sex.
10	Lover imprisoned for a crime. Go to *Table 875: Crimes* to determine what he or she allegedly did.

16 A disease almost kills the character and leaves horrible scars. Reduce Charisma and Appearance attributes by 1d4 points.

17 War ravages the character's homeland. Roll a d6 on the subtable below to determine the number of additional tragedies that afflict the character.

1-2	One additional tragedy.
3-4	Two additional tragedies.
5	1d3 additional tragedies.
6	If 14 years or older, the character is conscripted into military duty. Roll for 1d3 additional tragedies then go *Table 535: Military Experience.*

d20 Tragic Result (continued ...)

18 A fire guts the character's home. All personal belongings are destroyed. On a d6 roll of 6, his Social Status drops by one level.

19 The character is cursed. Go to *Table 868: Curses* to determine the nature of the curse.

20 The character's best friend dies. Go to *Table 545: Death Situations* and determine how the death occurred.

21 Family estate destroyed. Roll a d6 on the subtable below to determine the cause of destruction:

1	A revolt
2-3	A terrible fire
4	An unexplainable accident
5	War
6	Someone's actions. Go to *Table 750: Others* to determine who destroyed the estate. All personal belongings are destroyed. On a d6 roll of 6, the character's Social Status drops by one level.

22 Imprisoned for a crime the character did not commit. Go to *Table 875: Crimes* to determine what crime the character has been imprisoned for. Following each crime is a number that indicates the type of die to roll to find the number of years of the sentence. Go to *Table 540: Imprisoned!* for special occurances that happen while the character is incarcerated.

23 Reroll, but do not add in the character's *SolMod.*

24 The character's family loses all its wealth. Reroll Social Status on *Table 103: Social Status* and subtract 30 from the die roll. The *SolMod* from this new status will be the one that affects all future die rolls.

25 The character is disinherited by parents. Reroll Social Status on *Table 103* and subtract 10 from the die roll to determine the character's subsequent standard of living. Do not add in a character's *CuMod* or *TiMod* values. If the character does not have an occupation that he can practice at Rank 3 or better skill, modify the roll by subtracting 45 from it instead.

26-27 The character is forced into an unwanted political marriage. If the character is already married, the old spouse "disappears" (he or she may have been kidnapped, imprisoned or killed). At the time of marriage, the new spouse dislikes the character and will obviously cause the character grief for some time to come.

28-29 A shift in the economy causes severe inflation, affecting even the wealthy. The value of money becomes a tenth what it was. All Social Status's above Destitute drop 1d3 levels for 1d6 years. After that, they automatically rise one level, but remain at that level (unless changed again).

30-31 Reroll, but do not add in the character's *SolMod.*

32 The chief source of the character's income (or his or her family's income) is utterly destroyed. The character's Social Status drops by one level.

33 The character's family is stripped of all titles and lands by the ruler of the land. Reroll Social Status on *Table 103: Social Status* and subtract 10 from the die roll. The *SolMod* from this new status will be the one that affects all future die rolls. Roll a d6. On a result of 6, the character's family is outlawed (see #10 above).

From Here: Return to the Table that sent you here . . .

529: Something Wonderful...

Use only if directed here by another table

Life is tough, so when something good happens to a character it always seems to be unexpected. This is a list of good, wonderful things that can happen.

Instructions: Roll a d20 and add the character's *SolMod*. Match the result against the table below. Some entries may require that additional rolls be made. Should the die roll indicate a situation could not occur, reroll until an event that could happen occurs.

Roleplay: Good things do happen, even miraculous things. When these sort of things happen, the character may feel touched or blessed by the gods. Some characters might accept this with gladness and humility, while others might feel that they are finally getting their due.

529: Roll a d20 + *SolMod*

d20	Wondrous Result
-2	Wild carnivorous beasts invade the character's camp. During the attack, the character finds that he has the innate ability to command wild beasts (not monsters) to do his will (so long as it does not seriously risk the animals lives).
-1	Get Out of Jail Free. A magnanimous ruler pardons all prisoners. If the character, or his friends or relatives are in prison, they are set free with an admonition to "Sin no more."
0 - 1	If the character has a lover or spouse, he is blessed with the birth of a healthy, beautiful child. Roll Hi-Lo for the child's gender. A Hi = male. A Lo = female.
2	While repairing the family home, the character discovers a magical item. Go to *Table 863: Gifts and Legacies* to determine what has been found.
3	Character acquires an unusual pet. Go to *Table 759: Unusual Pets* to determine the details about this animal.
4	The character is adopted into a Wealthy family. If he is an orphan, it is a true adoption. If he has living parents, he is treated just like a son. Assume that the new family is of the same Culture level as the character at the time of adoption. Roll for important information about the new family on *Tables 106: The Family, 107: Siblings* and *114: Parents & NPCs/*
5	The village/small town where the character lives is destroyed, but there is little loss of life. If he lives in a large town or city, the affected portion of the city is where he or his immediate family live. However, after the disaster passes, the area is rebuilt and becomes more prosperous than ever before. The Social Status of the character's family raises by one level (but never above Wealthy).
6	The character is responsible for saving a life. Go to *Table 750: Others* to determine who was saved. Then go to *Table 545: Death Situations* to determine how the death almost occurred. Roll Social Status for the near-victim on *Table 103.* If the victim was Well-to-Do or better, a reward is given to the character.
7 - 9	Reroll, but do not add in *Solmod.*
10	A despotic and evil local ruler outlaws the character's parents. Go to *Table 758: Nobles* and determine the ruler's title. After 1d10 years, the ruler's liege (up one line on the *Table 758*) overthrows the evil ruler and the character's parents are not only pardoned, but are honored for their role in the despot's demise. The reward: elevation to Nobility, equal to one rank below the overthrown evil Noble. The Social Status of the parents rises to at least Well-to-Do.
11	Slavery is outlawed in the land. All slaves are freed.
12	Character receives a severe injury that does not heal properly and almost kills him before he is rescued by a benevolent wizard who replaces the damaged limb or organ with a magical prosthesis which grants the character a magic power. Go to *Table 870: Serious Wounds* to select the injury. The GM must determine the nature of this new power.
13 - 14	The character becomes reknowned for his occupation. Clients from around the world seek his services. The influx of business allows the character to increase his Social Status by 1d2 levels (but not above Wealthy).
15 - 16	A disease almost kills the character, but miraculously, the character becomes immune to all disease.
17 - 18	The character is blessed. Go to *Table 869: Blessings* to determine the nature of the blessing.
19	A lasting peace takes hold in the land. If the character is currently in the Military, he is discharged with honors.
20	The character gains a loyal friend and companion. Go to *Table 761: Companions* to determine the details.
21	Family home is declared a national treasure. The government pays to restore it and maintain it, while allowing your family to live there.
22 - 23	Reroll, but do not add in the character's *SolMod.*
24 - 25	Character becomes's his parents' sole heir.
26 - 27	The character is forced into an unwanted marriage, but quickly comes to love, even worship, his spouse.
28 - 29	A shift in the economy increases the value of precious metals. The rich get richer. All Social Status's above Comfortable increase one level (Wealthy have a 1% chance of becoming Extremely Wealthy).
30 - 32	A new market opens up for the chief source of the character's income (or his family's income). Several new estates are established in foreign countries.
33	The ruler of the land consolidates feifs and eliminates troublemakers. The character's loyal parents (or the character if he is a first born) are elevated one title level (as determined by Culture). Example: A baron would become a count. Land holdings and titles increase to match the new position.

From Here: Return to the Table that sent you here...

530: Elven Events

Use only if directed here by another table

The significant events on this table are particular to elven characters (or characters raised by elves) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 4).

Roleplay: A typical elf's long life gives him an unusual time sense. "There is always tomorrow" is a common elven attitude. Also an elf may see other races as humans see a butterfly, somethhing interesting but not around long enough to become attached to it. The elf loves beauty, especially the beauty of nature. An elf loves fun and good times. In his own societies it is not uncommon for an elf to have a live for today and let tomorrow take care of itself attitude. An elf dislikes "dead" wood, made from improperly harvested trees. An elf has a mutual and deadly hatred of goblin-like races.

1d10	530: Elven Events (roll a d10)
1	Forest home is ravaged by monsters. No friends or loved-ones are killed, but it will be centuries before the woodlands are restored to normal.
2	Character is given a magical bow by someone he knows. Go to *Table 750: Others* to determine who gave the gift. The GM must determine the bow's magical powers.
3	The character is given a special soul tree. As long as the tree survives and thrives, the character will gain +1 bonuses to his Strength, Constitution and Magical Ability attributes.
4	At least one sibling is a half-elf.
5	Character acquires an unusual pet. The type of animal acquired is always a natural forest creature of some kind. Go to *Table 759: Unusual Pets* to determine the pet and its powers.
6	Character was found as an adult, possibly 100 years old, sleeping in time-worn clothes next to a giant tree in the woods. Character has no knowledge of true name, true past or actual skills and abilities. It is like he was born upon waking (Non-elves wake at age 20).
7	Character is cursed with human mortality. He ages as a human. A quest may be necessary to remove the curse from the afflicted elf.
8	Character's family adopts a young human.
9	Character gains Rank 5 proficiency skills in storytelling and singing.
10	From an ancient hermit, the character learns 1d3 human languages to at least Rank 4 proficiency.

531: Dwarvish Events

Use only if directed here by another table

The events on this table are particular to dwarvish characters (or characters raised by dwarves) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 4).

Roleplay: A typical dwarf is a hard-working soul who believes that hard work, sober thoughts, a skilled hand, and devotion to one's clan are the most important things in life. The greatest sin in life is time frivolously wasted. To a dwarf, finely crafted metal and stone are things of great beauty. Work in wood, cloth or paint is below a dwarf's notice (it is not "permanent," so it must be frivolous). A typical dwarf desires treasure. Family and clan ties are more important than allegiance to a king. A dwarven warrior feels that the hammer, when used as a weapon, pays homage to his ancestors. A typical dwarf hates goblin-like creatures, and distrusts elves, who spend too much time in frivolous activity.

1d10	531: Dwarvish Events (roll a d10)
1	Character grows to an undwarvish height.
2	Character is unable to grow a beard.
3	Character recieves an odd gift from an unnamed source. Go to *Table 863: Gifts and Legacies* to determine the nature of the gift.
4	Character is given a magical hammer by someone he knows. Go to *Table 750: Others* to find who gave the gift. The GM will have to decide the powers possessed by the magical hammer (possibly it is a weapon).
5	Character stumbles upon lost dwarvish caverns. The caverns contain much lost dwarf lore, treasure, and wondrous devices. Yet upon leaving the caverns, he cannot find his way back, and none believe his stories.
6	A monster raid forces the character's family from their cavern homes and the monsters still occupy the caverns to the present day. Roll a d6. On a result of 1 to 4, the raid occured a long time ago. On a result of 5 or 6, the raid occurred during the character's lifetime.
7	Character's family adopts a young human.
8	Character befriends a goblin, arch enemy of dwarves. Roll a d6. On a result of 5 or 6, the goblin is his companion. Go to *Table 761: Companions* to find the details.
9	Character discovers a trove of mineral wealth that raises him up to Wealthy Social Status (see *Table 103: Social Status*). However, the newfound wealth is taken away within 1d4 years by a powerful monster. His Social Status then drops 1d3 levels.
10	The dwarven home guard trains the character to at least Rank 4 skill in war hammer, sword and shield usage.

From Here: Return to the Table that sent you here . . .

532: Halfling Events

Use only if directed here by another table

The significant events on this table are particular to halfling characters (or characters raised by halflings) and reflect some of the differences in their upbringing, customs and society.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 4).

Roleplay: A typical halfling would rather hear about an adventure than participate in one. He is complacent, often pleased with things just as they are. Curiousity and wanderlust are traits not encouraged in halfling children. A halfling likes to work only because the fruits of his labor bring him pleasure. He is often overawed by elves, but distrusts big, clumsy humans.

1d10	532: Halfling Events (roll a d10)
1	In a cluttered storeroom, the character finds a mysterious, dust-covered box which contains an odd item and no indication of where it came from. To find the nature of the item, go to *Table 863: Gifts and Legacies.*
2	The character wins a skill contest at a local fair and gains wide reknown for this skill. To determine the skill, roll a d6 on the following subtable: 1 Cooking 4 Singing 2 Archery 5 Farming 3 Slinging stones 6 Story-telling The character will have at least Rank 5 with this skill.
3	The character's hospitality is strained when strange visitors come, spend the night telling tall tales of mystery and adventure and then leave before dawn. Yet, they leave something behind. To find the nature of the forgotten item, go to *Table 863: Gifts and Legacies.*
4	The family business fails and the family must seek a new home. Social Status falls one level.
5	Character stumbles upon a tumbledown mansion in a wood. The ruin contains lost lore, treasure, and a wondrous wine cellar. Yet upon leaving the ruin, he can't find his way back, and none believe his stories.
6	Character becomes fat. Until he loses weight, all Dexterity-related skill rolls are reduced by 10% or -2.
7	The character gives an extravagent birthday party for himself. In order to pay the staggering bill, he must take out a huge loan at unfavorable rates. The loan is still unpaid and the interest due is now equal to the loan itself.
8	Freeloading relatives move into the characters home and according to custom, the character can neither refuse them nor evict them.
9	The character learns the elven language to at least Rank 4 proficiency.
10	The halfling militia trains the character up to Rank 4 prowess in archery and use of the club.

533: Monster Events

Use only if directed here by another table

The significant events on this table are particular to monster characters (or characters raised by monsters) and reflect some of the differences in their upbringing, customs and society. This table deals with the "generic" monster, that is a creature of no particular species, but one that generally dislikes other humanoids and has less-than-particular eating habits.

Instructions: Roll a d10 and match the result against the table below. Record the event and the age at which it occurred on the character worksheet (see Age on page 4).

Roleplay: It is difficult, if not impossible to lump all monsters together and say, "This is how a monster behaves." In their own society, monsters are much like other folk. They have mothers, often have jobs, tell tall tales, and try to survive as best they can. The fact that they have disgusting eating habits or desires to dominate the known world is what makes them monsters to us. In all likelihood, they frighten their children into behaving by telling them that the "humans" will get them if they don't mind their manners . It would not be out of character for a monster to distrust everyone else. Still, imagine yourself being really different and still wanting to fit it with socieity.

1d10	533: Monster Events (roll a d10)
1	Adventurers attack the character's home, kill 1d6 family members (select on *Table 753: Relatives*)and steal the family's belongings, including 1d3+1 heirlooms. Go to *Table 863: Gifts and Legacies* to determine what these lost items were.
2	Character is driven out by his kind for being "different."
3	Character participates in several raids against humankind in which he slays 1d3 opponents. He gains at least Rank 4 skill in one of his natural or cultural weapons.
4	The character has an unmonsterlike craving for fresh vegetables (this does not mean elves!).
5	The character is a natural master of an occupation (Rank 6 proficiency) and goes to live peacably among humankind to practice the profession. Go to *Table 422: Barbarian Occupations,* to determine the occupation.
6	Character befriends a human. Go to *Table 750: Others* to determine the type of person befriended.
7	Character learns to speak a common human language at Rank 4 proficiency.
8	Character learns to read and write a common human language at Rank 3 proficiency.
9	Character knows of a great treasure owned by rival monsters of the same species. Character must determine whether or not he would betray his own kind for reward.
10	Character has a natural ability to either appear as a benign humanoid, or to at least effectively disguise the more monstrous aspects of his appearance.

From Here: Return to the Table that sent you here . . .

534: Underworld Experience

Use only if directed here by another table

When a character becomes involved with criminals, he often follows their ways and learns their skills. A character with underworld experience may not become a thief, but he will certainly be wiser about criminals' ways and customs.

Instructions: The first of the three things that a criminal character must do on this table is determine how he became a criminal on *Table 534A: The Wrong Path.* Roll a d10 to select this. Then roll a d6 and match the result against *Table 534B: Types of Crimes* to select the general type of criminal activity that the character undertakes. Finally go to T*able 534C: Criminal Events.* Roll a d3 for the number of events that occur. Then roll a d20 for each event, matching the result against that table.

Roleplay: Possibly the character has not become a criminal himself, and is only involved with them. How does the character feel about this criminal past? Is he still a criminal or has he reformed and gone "straight?"

534A: The Wrong Path

d10 Beginning a life of crime (roll a d10)

1 The character needs money to pay debts.
2 Peer pressure "forces" character to do criminal acts.
3 The character has a pathological urge to do wrong.
4 The character wants to defy authority.
5 The character feels he is punishing those responsible for misdeeds done to him.
6 The character wants to live a lifestyle he could otherwise not afford.
7 The character seeks a lifestyle filled with dangeorous thrills and excitement.
8 The character seeks to wield power in the crime world.
9 The character is forced into a life a crime by criminals who threaten his loved ones.
10 Roll two more times on this table and combine the results in some logical manner. Reroll duplicates.



534B: Type of Crimes

d6 The Crimes (roll a d6)

1 Petty theft. The character and several pals steal things they want or need. They act in violation of any organized thieves guild.
2 Organized guild thievery. The character is part of a thieves guild, under the direction of guild masters and senior thieves. The thieves are not a crime network and limit themselves to stealing and smuggling.
3 Organized crime. This is a crime network with a high set of morals and standards for its own members, but treats the rest of the world as ripe for plunder. A character who becomes involved with organized crime should go to *Table 875: Crimes*, and make 1d4 rolls for the types of crimes he regularly commits (ignore footnotes). The character gains 1d4 Ranks in a weapon skill of his choice (such as sword, dagger, crossbow, etc.)
4 Independent criminal. The character is heavily involved in one or more of the following activities. Roll a d10 on the subtable below:

1	Prostitution
2	Hired thug
3	Burglary
4	Smuggling
5	Violating Curfew
6	Stealing livestock
7	Selling drugs
8	Robbing money lenders and stores
9	Kidnapping
10	Roll again 1d2+1 times on this table. Reroll duplicates.

5 Piracy (roll for Pirate events on *Table 534D: Pirates!*)
6 Banditry. The character is part of a gang of bandits who roam the countryside.

534B: Underworld Events (Roll a d20)

d20 The Events (roll a d20)

1 Join a gang. Members are usually of the character's same age and sex. Give the gang a name, such as the Street Sharks, the Big Six, the Brothers, etc.
2 Jailed for a few days in a sweep of the streets by law enforcement officials.
3 Seriously wounded in a fight. Select injury on *Table 870: Serious Wounds.*
4 Whenever a crime occurs in a city, the character is automatically a suspect, even if law enforcement officials are unfamiliar with his past. The character just looks like a hardened criminal.
5 Character becomes an informant for the law. Roll a d6. On a result of 6, the character is labeled a snitch by the underworld and has a contract out on his life.
6 Character participates in a large jewel heist, only to have his partners vanish with the loot. There were 1d4 others involved and the jewelry has never reappeared. GM: This is an chance to create either a revenge adventure or a recapture scenario (depending on which side of the law the character now stands).

Table 534 continues on the next page . . .

d20	534C: Underworld Events (continued ...)
7	A key gang boss is hit (slain) and the character is blamed. Members of the slain boss's gang seek the character's death.
8	The character is imprisoned for a crime. Select the crime on *Table 875: Crimes*, then determine the length of imprisonment. After being freed, the character goes straight, but maintains his underworld contacts.
9	The character acquires 1d4 Ranks (or additional Ranks) of proficiency as a thief (all thieving skills are learned at this proficiency rating). Thieving skills include wall climbing, lock picking, hiding in shadows, moving silently, disarming traps, picking pockets, map reading and evaluating stolen goods.
10	The character chooses to go straight and ends his life of crime. Still, he is often recognized by criminals who remember him from the "old days."
11	The character develops extensive contacts in the underworld, including thieves, informants, guild officers, thugs, fences, and spies. So long as the character does not turn in his former cronies, they remain friendly and can even serve as allies in "legal" activities.
12	The character learns the sewers of his home town (or a nearby city) as well as he knows the back of his hand. This knowledge is also useful in other cities, since sewers tend to be built along similar lines.
13	The character learns the secret passages, entrances and exits to a local Noble's castle or estate. Select the Noble's title on *Table 758: Nobles*. The Noble should be someone important in the GM's campaign.
14	The character discovers that several items taken in a recent heist are "cursed." No fence will take them and even the owner is making no attempts to recover his property. It seems impossible to dispose of these items or even lose them.Select 1d3 items on *Table 863: Gifts & Legacies*, then determine the alleged curse on the owner of the items on *Table 868: Curses*.
15	A crime lord becomes the character's patron, and begins grooming the character to be a leader of organized crime.
16	The character's friends are being killed off in horrible ways. Law enforcement officials are uninterested in stopping the killer, since only criminals are being slain. Soon only the character and one other are left.
17	The character discovers that a prominent and popular government official is reallythe head of a major crime ring. Roll a d6. On a result of 1-4, the official is unaware of the character's knowledge. On a result of 5-6, the official thinks the character should be silenced.
18	The character's thieving skills (see #9 above) improve by one Rank.
19	The character steals and hides a valuable, but quite distinctive gem worth 10 times his normal "starting money." The gem has remained hidden until the present (or until a beginning character starts an adventuring career), but when the character goes to reclaim the gem, it is gone. He discovers that it is now possessed by one of the character's criminal "friends." Reclaiming the gem would give the character much money.
20	The character becomes the leader of a gang (or if he is part of a bandit group, he becomes the bandit chief. If a pirate, he becomes a pirate captain).



534D: Piracy Events

This separate table for pirate events is here to provide a little extra flavor for characters who become pirates.

Instructions: Roll a d3 to determine the number of events. Roll a d10 to select each event. Compare the die roll result against the table below. Reroll any duplicates. Then return continue on to *Table 534C* to roll additional criminal events.

d10	534D: Pirate Events (roll a d10)
1	The pirate captain buries his treasure on a deserted island. As far as the character knows, that huge treasure is still there.
2	The pirate crew is captured and all but the character are hung. The character escapes captivity, vowing to give up crime forever.
3	The character learns how to sail a big ship at 1d4+1 Ranks of skill. If it has masts and sails, the character can make it fly before the wind.
4	The pirate crew mutinies and the character is voted captain by the mutineers. The old captain escapes and vows revenge on the mutineers and their leader.
5	The pirates discover a lost island with a mysterious temple. All members of the crew are cursed by the magic of the temple. The curse takes effect once a month. Only by finding the temple again, and making sacrifices (GM's discretion) can the curse be lifted. Select the curse on *Table 868: Curses*.
6	An old salt teaches the character a few tricks about cutlass use, giving the character +2 Ranks in cutlass skill (or an initial Rank 2 skill).
7	A raid on a particularly large treasure ship gives the character 1d6 x 1,000 gold pieces of treasure.
8	The pirate captain is a woman, known for taking vengeance on male captives. She is also reknowned for one other Exotic Personality Feature. Select this feature on *Table 649: Exotic Personality Features*.
9	Due to wide travel on the pirate ship, the character learns 1d6+1 additional foreign languages at Rank 1 ability, just enough to buy a stiff drink or a sharp sword anywhere in the world.
10	The character becomes one of the pirate captain's officers, and learns the location of many rival pirates' fortresses.

From Here – Return to the Table that sent you here . . .

535: Military Experience

Use only if directed here by another table

Instructions: Follow the steps in each of the paragraphs below.

Select the service: Roll a d20 to determine which branch of service the character enters on *Table 535A: Type of Service.* Use the column appropriate to the character's Cultural Background and/or Social Class. If Noncombat Duty is indicated, select the type of service on *Table 536: Noncombat Duty.* If a Special Force is indicated, select the type of service on *Table 537: Special Forces.*

Select the rank: Then go to *Table 538: Military Rank* and select the character's rank in the military.

Select the skills: If in a combat unit, go to *Table 877: Military Skills* and select the skills which the character learns while enlisted. The next step is to find out who runs the army.

Select the leader: Roll a d10. If the result is 1 to 8, the character has entered the service of the ruler of the land. On a result of 9-10, the army serves another patron. Select the patron on *Table 543: In the Service of ....* Record this information on the history worksheet.

Select the events: To determine the number of Significant Events that occur during the military hitch, roll a d3. For each event, roll a d20 and match the result against the table below. These events occur in addition to any significant events that would normally occur during the current period of the character's life. **Noncombat Notes:** All Noncombatant troops add 5 to the d20 roll. Follow directions, record any relevant information, and return here until all rolls here are complete. Determine the age at which an event occurs by rolling a d4. The result corresponds to a year within the hitch period. A roll of 1 indicates it happens during the first, year, a roll of 2 during the second year and so on.

Duration of Enlistment: A standard military enlistment is four years. This time period begins at the age when the char-acter enters the Military. Events may result in an early muster-ing out, or reenlistment. Military service that begins in adolescence can overlap into adulthood (requiring that the character then roll Adult Events). Military service beginning in adulthood may increase the "adult" years prior to a character's adventuring career.

Getting Out: When the character leaves the military, he often gets additional benefits. See Mustering Out benefits under *Table 538: Military Rank.*

Back Again?: If another Significant Event directs the character into the military again, the character retains his former rank (regardless of whether or not he rejoins the same unit). Rationale: Leadership skills are obvious to other leaders.

535A: Type of Service (Roll a d20)

Prim've	Nom'd/Barb.	Civil.	Noble†	Service Branch
1-12	1-3	1	1	Light Infantry*
13-14	4-7	2-6	2	Medium Infantry*
		7-8	3-4	Heavy Infantry*
15-16	8	9-10	5	Archer*
	9-10	11	6-7	Chariots*①
17-18	11-15	12-13	8	Light Cavalry *
		14	9-16	Heavy Cavalry
19-20	16-17	15-16	17	Mercenaries*②
	18-19	17-18	18	Navy*
		19	19	Special Forces*③
	20	20	20	Noncombat duty*④

* A Noble in this branch of service is always an officer. Roll Military Rank on *Table 538: Rank.*
† Extremely Weathly characters are considered Nobles.
① Chariots are found in Barbarian forces, not Nomads
② Reroll on this table to find the type of mercenary force.
③ Select specific activity on *Table 537: Special Forces.*
④ Select specific duty on *Table 536: Noncombat Duty.*
Add +5 to all event rolls on *Table 535B* (see Events above).

Light Infantry. Lightly armed and armored foot soldiers.
Medium Infantry. Heavier armor and weapons.
Heavy Infantry. Heavily armored foot soldiers & knights.
Archers. Longbowmen or crossbowmen.
Chariots. Small, lightly armored carts, drawn by two horses. Includes a driver and an archer or javelin caster.
Light Cavalry. Not heavily armored. Includes lancers and horse archers. Typical of Nomadic warriors.
Heavy Cavalry. Armored Knights, usually Nobles or their retainers and squires.
Mercenaries. Any band of warriors for hire. Usually followers of a charismatic leader.
Navy. Primarily sailors who may double as marines.
Special Forces. Combat forces who perform special tasks.
Noncombat duty. Those necessary and often dangerous functions that don't involve frontline combat. For event rolls, roll a d20+5 (see Select the Events instructions).

535B: Military Events (roll a d20)

d20 Military Events

1-6 Battle Table. Character is involved in a major battle. To find the battle's outcome, roll a d20 twice and subtract the second roll from the first. If the character is ranked as a colonel or higher, add 1 point to the *first* die roll for each previous victory in a battle (up to 3). If the result is positive, the character's side wins. If the result is negative, his side loses. A tie means both sides were forced from the field with no winner. Take the difference between the two and match it as a positive number against the subtable below.

0-1 The carnage was awesome. 1d100% of the character's side was killed. The character fought poorly and almost died when he recieved a serious injury. Roll a d6. On a result of 6, the character's military career ends. Determine the injury on *Table 870. Serious Wounds.*

2 Serious casulties. Character was injured and has an impressive scar to show for it.

Table 535 continues on the next page . . .

d20 535B: Military Events (continued ...)

3 The horror of it all causes the character to develop an Exotic Personality Feature. Select it on *Table 649: Exotic Personality Features.*

4-5 Roll a d20 1d3+1 times on this subtable. Use only the first result regarding the character's performance in battle, rerolling conflicting and duplicate results.

6-7 Character sees action, but nothing noteworthy.

8 Character fought well. Many foe died at his hands. Roll a d6. On a result of 5-6, the character may improve one weapon skill by one Rank of ability.

9 Character fought well and with notable heroism. Many comrades owe their lives to his heroics. The character is promoted one rank for his valor (or made an officer if not yet one). Roll a d6. On a result of 4-6, the character may improve one weapon skill by one Rank of ability.

10 Character is captured and enslaved. Military service ends with this event (do not roll any more military events). Determine events of slavery on *Table 539: Enslaved!*

11 Regardless of performance in battle, the character is decorated for his heroism. If the character is an officer in the service of a Noble, the character is made a knight (see *Table 758: Nobles* for benefits of being a knight).

12 Character was a coward in battle. Roll a d6. On a result of 5-6, no one else noticed, but the character must live with his actions.

13 Character's best friend dies at his side.

14 Character is the only survivor of his unit.

15 Character deserts during battle, revealing to all his cravenly cowardice.

16 Character is personally responsible for the deaths of 1d10 x his rank # of his comrades or followers.

17 Character slays the leader of the enemy.

18 Character's immediate superior officer is slain and he assumes command (effectively a field promotion, by one rank. If this is rolled again, he advances yet another rank).

19 Regardless of his performance in battle, the character is accused of dereliction of duty and is court-martialed and demoted one rank.

20 An act of the character reverses the battle's outcome (a losing battle is won, a winning battle lost). Roll a d6. On a result of 6, he is recognized for it (A loser is demoted 1d3 ranks, a winner is promoted one rank).

21 The victor's side suffers light casulties. Roll 2d10 on this subtable for one additional event (reroll results that indicate casulties that conflict with this table entry).

22 The loser's side is utterly destroyed. If character is an officer, he adds 2 points to his d20 roll in his next battle .

7-8 Character reenlists in his branch of service for another five year hitch, and another 1d4 Military Events. Roll a d6. On a result of 6, then he is promoted one rank.

9 Character's prowess and obvious intelligence earn him a reassignment to a Special Forces unit for the remainder of his enlistment hitch. Select the new unit on *Table 537: Special Forces.*

d20 535B: Military Events (continued ...)

10 Character is transferred to a Noncombat unit for the remainder of his enlistment hitch. Select the new unit on *Table 536: Noncombat Duty.*

11 Character is made an officer (or promoted one rank if already an officer).

12 Character's unit is involved in numerous skirmishes. Roll a d10. On a result of 8-10, roll a d20 on the subtable below event #1-6.

13 Character's unit is ambushed by a superior force. Determine the outcome of the battle (see event #1-6 above), but subtract 1d4 from the first d20 roll (character's side).

14 Character's unit is involved in a plot to overthrow the government and take control in the land. A battle is fought. Determine the outcome of the battle on event #1-6. If the character's side wins, the commanding general (possibly the character) of the unit becomes the new ruler of the land. If the character's side loses, all the troops in the unit are decalred traitors and are made outlaws. See entry #9 on *Table 875: Crimes,* for the punishment for captured traitors.

15 Character's prowess and obvious intelligence earn him a reassignment to a Special Forces unit for the remainder of his enlistment hitch. Select the new unit on *Table 537: Special Forces.*

16 A disease ravages the army. Roll a d6. On a result of 6, the character becomes sensitive to the cold and damp, as if he had an allergy to it (see *Table 649D: Allergies*).

17 Character reenlists in a different branch of service for another five year hitch, and another 1d4 Military Events. Select the branch of service on *Table 535A.*

18 Character learns a new weapon skill (player's choice).

19 The character's hitch is extended by 1d4 years because a major war breaks out. The fighting is intense. Roll two additional events for each year of extension. Subtract 5 from those event rolls due to the increase in battles.

20-21 A fierce war breaks out. The situation is grim. All Noncombat troops are put in the field as light infantry. Determine the enemy by rolling a d10 on the subtable below. The character's unit is in the thickest fighting for months and sees more action than most. 1d4+1 battles occur. Using the rules in event #1-6, determine the outcome of each battle and the effects on the character.

1-3	Armies from a neighboring land.
4	Armies of monsters.
5-6	A civil war.
7	A peasant rebellion.
8	A war of succession to determine a new ruler.
9	A holy war against enemies of the main religion.
10	Monsters from another plane (Aliens? Demons?)

22-23 Character increases one occupation skill by one Rank of ability (player's choice).

24 Character's unit is assigned to accompany a military unit in the field. Roll the event again, but do not add +5.

25 Roll one event on *Table 543: In the Service of ....* Assume the patron to be the leader of the character's unit.

From Here: Return to the Table that sent you here . . .

536: Noncombat Duty

Use only if directed here by another table

Not everyone in the military goes into battle. They also serve who only sit and peel potatoes, run errands and guard those who need guarding.

Instructions: Roll a d20 and match the result against the table below to select the branch of Noncombat service that the character enters. Select military skills on *Table 877: Military Skills* only if directed to do so by a numbered footnote.

Roleplay: Noncombat duty is often looked down upon, as if the person weren't fit for *"real"* duty. This is primarily the case when encountering combat troops or veterans.

536: NonCombat Duty (roll a d20)

d20	Duty
1-3	A Noncombat occupation within the army. Select an occupation appropriate to the character's Culture Level. Use *Tables 420 to 423.* ①
4-5	Medical corps. Character is trained as a field chirugeon (doctor). Begin with Rank 2 first aid skill. Gain 1 Rank of skill for each additional 2 years in this branch of service. ①
6	Recruiter. Character's unit recruits, drafts, and shanghais new recruits for the military. ①
7	Quartermaster corps. Provide supplies to military frontlines. ①
8	Instructor (only if character has prior military experience, otherwise, reroll on this table). ①
9	Engineer. Design & build camps, bridges, etc. ①
10	Messenger. ①
11	Cook. ①
12	Embassy guard. Duty in a foreign land. ②
13	Mage guard. Responsible for guarding the military's contingent of wizards. ②③
14	Prison guard. ②
15	Payroll guard. ②
16	City guard. ②
17	Private body guard to leader of the army. ②
18	Palace guard. ②
19	Temple guard. ②
20	Border guard. ②

Footnotes

① No military skills gained in this service, unless transferred to a combat unit.

② Character gains military skills on *Table 877: Military Skills* as if assigned to a medium infantry unit.

③ Character has a 50% chance of an Exotic Event occurring. Select event on *Table 544: Exotic Events.*

④ Gains skills as medium infantry, but add 1d4 additional combat skills, selected on *Table 877: Military Skills.*

537: Special Forces

Use only if directed here by another table

Some military forces perform a special combat function. These forces generally teach better skills, but often place the character in even greater danger than mere combat.

Instructions: Roll a d10 and match the result against the table below to select the branch of Special Forces that the character enters. Select military skills *Table 877: Military Skills* as indicated by each Special Forces unit.

Roleplay: While noncombat duy is looked upon with mild disgust by combat veterans, those who serve in special combat groups, those who take risks that would curdle the liver of a tested veteran are often looked upon with awe, though sometimes in fear of what the man is capable of, or with distrust of what he may have become.

537: Special Forces (roll a d10)

d10	Special Forces
1-2	**Rangers.** Wilderness masters who can operate behind enemy lines. ④⑥
3-4	**Scouts.** Like the Rangers, they are adept in the Wilderness, but their focus is information gathering not combat. ⑤⑥
5	**Monster squad.** These troops are specially trained to deal with unnatural enemies. ⑦
6-7	**Marines.** Troops trained for ship to ship or ship to shore fighting. Often a branch of the Navy. ④
8	**Suicide squads.** Although they do not necessarily have to die to complete their missions, they get the rough missions, ones in which the chance of dying is high. ④
9	**War machines.** These troops are responsible for the design, contstruction and use of catupults, onagers, ballista and other machines of destruction.①
10	**Espionage.** Infiltrate the enemy, and return with key information. ⑧

⑤ Gains skills as light infantry, but add 1d2 additional combat skills. Select skills on *Table 877: Military Skills.*

⑥ Gains +1 Rank to Wilderness Survival skill for every two years of service and plus 1d4 forestry skills. Select skills on *Table 877: Military Skills.*

⑦ Gains skills as heavy infantry, but add 1d4 additional combat skills. For each hitch in this service, the character will have 1d4 encounters with monsters. Select each monster type on *Table 756: Monsters.* Select skills on *Table 877: Military Skills.*

⑧ Treat as light infantry, but gain one additional combat skill, Disguise at 1d4+1 Ranks of skill. Gain 1d4 Ranks of thieving skills. Select military skills on *Table 877: Military Skills.*

From Here: Return to the Table that sent you here . . .

538: Military Rank



Use only if directed here by another table

In the military, rank is everything. Those who lead are superior to those who follow (in theory). In many cases, merit earns promotion to the position of officer. Yet this is not always the case. Initially, Social Status may make the difference.

Instructions: Upon entering the military all characters of Comfortable Social Level or lower must roll a d6 and add the character's *SolMod*. Remember, a Noble can have a *SolMod* as high as 13. Match the result against *Table 538* to select the character's initial military rank. This system allows persons of high Social Status to "buy" positions of authority within the military. Ranks above colonel can only be reached only by one or more promotions.

Rank #: This value is used to determine mustering out benefits (see below), and the number of men the character's actions can directly effect during some Military Events (*Table 535B: Military Events*).

Mustering out benefits: Upon finally leaving the army (retiring), the character receives a retirement bonus of cash. This amounts to an amount of the standard coin of the realm (whether it is gold or silver) equal to 10 times the character's mustering out rank #, plus 1x rank # for each year of service. Thus a character who leaves the army as a Captain after two hitches (8 years) is paid 15x 10 + 15x 8 gold pieces (or an additional 270 gold on top of his starting money).

If a character desires, he may also retain his unit's weapons and armor, but must pay *half* the normal purchase price for them (based on your game system's or world's price list).

Officer Benefits: Officers gain the following:

1). Training: Each time a character advances in military rank, he may chose a military skill to improve by one skill Rank.

2). Comrades: If an officer's unit survived his hitch in the military, he has a percentage chance equal to his rank # of finding 1d6 veterans of his unit in any major city (GM's discretion). A d100 result of 95 or greater means no one is to be found. If the character's rank # is greater than 100, his chance to find former comrades is100%, but a percentile dice rull must still be made. Furthermore, divide the over-100 rank # by 100. The result is the number of d6 to be rolled to find the number of former troops now available.

Former comrades will remember the character and, depending on the character's successes in battle, may be loyal to him, willing to become faithful henchmen, or may hate him for his actions and failures. Former comrades in arms are not necessarily the character's friends.

Roleplay: True leadership skills are not found in everyone. Even though a character is able to initially purchase an officer's commission, this does not make him a leader. Is the character loved by his former comrades-in-arms or hated for failures on the battlefield, ashamed to show his face where ex-soldiers gather? If the character became king, would he leave to go adventuring? Why would he do it?

538: Military Rank (Roll a d6 + *SolMod*)

d6	Rank #	Army Rank	Navy Rank
(-1)-10	1	Soldier	Sailor
11-12	2	Corporal†	Petty Officer†
13-15	3	Sargeant†	Chief Petty Officer†
16	5	Lieutenant II	Ensign
17-18	8	Lieutenant I	Lieutenant
19-20	15	Captain	Commander
21-24	25	Major	Captain
25	100	Colonel	Commodore
*	500	General①	Admiral①
*	1,000	Field Marshal③	Admiral of the Fleet ②
*	3,000	Commander in Chief ②③	
*	6,000	King ④	
*	10,000	Emperor ⑤	

Footnotes

* This rank can only be reached by promotion.

† These are noncommissioned officers.

① A commoner who attains this rank is made a petty Noble, lowest rank in the realm's order of peerage.

② A character who attains this rank has a chance to become a more powerful Noble. There is a 60% chance that the ruler of the land increases the character's Peerage rank by one level (a knight would become a baronet, a count a viscount, etc.), but is never raised higher than duke.

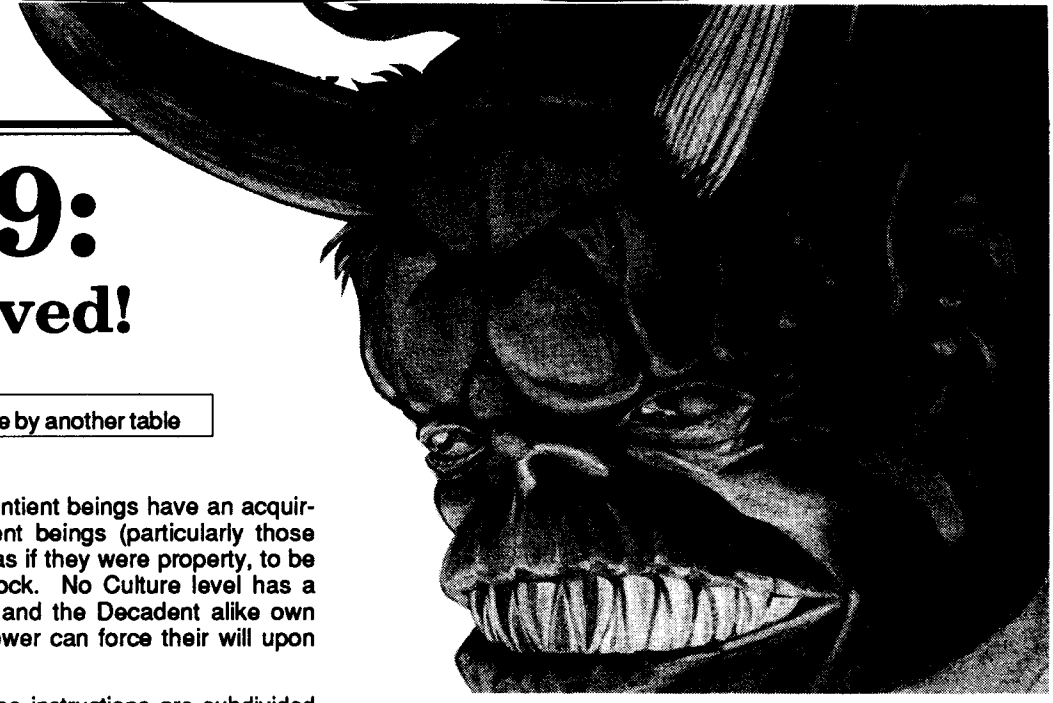
③ Commander of all military forces in the land.

④ The character is assumed to have usurped the throne, taking it by force from the former king—or using the army to carve out a new kingdom from the wilderness. Such a kingdom is held so long as the character has military backing. A character who "retires" from being king usually does so because he is bored with "kinging it" and seeks a life of adventure again. The Mustering out benefits are looted from the royal treasury.

⑤ This is a king who conquers several neighboring countries, see footnote 4 above.

From Here: Return to the Table that sent you here . . .

539:
Enslaved!



Use only if directed here by another table

It is an unfortunate fact that sentient beings have an acquired tendency to treat other sentient beings (particularly those who fit the "not like us" category) as if they were property, to be bought, sold, and bred like livestock. No Culture level has a monopoly on slavery. Primitives and the Decadent alike own slaves. So long as those with power can force their will upon those without, there will be slavery.

Instructions: For clarity, the instructions are subdivided by topic. Read all instructions before continuing.

Owner: Select owner's race on *Table 101: Character Race.* Next , select the owner's gender by roll a a d6 for Hi-Lo. A result of 1-3 is a male owner. A result of 4-6 is a female. Then roll a d10 to select Culture. If the result is 7 to 10, the owner's Culture is different than the character's, and must be selected on *Table 102: Cultural Background.* Select the owner's Social Status -- add the roll of a d20 to 83 and then compare the result against *Table 103: Social Status.* Finally, select an occupation for the owner from the occupation table appropriate to his Culture and Social Status (*Tables 420 - 423*).

Duration: Roll a d6 to determine how long (in years) the character is enslaved. Enslavement begins at the age determined for it (see "Age" under *Table 215: Significant Events of Childhood & Adolescence* or Instructions under *Table 217: Significant Events of Adulthood*). Enslavement that begins in childhood may overlap into adolescence. Enslavement that begins in adolescence may extend into adulthood (requiring that the character then roll Adult Events). Enslavement beginning in adulthood may further increase the "adult" years prior to a character's adventuring career.

Events: To determine the number of Significant Events that occur during the period of enslavement, roll a d3. For each event, roll a d20 and match the result against the table below. If you are requested to use another table, go to that table and follow the instructions found there, record any relevant information, then return to this table until all rolls here are complete. For each event you may select the age at which it occurs, rather than roll dice to determine the age.

Occupation: Slaves work. That means they perform an occupation. If a slave does not already have an occupation that would be useful to his or her owner (GM's discretion), the slave is taught a new occupation (at Rank 1 ability) that is appropriate to the Culture and needs of the owner.

Escape or Freedom: An event that indicates the character escapes or is freed by his or her owner occurs only at the end of the period of enslavement. If a character does not roll an event that ends the enslavement period, roll a d4 on the Table below to determine how it ends.

Slavery & Social Status: During enslavement, a character's Social Status is temporarily reduced to Destitute. If a former slave slave has less than Rank 2 with an occupation upon being freed or escaping, his Social Status remains Destitute. At Rank 2 to 3, the Social Status is Poor. At Rank 4+, the Social Status is Comfortable. Other events may modify this later in life. Also note that a former slave who can rejoin living relatives (non-enslaved relatives) from his immediate family regains his former Social Status. Although circumstances regarding reunification with family may vary, assume that the character has a 20% chance per year to do so.

Roleplay: Imagine what it would be like to be someone's property, to have no control over your life, to realize that you exist only at the whim of your owner. What would it be like to know that your children aren't yours, that they could be sold like livestock at the next slave auction. Is the character a "good" slave, or a strong-willed trouble maker familiar with the painful end of a whip? What is the character's attitude towards slavery upon being freed?

d20	Enslaved! Events (roll a d20)
1	The character escaped. Roll a d8 on the subtable below to select the consequences.

1	A reward of 1d10x100 gold pieces is offered.
2	1d6 slaves accompanied the character.
3	The government pays a bounty of 1d10 x 10 gold pieces on escaped slaves.
4	A relative of the owner aided the slaves in their escape. Select the relative on *Table 753: Relatives.*
5	The character was forced to kill the owner during the escape. If caught, his life will be forfeit.
6	The character stole an item of value during the escape. The owner (or his or her heirs) desperately want the item back. Select the item on *Table 863: Gifts & Legacies.*
7	The owner (if of the opposite gender from the character, otherwise the owner's spouse) is secretly in love with the character (the kind of love where one only wants what is best for the beloved) and without the character's knowledge he or she helps the character escape.
8	Roll 1d2+1 times on this subtable. Duplicate results indicate a doubling of the earlier roll (a reward would be doubled, two relatives aided the escape, more than one owner was slain, etc.). ➡

Table 539 continues on the next page . . .

d20 539: Enslaved! (continued ...)

2 The character's owner decides to free the character. Roll a d10 on the subtable below to determine the consequences.

- **1** Near the end of the character's enslavement, the character and the owner become friends. The owner can no longer bear to keep his or her friend a slave and thus frees the character. Roll a d8. On a result of 1 to 4, treat the owner as a good friend. On a result of 5 to 7, the owner becomes the character's patron (determine details on *Table 543: In the Service of ...*). On a result of 8, the owner becomes the character's Companion (determine details on *Table 761: Companions*).
- **2** The owner converts to a religion that abhors slavery and sets all slaves free along with a small cash payment (2d10 coins of the realm).
- **3-4** The character is reunited with his or her relatives, including those that may have been enslaved also.
- **5** The owner dies and his or her will specifies that all slaves are to be freed and that his or her estates are to be divided amongst them. There are 2d10 other slaves in the household.
- **6-7** Unable to find work in his or her chosen profession (freed slaves are not popular), the character enlists in the military. Determine the consequences of this action on *Table 535: Military Experience.*
- **8** Another slave remains with the character as a Companion. Select details on *Table 761: Companions.*
- **9** The character saves the owner's life. Out of gratitude, the owner frees the character and gives the character a parting gift. Select the gift on *Table 863: Gifts & Legacies.*
- **10** Reroll 1d3 times on this subtable, ignoring (but not rerolling) results that duplicate or conflict with earlier rolls.

3 The ruler of the land declares slavery illegal. All slaves are freed and given 1d100 gold pieces as a partial reparation by their owners.

4 Through careful saving, the character is able to buy his freedom. Because the character needs money to live, he remains as an employee of the owner for another 1d4 years.

5 Owner dies. Roll a d6 on the subtable below to determine the consequences.

- **1** Character is sold to a new owner. Reroll the particulars about the new owner as described in the instructions above.
- **2** Character is freed (determine details on the Event #2 subtable above).
- **3** The owner's last request is that ***all*** his or her possessions be interred in his or her grave. The character escapes (select details on Event #1 subtable above).
- **4** Ownership of all slaves passes on to one of the owner's relatives. Select the character's new owner on *Table 753: Relatives.*
- **5** The character is accused of killing the owner. Roll the cause of death on *Table 545: Death Situations.* To avoid execution, the character escapes, but must live knowing that the threat of death hangs over his or her head.
- **6** The owner's will frees the character and names the character as his or her heir. The character assumes control of the owner's possessions, lands, wealth and other slaves. Roll a d10. On a result of 5-10, the owner's family seeks to have the will voided and the character enslaved again.

d20 539: Enslaved! (continued ...)

6-7 The character improves his occupational skill rating by one Rank.

8 The character improves his occupational skill by 1d3+1 Ranks.

9 Character is often severely beaten by owner.

10 Character learns an additional occupation at Rank 1 skill. Select occupation appropriate to the owner's Culture.

11 The character is a sexual plaything of the owner (regardless of gender), and has no other duties. Character gains Rank 4 skill at the skill of sexual seduction, but drops one Rank in all other occupational skills.

12 Character participates in a slave revolt. Roll a d6 on a result of 6, the character leads the revolt. Roll a d6 again. If the result is 4 to 6, the revolt succeeds. Otherwise it fails. Roll a d6 a third time. If the result is 6, the owner is killed (if the revolt fails *and* the owner dies, find the consequences on the subtable below Event #5). If the revolt succeeds, the character escapes (determine details on the subtable below Event #1). If the character was the leader of a successful revolt, he now leads 1d6 low-ability NPC followers (see *Table 761C: Companions -- What Kind of Guy?*). If the revolt fails, the character is tortured and receives a serious, permanent injury. Select the injury on *Table 870: Serious Wounds.*

13 Character is promoted to a position of authority.

14 The character is the owner's favorite. He becomes the senior slave in the household. Several slaves hate the character for this and one becomes a Rival. Determine details on *Table 762: Rivals.*

15 If older than 13, the character is used as breeding stock. Male characters will father 1d10 children each year of captivity. Female characters will give birth to one child each year of captivity. At player's discretion, determine the gender and eventual fate of these children.

16 Character is resold 1d3 times during the period of enslavement. Determine gender of each susequent owner (further details may be selected at player's or GM's discretion).

17 Character is branded. Roll a d6. If the result is a 5 or 6, the brand is large and unmistakeable a slave brand. Otherwise, the brand may be mistaken for blemish unless inspected closely. Select the location of the brand on *Table 867: Body Locations.*

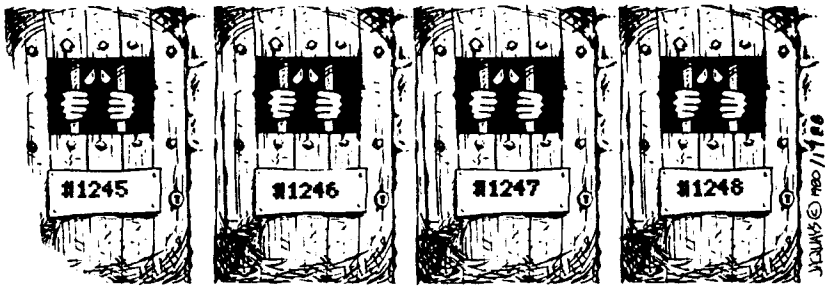
18 The character's escape attempt fails. The character is branded (see Event #17 above), beaten, and on d6 roll of 6, tortured until he recieves a serious injury. Select the injury on *Table 870: Serious Wounds.*

19-20 Add 1d4 additional years to the period of enslavement and roll for 1d3 additional Enslaved Events. Add 1 to each d20 die roll.

21 An Exotic Event occurs. Select the event on *Table 544: Exotic Events.* The event causes the character to be freed! Decide why the character becomes free.

From Here - Return to the Table that sent you here . . .

540: Imprisoned!



Use only if directed here by another table

Unenlightened societies have a simple way to punish criminals – they kill them and have it done with. Prison is an enlightened society's way of dealing justice to its criminals, packing them together within enclosed spaces so they can prey on their captors and each other instead of society at large.

Prisons in ancient societies are not like those of today. They may be the traditional dungeon with dank, dark cells, or walled compounds with no individual rooms or privacy.

While it is true that most folk found in prison deserve their fate, it can also be said that some are there who should not be. They had the misfortune to either be at the wrong place at the wrong time, look like somebody else, or be on the losing side of an argument with someone who wielded power corruptly.

Instructions: If the table that sent the character here did not specify the crime, go to *Table 875: Crimes* and select the crime and punishment (number of years to be imprisoned), then return here.

Duration: The type of crime determines the number of years imprisoned. Imprisonment begins at the age determined for it (see "Age" under *Table 215: Significant Events of Childhood & Adolescence* or Instructions under *Table 217: Significant Events of Adulthood*). Imprisonment beginning in childhood can overlap into adolescence. Imprisonment that begins in adolescence may extend into adulthood (requiring that the character then roll Adult Events). Imprisonment beginning in adulthood may increase the "adult" years prior to a character's adventuring career.

Events: To determine the number of Significant Events that occur during the period of Imprisonment, roll a d3. For each event, roll a d10 and match the result against the table below. Follow the the directions given with each entry, record any relevant information, and return here until all rolls on this table are complete. For each event (except escape or early pardon - see events below) you may select the age at which it occurs, rather than roll dice to determine the age.

Roleplay: Generally speaking, those imprisoned for committed crimes deserve their punishment, but are not necessarily deserving of other events that take place while imprisoned. If the character is imprisoned (justly or unjustly), imagine his or her attitudes toward fellow prisoners, the guards and those who run the prison.

d10 540: Prison Events

1 The character escaped. Roll a d100 to determine the percentage of the prison term served. Example: a character escapes after serving 60 percent of an 11 year sentence, thus serving only 6 1/2 years. Roll a d8 on the the subtable below to select the consequences.

1-2	A reward of 1d20x 100 gold pieces is offered.
3-4	1d6 other prisoners accompanied the character.
5	A guard aided the prisoners in their escape.
6	The character was forced to kill a particularly corrupt guard during the escape. If caught, the character's life will be forfeit (work this out during game play).
7	A prisoner who escaped with the character is a powerful criminal (Find type of criminal on *Table 755: Criminals*). He goes relatively straight after escaping, and becomes the character's patron. Select details on *Table 543: In the Service of...* beginning with *543B.*
8	Roll 1d3+1 on this subtable. Duplicate results indicate a doubling of the earlier roll (a reward would be doubled, two guards aided the escape, more than one guard was slain, etc.)

2 The ruler of the land declares a general amnesty. The character is freed after serving only 1d10x10% of his sentence (do not make any more event rolls on this table).

3 A disease ravages the prison. The character survives and gains fame as a tender of the sick. Surviving prisoners and guards treat the character as a hero.

4 Character is whipped frequently by guards.

d10 540: Prison Events (continued...)

4 The character serves out his or her sentence in a special type of punishment. Roll a d4 on the subtable below to select this punishment.

1	Character is a galley slave. Add 1 point to Strength attribute.
2	Character works in the mines. Subtract 1 point from Constitution attribute.
3	Character is placed in a work gang.
4	Character is sold in to slavery for duration of sentence. Determine details on *Table 539: Enslaved!*

5-6 Character learns thieving skills at 1d3+1 skill Ranks.

8 Character escapes, but is caught. Add 5 years to sentence duration.

9 Character participates in a prison uprising. Roll a d6. On a result of 6, the character leads the uprising. Roll a d6 again. If the result is 4 to 6, the uprising succeeds. Otherwise it fails. Roll a d6 a third time. If the result is 6, 1d10 guards are killed. If the uprising succeeds, the character escapes (determine details on the subtable below Event #1). If the character is the leader of a successful uprising, he or she continues to lead 1d6 low-ability NPC followers (see *Table 761C: Companions - What Kind of Guy?*). If the revolt fails, the character is tortured and receives a serious, permanent injury. Select the injury on *Table 870: Serious Wounds.*

10 Character is tortured and recieves a serious injury. Select the injury on *Table 870: Serious Wounds.*

From Here: Return to the Table that sent you here . . .

541: Religious Experience

Use only if directed here by another table

Being sent here does not necessarily mean that the character "gets religion" or becomes a member of a cult, church or temple. It indicates a brush with the supernatural, an encounter with the followers of gods, or in the extreme, a personal awareness of a higher power's influence in one's life. All events are assumed to revolve around a single deity.

Instructions: First, go to *Table 864: Deities,* to select the god (actually the *type* of god) with whom the character interacts. Next, roll a d10 and match the result against *Table 541A: How Experience Begins* to find how it all begins. Then roll a d3 to select the number of events that occur. For each event, roll a d20 and match the result against *Table 541B: Religious Events.* Events occur in no particular order.

Roleplay: The supernatural exists and devotion to a deity is one the strongest personality traits known. The influence of God, gods, or other powerful supernatural beings can easily dominate the life a character for either good or ill.

d10 541A: How the Experience Begins

1 Hostile encounter. Followers of the god are persecuting unbelievers.
2 Evangelism. Priests of the god press their beliefs on the character in hopes of gaining a new follower.
3 Curiosity. The character hears stories of the religion and goes to personally investigate.
4 An inner need. The character feels he must seek out the god's religion.
5 Voices. The character hears voices inside his head, speaking of the god and its relgion.
6 Parent's religion. The character has grown up with this religion, but is now personally confronted by it.
7 Friend's religion. A friend invites the character to come to his god's temple.
8 Refuge. It was raining (or snowing). The god's temple was the only warm and dry place with an open door.
9 A chance encounter. In a lonely place, the character meets a intriguing follower of the god.
10 Healing. The priests of the god heal the character of an injury or illness.

d20 541B: Religious Events (roll a d20)

1 Claiming divine inspiration, the character forms a new religion devoted to a previously unknown god (Create the god, using the guidelines provided in *Table 864: Deities*).

2 Character makes a pilgrammage to an important but distant shrine of the god.

3 Character has a vision of the god's primary enemy.

4 In a vision, the god asks the character to perform a sacred, but dangerous mission.

5-9 Character joins the god's religion. Roll a d6 on the table below to determine the strength of the character's devotion to the god.

1-4	Merely a temple-goer, no serious devotion.
5-7	Devoted follower of god's prinicples of faith.
8-9	Fervent Belief, seeks to spread god's faith.
10	All-consuming, fanatical passion. Entire life is focused on on the god's religion, with a willingness to die for what one believes in.

10 Character believes self to be a reincarnated hero or villain of the religion. Roll for Hi-Lo. Hi = a hero. Lo = a villain.

11 Others believe the character to be a reincarnated religious hero or villain. Roll for Hi-Lo. Hi = a hero. Lo = a villain.

12 Followers of the god accuse the character of a crime against their god. If the character is a follower of the god, he is excommunicated from the religion.

13 Character makes prophetic statements. Roll a d10. On a result of 6-10, the character becomes quite unpopular for what he says.

14 Character joins in a holy war sponsored by the god's religion. Go to *Table 535: Military Experience* to determine what occurred during the campaign.

d20 Religious Events (continued ...)

15 Character inadvertantly desecrates a holy shrine. Roll a d6 on the subtable below to find the consequences.

1-2	God's followers persecute character .
3	Followers seek reparations.
4	Followers shun character.
5	Most other religions shun character.
6	Religious assassins seek character's death.

16 The character uncovers the activities of an evil cult. Roll a d6 on the subtable below to find the consequences.

1	The cult seeks to have the character join them.
2	The cult seeks to kill the character.
3-4	Because of the character, the forces of good were able to eradicate this local branch of the cult, and the character becomes a hero.
5	As #4, but the evil cult now wants character dead.
6	Others shun character because of this, possibly out of fear of the evil cult.

17 Enemies of the religion persecute the character.

18 The temple priests teach the character a skill appropriate to the needs of the religion (an agricultural cult may teach farming; a war cult, battle skills; etc.).

19 The character studies for the priesthood for 1d4 years. This improves literacy skills by two Ranks and gives the character 1d3 Ranks of religious knowledge.

20 By reading a book in the temple, the character learns more than he ever wished to know about evil powers and principalities. Roll a d100. If the result is 80 or higher, the knowledge causes the character to develop an Exotic Personality Feature. Select this feature on *Table 649: Exotic Personality Features.*

From Here: Return to the Table that sent you here . . .

542:
Ah Love!



Use only if directed here by another table

Romance often catches us off guard. While we are making plans for our lives, *love* has other ideas.

Instructions: To determine the number of Significant Events that occur because of a romantic affair, roll a d3. For each event, roll a d20 and match the result against the table below. Follow the the directions given with each entry and return here until all rolls on this table are complete. For each event, you may select the age at which it occurs, rather than roll dice to determine the age.

These events can occur at any time during a character's life, although events that produce children should not occur prior to age 13.

A romantic affair occuring during childhood lasts 1d20 months. A romantic affair that occurs during adolescence lasts 1d4 years, but if a 4 is rolled, assume that the relationship continues into adulthood unless terminated by an event (on this or other tables).

Romantic affairs beginning in adulthood are assumed to continue unless terminated by another event. Events on this table that prematurely end a romance are preceded by an [E] symbol.

Social Status & Culture: Assume that the Social Status and Culture of the beloved is the same as the character's unless a table entry declares otherwise.

Roleplay: If you have ever been in love, you will have a good idea how love and romance will affect the character's life. If not, imagine the character being devoted to someone more strongly than even life itself. The loss of a beloved (or a love affair that ends badly) can create emotional wounds that may take years to heal – if they heal at all.

d20	Romantic Events (roll a d20)
1	The character's love is unrequited (the beloved does not return the character's affections).
2	The beloved is already married to another.
3-6	Character marries his or her beloved.
7	Character marries the beloved, but they divorce within 1d6 years.
8	The families of both the character and the beloved disapprove of their love interest. Roll a d6 on the subtable below to determine their actions.
	1 [E] Character's family has the beloved killed. 2 Character's family forbids seeing the beloved. 3 Beloved's family forbids seeing the character. 4 The beloved's family forces beloved to enter a convent or monastary of a celibate religion. 5 The character's family forces him to enter a convent or monastary of a celibate religion. Select what happens due to this on *Table 541: Religious Experience.* 6 Roll two more times again on this subtable.
9	[E] Beloved is unfaithful. Roll a d6. If the result is 1-2, the character and the beloved reunite and work out their differences. Otherwise, the romance ends painfully.
10	A tragedy afflicts the beloved. Select the tragic event on *Table 528: Tragedies.*
11	Beloved's Social Status is different from that of the character. Select the Social Status on *Table 103: Social Status,* rerolling any results that indicate a similar social class to the character's.
12	Beloved's Culture is different from that of the character. Select the Culture on *Table 102: Cultural Background,* rerolling any results that indicate a Culture similar to the character's.

d20	Romantic Events (continued ...)
13	[E] Beloved is sold into slavery.
14	Beloved's appearance is noteworthy. Roll a d6 on the subtable below to determine the details.
	1 Beloved is particularly unattractive, even ugly. 2 Beloved is exceptionally attractive. 3 Beloved's hair is an unusual color. Select the color on *Table 865: Colors.* 4 Beloved has a birthmark. Select the mark on *Table 866: Birthmarks.* 5 Beloved dresses in an odd or exotic manner. He or she stands out in a crowd. 6 Roll two more times again on this subtable. If selections conflict, then they may alternate, such as some times ugly and some times lovely.
15	[E] Character causes the death of the beloved. Find the cause of death on *Table 545: Death Situations.*
16	The beloved inspires the character to greater accomplishments. Improve one skill by one Rank.
17	The character has 1d4 children by the beloved. Roll for the occurance of an unusual birth for each child on *Table 112: Unusual Births.*
18	Beloved's age is significantly different from the character's. Roll a d6 for Hi-Lo. Hi = much older than character. Lo = much younger than character.
19	The beloved is a member of a different race. Select the race on *Table 751: Nonhumans.*
20	[E] Character and the beloved end their romance and go their separate ways, but remain good friends. Roll a d10. On a result of 10, the beloved becomes the character's Companion. Select details of the Companionship on *Table 761: Companions.*

From Here: Return to the Table that sent you here . . .

543:
In the Service of ...

Use only if directed here by another table

The Patron is someone who is either wealthy or in a high position who can afford to trade favors for favors, or provide assistance in exchange for allegiance. Historically speaking, Patronage is a common practice among the wealthy, a measure of their social status and influence in a society.

Instructions: To gain a picture of the character's Patron, questions must be answered. Who is the Patron? Why does the character give him allegiance? What notable events have occurred during their relationship? Start with *Table 543A: Who is the Patron?* and follow directions.

Duration of Service: A character is assumed to remain allied to his patron unless that allegiance is terminated by an event on *Table 543C: Events* below.

Roleplay: How does the character feel about giving his allegiance to someone other than his rightful ruler? Does the relationship benefit both the character and the patron? What kind of "favors" might the character provide for his patron? What kind of benefits are recieved in return?

Gameplay Benefits: A character may borrow money from his patron. The amount is equal to 100 coins of the realm for each year of allegiance. Due to the patron's influence, the character can participate in events and places from which he would be otherwise barred, such as parties, elite sporting events, private clubs, etc.

543A: Who is the Patron?

Instructions: Roll a d10 and match the result against the table below to select the character's Patron. Patron is always 1d3 levels of Social Status higher than the character and always at least Well-to-Do (see *Table 103: Social Status*). From Here: Go to *Table 543B: Why a Patron?*

NOTE: if gender of the Patron is not predetermined, then roll a d6 for Hi-Lo. Hi = male. Lo = female.

1d10 543A: Who? (roll a d10)

1-2	A local official. Select on *Table 752: Government Officials.*
3	A family member. Select on *Table 763: Relatives.*
4	A nonhuman. Select on *Table 751: Nonhumans.*
5	A foreigner. Select on Table *750: Others.*
6-7	A Noble. Select on *Table 758: Nobles.*
8-9	The head of a craft guild. Select the craft on *Table 424: Crafts.* Roll a d3 to select the craft sub-table. A result of 1 = *424A*, 2 = *424B*, 3 = *424C.*
10	Reroll. If the result is 10 again, the Patron is a deity, otherwise, use second roll. Select the god on *Table 864: Deities.*

Table 543B: Why a Patron?

Instructions: Roll a d8 and match the result against *the* table below to select why the Patronage exists. From Here: Go to *Table 543C: What Happened?*

1d8 543B: Why? (roll a d8)

1	A parent was allied to the patron.
2	The patron admires the character's skills.
3	The patron has a sexual interest in the character.
4	The patron needs all the friends he can get.
5	The patron needs the character's skills.
6	The character was chosen at random.
7	The character is part of a complicated wager.
8	The character is being prepared for a special task (the task is up to the GM).

Table 543C: What Happened?

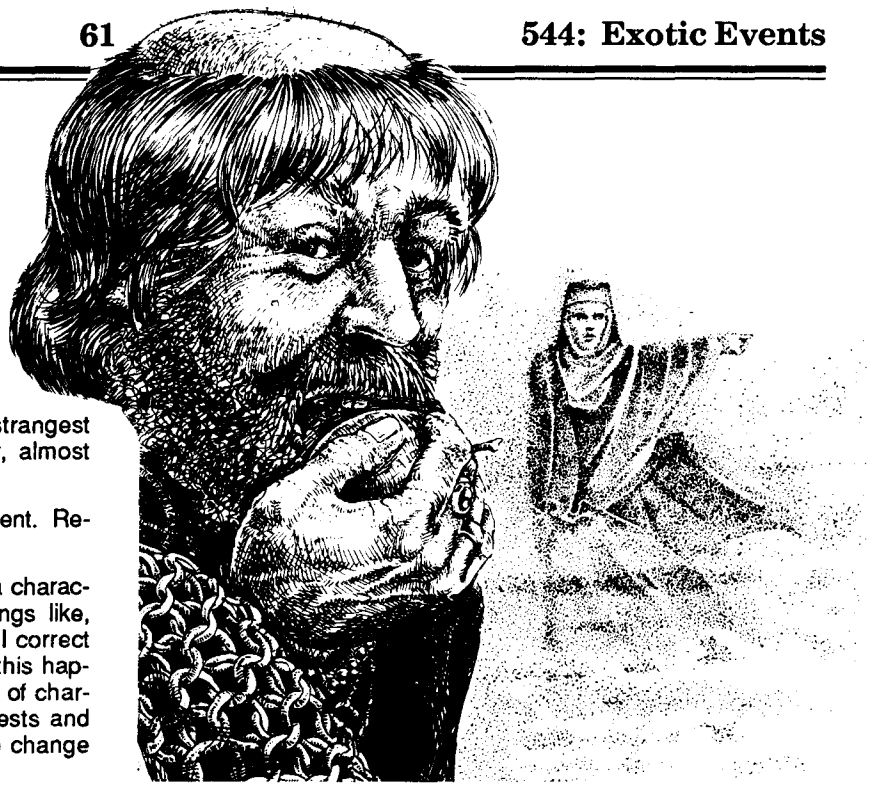
Instructions: Roll d3 to select the number of events that occur. For each event, roll 2d8 total the results and match the total against the table below to select what happens during the Patronage. Reroll any duplications.

2d8 543C: Events (roll 2d8)

2	Travel widely with patron. Learn the land.
3	Patron is in love with the character (the character may choose this to be only a one-sided affair). Select love events on *Table 542: Ah Love!*
4	Patron provides for character's formal education.
5	Patron dies while character is in his service.
6	Patron has a rival who has threatened the character's life. Select rival on *Table 762: Rivals* .
7	The character leaves the patron's entourage after 1d6 years.
8	Patron is noted for an Exotic Personality Feature. Select the feature on *Table 649: Exotic Personality Features.*
9	Patron introduces character to his ward (who is the opposite sex of the character). Character instantly falls in love. Select love events on *Table 542: Ah Love!*
10	Patron trains character to 1d4 Ranks in sword use.
11	Patron requires the character to perform criminal acts. Select the crime on *Table 875: Crimes.*
12	Patron is outlawed. All those under his patronage are watched closely by the ruler of the land's secret police.
13	Patron is noted for a physical affliction. Select the affliction on *Table 874: Physical Afflictions.*
14	Learn an occupation to 1d3 Ranks.
15	Patron sets character up in business. Patron owns the business, but the character runs it. Select the business on *Table 423: Civilized Occupations.*
16	Patron introduces character to several very influential people, the kind of people who often hire mercenaries and adventurers.

From Here – Return to the Table that sent you here . . .

544: Exotic Events



Use only if directed here by another table

Beyond the merely unusual, these events are the strangest of the strange things that can happen to a character, almost guaranteed to be life-changing events.

Instructions: Roll a d20 to select the unusual event. Record the event on the character's worksheet.

Roleplay: The events detailed here may cause a character to question the nature of the universe, asking things like, "Why do strange things like these happen? How can I correct the problem?," and "Will my friends ever believe that this happened?" Although all significant events shape the lives of characters, any one of these events may be cause for quests and adventures, if only to explain why they happened or to change their outcome.

d20	544: Exotic Events (roll a d20)
1	A god asks the character to become its agent on earth and the character accepts. The god gives the character an unusual pet as a gift. Select the pet on *Table 759: Unusual Pets.* Select the deity on *Table 864: Deities.*
2	The character befriends an intelligent, nonhumanoid monster. Select the type of monster on *Table 756: Monsters.*
3	The character stumbles into a magical portal and is magically transported to his current location, a land far away from where he or she was born. Select the Culture level of the new surroundings on *Table 102: Cultural Background.* Any family is left far behind, so for a child or adolescent, it is as if he has been orphaned. This event makes the character is a foreigner in the land he now dwells in.
4	The character's gender is changed by powerful magic. A male character becomes female, and a female a male. Like a curse, this is not easily reversed. Equally powerful magic (and a quest or adventure) will be necessary to reverse the change. Initially, this will be quite a shock, but as time passes the character will become more accustomed to the new gender and may even be unwilling to change back. Note: if the player is uncomfortable roleplaying this change, reroll the Exotic Event. Roll a d6 on the subtable below to determine what caused the change.
	1 A god's whim. Who can understand the gods?
	2 An evil curse by an unknown enemy.
	3 An ancient artifact that the character found.
	4 A warped wizard who has since disappeared.
	5 A curse made at the character's birth is removed
	6 Reroll the cause on this subtable, but the effect on the character is temporary. The change is brought on by stress, fatigue, or even romantic arousal.

d20	544: Exotic Events (continued ...)
5	The character discovers the ability to use a magical spell as if it were a natural skill. The GM will select the spell, but it should be a spell of minimal power and used at Rank 3 (average) capability.
6	The character survives a deadly encounter with a nonhumanoid monster. Select the type of monster on *Table 756: Monsters.* Because of the encounter, the character learns tricks that give him or her a +2 Rank combat bonus against that type of monster each time it is encountered.
7	A cross-planar rift opens and the character is abducted by humanoids from the other plane. Moments later, the character reappears, but he has physically aged 1d10+10 years, has no memories of that lost time, and has not mentally aged even a minute.
8	While poking around in some abandoned, ruined place that others of his people avoid, the character comes across a hidden cache of ancient treasure. The value of this loot is enough to raise the character up one full Social Status level. Destitute or Poor characters will become Well-to-Do. Double the character's starting money (as would be gained from the new Social Status).
9	The followers of an unheard-of-god from another land have followed omens that led them to the character. Their omens indicate that the character is to be the mate of an avatar (earthly incarnation) of their god. The character initially disagrees and is still harassed by the god's followers.
10	A potent conjunction of the stars and planets occurs on the character's birthday. He is struck by a falling star which passes through his or her body like it was made of mist. The character feels different, as if something has been awakened from within. **GM Only** – refer to entry #544A on *Table 978: GM Specials.*

Table 544 continues on the next page . . .

d20 544: Exotic Events (continued ...)

11 The character befriends an Extremely Wealthy person. Roll Hi-Lo to select the person's gender. A Hi result = male Lo result = female character. Then roll a d3 to determine the person's age.

1	Much, much older than the character.
2	About the same age as the character.
3	Much younger than the character (maybe a child).

12 While near a river after a mighty storm has passed through, the character discovers a waterlogged old chest, sealed with rusted chains and weighted with stones. Upon opening the chest, the character discovers the limp, bedraggled, and apparently drowned form of a young animal. The chest looks as if it had been underwater for years, yet the animal is but recently dead. Moments later, the creature's eyes open and it begins to calmly and casually clean and preen itself. The character has acquiredan unusual pet. Select the pet on *Table 759: Unusual Pets.*

13 Character is mistaken for the missing offspring of the ruler of the land and is taken to live in the ruler's household. Roll a d6. If the result is 6, the missing offspring is the ruler's heir. Initially, the character decides to maintain the ruse. Then, after 1d6 years something happens. Determine what happens by rolling a d6 on the subtable below.

1	The ruler is assassinated by rivals. The character is named heir apparent, but is under suspicion for killing the ruler. However, the assassins may strike again!
2	The character is pledged in marriage to an unpleasant, older ruler of another land. Assume that the marriage is to take place upon the character's reaching adulthood (or beginning his adventuring career).
3	The missing offspring returns and claims the character to be an imposter. The character becomes hunted. Someone might always be dogging his trail.
4	The character is revealed as an imposter, accused of murdering the Noble's offspring, and thrown into the dungeons. Go to *Table 875: Crimes* to learn the punishment for murdering a Noble, then go to *Table 540: Imprisoned!* to select the events that happen therein. After 1d6 years, the Noble offspring returns and pardons the character (even if he has escaped from prison).
5	The heir never really disappeared. The whole thing was a set-up by the Nobles. The offspring was an only child and slowly went mad. In order to continue the dynasty, the ruler brought in the character to keep up the appearance of a competent heir until another child was born.
6	Reroll twice on this subtable, ignoring results over 5. Combine the two results together in a logical manner.

14 Return to the event table that sent the character here and roll 1d3+1 more events. These events all happen within a few days of each other and are all related in some mysterious way (best wishes and good luck to the GM on this one). Suggestions: They all foreshadow another, greater event that may need adventuring to solve; they involve the character and future friends an allies, bringing them together as children; or, they are the result of interference by someone else, such as a rival or even a meddling god!

15 An evil, despotic ruler orders all persons of the character's gender, birthplace, and approximate age put to death. As far as the character knows, he is the only one to escape this heinous act.

d20 544: Exotic Events (continued ...)

16 The character and another player character (or a notable or popular NPC in the GM's campaign) become acquainted with each other. Select an appropriate character, then roll a d10 on the subtable below to determine the details.

1-3	They become fast friends, companions forever.
4	They are acquainted with each other, but never really develop a friendship.
5-6	They become rivals. If both of the same gender, they compete for girl or boyfriends. They always seek the same goals.
7-8	If of opposite genders, they become romantically involved with each other. On a d6 roll of 5-6 the romance continues until the present time. If of the same gender, reroll.
9	One saves the other's life. Roll for Hi-Lo. Hi = character being created saves the other's life. Lo = other character saves person being created. Roll a d8 on this subtable to determine their relationship thereafter.
10	They attend the same school or training classes together. Roll a d8 on this subtable to determine their relationship thereafter.

17 A vicious animal attacks the character on a moon-lit night. Friends drive the beast off, but the character finds that he is cursed with lycanthropy, to become a similar beast under the full moon. The GM will select the type of beast the character becomes. Treat this as a nasty curse. Under no circumstances should it benefit the character to be a lycanthrope.

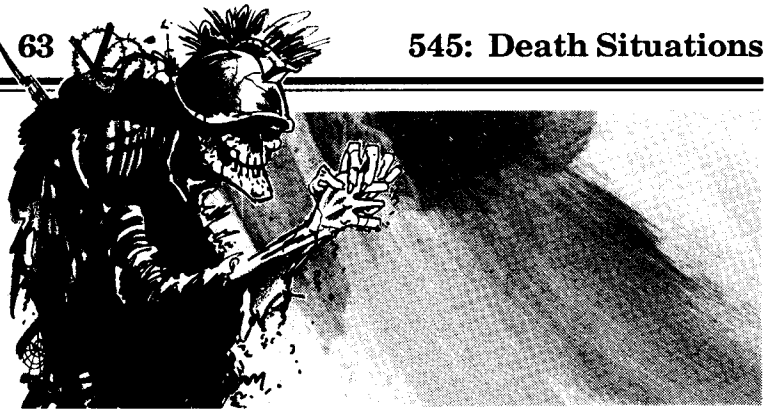
18 In a dark alley at night, the character is attacked by thugs. Before they can take anything or cause more than a few bruises, they turn white with terror and run away. At this point, the character discovers that he has a guardian ghost, a wise, benign spirit who accompanies him or her, but can never be seen or heard by the character's friends. To develop the ghost as an NPC, go to *Table: 750 Others* to determine what the ghost was in life. Then go to *Table 114: Parents & NPCs* to develop a bit of background for the ghost.

19 There is a terrible accident and the character is killed! However, the body returns to life with two resident souls—the character's and that of an ancient, alien being. The character automatically learns an additional occupation (select from *Table 423: Civilized Occupations*) and 1d3 unusual skills—one at Rank 7 ability, the others as indicated by the table. However, the other spirit was awakened for a purpose, one that it keeps secret from the character's mind. There are occasional fights for control of the body.

20 A strange woman gives the character an ornate box sealed with wax and hoarsely whispers *"It's up to you now, keep it safe, keep it from ... them."* It is not until she drops dead at the character's feet that the dagger in her back becomes obvious. **GM Only:** refer to entry #544B on *Table 978: GM Specials.*

From Here — Return to the Table that sent you here . . .

545:
Death Situations



Use only if directed here by another table

Occasionally a character or an important person in the character's life will cause the death of another person or a person important to the character will die an untimely death. However, this does not necessarily mean that the victim was murdered.

Instructions: When this table is called for, roll a d20 to determine Cause of Death. Then roll a d10 to determine responsibility. On a d10 result of 10, the character is linked in with the death in some unfavorable manner. The use of the term, "Someone" in the descriptions refers to the causer of the death, whether it is the character or some other person.

Roleplay: Responsibility for a death and the guilt associated with it can haunt a character forever, changing attitudes about death and relationships. Even if wrongly accused of causing a death, the character can spend the rest of his or her life proving it otherwise – and still not succeed.

d20 Cause of Death (roll a d20)

1 Victim died accidentally (falling from a ladder, run over by a cart, falling from a horse, etc.). No one is really to blame (unless someone has *Caused* the death to occur, in which case it is an arranged accident). However, it is possible that people think the character is responsible. Roll a d20 and a d12 together. If the d12 roll is equal to or higher than the d20 roll, all who know the victim blame the character for the death.

2 Premeditated, violent murder. Someone wanted the victim dead and took personal , violent action to ensure that death occurred. You or the GM will need to create the situation surrounding the death, including method and motive.

3 Victim was killed in a fit of blind passion. It's still murder, but the killing may be defensible.

4 Assassination. Professionals were hired to perform the act. Again, a motive will be necessary.

5 Victim died while dueling. A reason for a duel needs to be constructed (be creative!).

6 Victim poisoned . This is not necessarily murder. Roll a d10. On a result of 5 or more, it occurred accidentally (see item #1 above for accident details).

7 Victim killed during the commission of a crime. Roll a d10. If the roll is less than 5, the victim was committing a crime when killed. If 5 or greater, someone killed the victim while committing a crime. Go to *Table 875: Crimes* to determine the nature of the crime committed.

8 Victim was killed in self-defense.

9 Victim was driven to suicide by someone's actions.

10 Victim was driven insane by someone's actions, then died of disease and maltreatment while in the madhouse.

11 Victim dies of starvation. Roll a d6. On a result of 1-2, the victim dies due to circumstances initiated by someone (e.g., someone causes a wheat crop to fail, which beggars the family, which causes them to have no money for food, so they starve to death). On a result of 3-6, someone deliberately withheld food from the victim.

d20 Cause of Death (continued ...)

12 The deceased sacrificed his or her life. Roll a d6 on the subtable below to determine the reason:

- **1-3** To save the character from death.
- **4-5** To save a relative whose life was endangered by someone's actions.
- **6** To save some other person whose life was endangered by someone's actions. Go to *Table 750: Others,* to determine just who was saved.

13 Victim is thrown into prison because of someone's actions and later dies there. Roll a d6. On a result of 3 or less, the victim committed a crime against someone and was justly imprisoned. On a roll of 4-5, the victim was unjustly imprisoned. If the result is a 6, the victim was imprisoned in someone else's place.

14 Victim was tortured to death by someone.

15 Victim is sold into slavery by someone (or because of his actions) and dies while enslaved.

16 Victim dies of a disease caught from someone. Roll a d6. On a result of 6, the contagious person is stigmatized as a plague bearer.

FOR THE FOLLOWING TABLE ENTRIES, ROLL AGAIN TO DETERMINE THE ACTUAL CAUSE OF DEATH -- REROLLING ONLY DUPLICATE RESULTS

17 Several friends of the victim actively seek the death of the killer. Treat them as 1d4+1 Deadly or even Obsessive Rivals (see subtable 762C on *Table 762: Rivals*).

18 The victim's spirit cannot rest and haunts the person responsible for the death. Some form of atonement may be possible which will remove the ghost (at the GM's discretion).

19 The person allegedly responsible for the death is hated and reviled by all who hear of it.

20 Upon death, the victim effectively curses the person believed responsible for his death. Go to *Table 868: Curses* and roll once (or as indicated) for the curse.

From Here — Return to the Table that sent you here . . .

546:
Death of Parent or Guardian



Use only if directed here by another table

A parent's death (or that of a person who has raised the character) can have a drastic effect on a character's life. There is the grief at losing a loved-one, the possibility of receiving an inheritance, the chance that a surviving parent may remarry, and still stranger things.

Instructions: First, if a charcter has two living parents or guardians, determine which parent, mother or father died. Roll Hi-Lo to select this (Hi = male, Lo = female). Next, roll a d8 on *Table 546A* to determine the chracter's inheritance, if any. Then roll a d20 on subtable *546B: Other Events* to select a significant event surrounding the death of the parent or guardian. Follow directions given with the selected table entries, returning there until all rolls on that table are complete.

Note: If a spouse survives, assume that he or she remains in possession of any property and most money.

Roleplay: How does the character feel about losing a parent? How would you feel if (or when) it happened to you? Would the value of an inheritance in any way compensate for the loss?

546A: Inheritance (Roll a d8)

d8	The Inheritance
1-3	The character recieves 1d10 times his or her base starting money in cash.
4	The parent's estate is liquidated to pay off debts. Roll a d6. If the result is 6, the debts remain unpaid and the character is liable for 1d100 times his or her base starting money.
5	The character recieves nothing. The parent's last will and testament condemns the character's lifestyle.
6	The character recieves a map, a key and a strange gift. The three are somehow related (GM's discretion as to how they are related). Determine the gift on *Table 863: Gifts & Legacies.*
7	The character becomes heir to the parent's estate and may assume control of any lands, monies, proper-ties, and possessions.
8	As described for #7 above, but with a condition selected by rolling a d4 on the subtable below.

1	Character must first marry and produce an heir.
2	Character must change lifestyle (give up adventuring career, become a priest, etc.)
3	Character must perform a task, mission, or quest described in the will (GM's discretion).
4	Character must devote life to championing the poor, the weak, and the downtrodden.

546B: Other Events (Roll a d20)

d20	The Events
1	Nothing unusual occurred.
2-4	Roll twice more on this table.
5	Papers found in the parent's home reveal a secret. Roll a d4 on the subtable below to learn the secret.

1	Parent was once a Noble, living in exile. Select the Noble title on *Table 758: Nobles.*
2	Parent was a powerful wizard.
3	Parent is the illegitimate child of a former ruler.
4	Parent was not a human being, but a monster who could assume human form. Determine the type of monster on *Table 753: Monsters.* .

6	When the character visits the parent's grave, the grave has been opened and the tomb is empty.
7	Surviving parent (if any) remarries within 1d4 years.
8	Surviving parent (if any) remarries immediately.
9	A close friend of the parent confides in the character that he or she believes the parent was murdered.
10	The surviving parent (or a close relative if no surviving parents) blames the character for the parent's death. Select the cause of death on *Table 545.*
11	When character tries to collect his inheritance, it has already been claimed by another relative (selected on *Table 753: Relatives*).
12	The parent's ghost appears to the character and demands that an injustice be righted.
13	A journal found in the parent's effects hints at the location of a lost treasure.
14	A mysterious stranger offers to buy any items inherited from the parent for much more than they could possibly be worth.
15	A book found in the attic turns out to be a spell book, and contains 1d20 spells of various levels of power.
16	An evil uncle claims the estate for himself.
17	If the character has living siblings, they fight over the parent's personal belongings.
18	The parent was declared legally dead after having disappeared years ago, but may actually be alive.
19	Upon dying, the parent collapsed into a pile of melting snow. Apparently, a simulacrum was substituted for the parent some time in the past.
20	The parent has risen again as an undead creature. Roll a d4 to determine the type of undead.

1	A vampire
2	A ghoul
3	A ghost
4	A barrow wight, wraith, or spectre

From Here — Return to the Table that sent you here . . .

647: Lightside Traits

Use only if directed here by another table

This table is used when the character has assumed some pleasant, worthwhile, or attractive personality trait. Rather than mislead GMs and players by calling these traits "good," they are called Lightside, representing the better aspects of humanity. Folk with these traits are often considered "nice" people, though that may not be the case.

Instructions: For each Lightside trait that must be selected, roll 2d20 and total the results. Match the total against the table below to determine the trait.

Note that the opposite of each of these traits has the same position on the table in *Table 648: Darkside Traits.*

Roleplay: These are the nicer aspects of a character's personality. Characters who possess several of these traits will have a tendency to behave in a good way. Still, merely having these traits does not make the character a saint, or even a necessarily good person. It is entirely possible for the vilest of villains to be sober, pious, and well-mannered. However, if these traits are prominent parts of the character's personality, they will generally cause others to like the character, since, on the whole, people tend to like and respect those who exhibit the personality traits listed here.

Good vs. Evil: Certain traits are usually found only in good people, as they are not in keeping with evil acts. Traits marked with an asterisk (*) will generally not be found in evil characters (such as NPC villains) unless they are a part of split personality (that is to say, one good personality and one evil personality in the same being).



2d20	647: Light Side Traits (roll 2d20)
2	**Optimist:** always see the good side of things.
3	**Altruist (*):** selfless concern for others' welfare.
4	**Helpful:** helps others in need.
5	**Kindly (*):** warmhearted and friendly.
6	**Careful:** cautious in thought and deed.
7	**Considerate:** thinks of others' feelings.
8	**Sober:** serious, plain-thinking, straightforward.
9	**Teetotaler:** abstains from drinking alcohol.
10	**Trusting (*):** trusts others to behave correctly.
11	**Peaceful:** serene of spirit.
12	**Peacemaker:** attempts to calm others.
13	**Pious:** reverently devoted to worship of God.
14	**Honest (*):** always gives what is due.
15	**Loving:** affectionately concerned for others.
16	**Giving:** gives of self and possessions.
17	**Organized:** everything has a place.
18	**Clean:** practices good hygiene.
19	**Punctual:** always on time.
20	**Self-confident:** sure of self and abilities.
21	**Courageous:** brave in the face of adversity.

2d20	Light Side Traits (continued ...)
22	**Respectful:** shows respect for others.
23	**Calm:** difficult to anger, a peaceful spirit.
24	**Patient:** able to wait with calmness.
25	**Wise:** understands what is true, right or lasting.
26	**Generous:** willing to give more than fairly.
27	**Imaginative:** a clever, resourceful mind.
28	**Forgiving (*):** able to pardon faults in others.
29	**Virtuous (*):** chaste, pure, of excellent morals.
30	**Dependable:** does duties reliably, responsibly.
31	**Well-mannered:** polite, courteous.
32	**Benign (*):** gentle, inoffensive.
33	**Friendly:** warm and comforting.
34	**Humble:** lack of pretense, not proud.
35	**Energetic:** does things quickly, with verve.
36	**Truthful (*):** always tells the truth.
37	**Cheerful:** always happy and smiling.
38	**Enthusiastic:** excited, can't wait to act.
39	**Thrifty:** careful with money.
40	**Diplomatic:** careful to say the right thing.

From Here — Return to the Table that sent you here . . .

648:
Darkside Traits

Use only if directed here by another table



This table is used when the character has assumed some unpleasant, immoral or disgusting personality trait. Rather than mislead GMs or players by immediately calling these traits "evil," they are called Darkside, representing the baser aspects of humanity. Folk with these traits are often considered "nasty" people, though that may not be the case.

Instructions: For each Darkside trait that must be selected, roll 2d20 and total the results. Match the total against the table below to determine the trait. Note that the opposite of each of these traits has the same position on the table in *Table 647: Lightside Traits.*

Roleplay: These are the more unpleasant aspects of a character's personality. Characters who possess several of these traits will have a tendency to behave in an evil way. Still, merely having these traits does not make the character a villain, nor even a necessarily evil person. It is entirely possible for the purest of holy priests to be dull, slovenly, and rude. However, if these traits are a strong part of the character's personality, they will generally cause others to dislike the character, since, on the whole, people tend to avoid and even revile those who exhibit the personality traits listed here.

Good vs. Evil: Certain traits are usually found only in evil people, as they are not in keeping with good acts. Traits marked with an asterisk (*) will generally not be found in good characters (such as NPC heroes) unless they are a part of split personality (that is to say, one good personality and one evil personality in the same being).

2d20	648: Darkside Traits (roll 2d20)
2	**Pessimist:** always see the bad side of things.
3	**Egoist:** selfish concern for own welfare.
4	**Obstructive:** acts to block other's actions.
5	**Cruel (*):** coldhearted and hurtful.
6	**Careless:** incautious in thought and deed.
7	**Thoughtless:** rarely thinks of others feelings.
8	**Flippant:** unable to be serious about anything.
9	**Drunkard:** constantly overindulges in alcohol.
10	**Suspicious:** trusts no one.
11	**Violent (*):** seeks physical conflict.
12	**Argumentative:** starts arguments and fights.
13	**Irreverent (*):** mocks the gods.
14	**Cheat (*):** shortchanges others of their due.
15	**Hateful (*):** strongly dislikes others.
16	**Selfish:** unwilling to share time and possessions.
17	**Slovenly:** messy, nothing is ever put away.
18	**Filthy:** knows nothing of hygiene.
19	**Tardy:** always late.
20	**Self-doubting:** unsure of self and abilities.
21	**Cowardly:** afraid to face adversity.

2d20	Darkside Traits (continued ...)
22	**Disrespectful:** does not show respect.
23	**Angry:** spirit always unsettled, never at peace.
24	**Impatient:** unable to wait with calmness.
25	**Foolish:** unable to discern what is true or wise.
26	**Greedy:** hoards all for self.
27	**Dull:** a slow, uncreative mind.
28	**Vengeful:** revenge is the way to punish faults.
29	**Immoral:** lecherous, lawless, devoid of morals.
30	**Untrustworthy (*):** not worth trusting.
31	**Rude:** polite, courteous.
32	**Harsh:** ungentle, sharp-tongued.
33	**Unfriendly:** cold and distant.
34	**Egotistic:** proud and conceited.
35	**Lazy:** difficult to get motivated.
36	**Liar (*):** hardly ever tells the truth.
37	**Morose:** always gloomy and moody.
38	**Unenthusiastic:** can't get excited.
39	**Spendthrift:** spends money without thought.
40	**Tactless:** speaks before thinking.

From Here — Return to the Table that sent you here . . .

649:
Exotic Personality Features

Use only if directed here by another table

This table is used when the character has assumed some truly unusual, often exotic or even undesirable personality trait. The traits here might even be called personality afflictions. They run the gamut from simple fears to bizarre behavior. Folk with these traits are considered eccentric, odd or even bizarre.

Instructions: Roll a d20 and match the result on *Table 649A.* This selects the general category of the exotic personality feature. To determine the specific feature, go to the table indicated by the selected category.

Record the feature and mark the box on the same line in the column corresponding to the letter in brackets (if any) in the PERSONALITY section of the worksheet and then write any additional relevant information in the EVENTS section.

Developing a Personality: Many events that occur in a character's life also cause his personality to develop. Personality traits shape the way he acts or responds later in life. Some of these traits are good or Lightside traits; others are considered bad or Darkside traits; and still others are Neutral, neither good nor bad.

Most features here are not aligned (that is, they are neither Darkside, Lightside, or Neutral traits) and do not count toward determining alignment. Those that will affect the selection of the character's alignment are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An [L] means a Lightside trait. A [D] means a Darkside trait and an [N] means a Neutral trait. When you get to *Table 318: Alignment & Attitude,* the instructions there will tell you what to do with the letters.

Trait Control: Use the chart below to guage the amount of control the character has over the trait or vice versa. Select a trait strength from the left-hand column that best suits the character.

Trait Control Chart

Trivial	Feature is barely noticeable, even when actively affecting the character. Special circumstances may have to exist for the feature to come into play.
Weak	Feature is easily sublimated, overcome, or ignored, but are noticable when actively affecting character.
Average	There is an uneasy balance. Feature is not active unless the character is caught off guard or is too fatigued to control himself.
Strong	Unless character consciously resists the feature, it manifests itself strongly.
Driving	Feature dominates the character's life—character finds it difficult to resist its compulsions.
Obsessive	Character cannot rest or find peace unless actively pursuing the desires, needs or compulsions of the feature.



Roleplay: A person with an exotic personality feature is decidedly different from other folk, regardless of whether the feature is readily apparent to others or not. Often , a person with such a trait may try to hide it from others. He may imagine that what he does or is, is normal and acceptable, or taken to the extreme, may not even be aware that he possesses such an odd personality feature.

Real Life: Note, the depiction of these personality features, many of which are considered physical and mental illnesses or handicaps, is in no way intended to belittle those who must cope with them on a day to day basis in their own lives. Very few would choose to be as they are, but learning to deal with their problems often forges them into better representatives of humanity than those of us who are healthy and whole. People do not gain strength by overcoming small challenges.

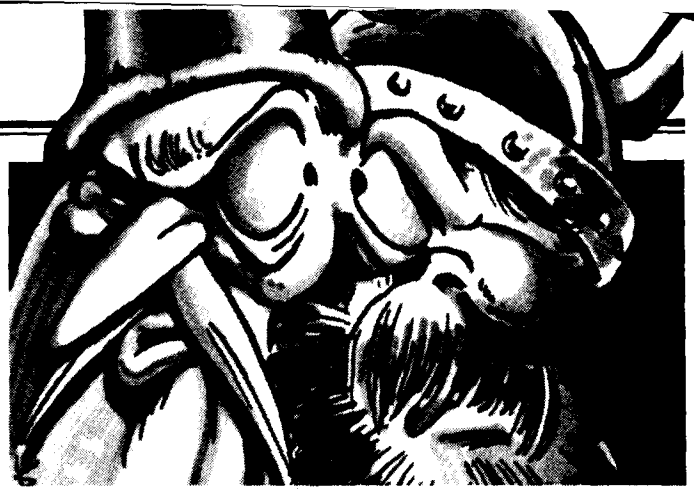
649A: Exotic Feature Categories

Instructions: Roll a d20 and match the result against *Table 649A.*

d20	649A: Exotic Feature Categories
01-04	**Mental Affliction** (Go to *Table 649B*)*
05-07	**Phobia** (Go to *Table 649C*)
08-10	**Allergy** (Go to *Table 649D*)
11-17	**Behavior Tag** (Go to *Table 649E*)
18-19	**Sexual Disorder** (Go to *Table 649F*)*
20	**Several Features** manifest themselves. Roll 1d3+1 times on this table.

* **Warning:** the author recommends that these features be played only by *adults* capable of roleplaying them in a *mature* manner. If roleplaying a character with a mental affliction or sexual disorder makes you uncomfortable, reroll the feature.

Table 649: continues on the next page . . .



649B: Mental Afflictions

Instructions: Roll two d10 and match the result against *Table 649B: Mental Afflictions.*

Roleplay: Many role play games lump these mental afflictions together as insanity. They are best defined as mental illnesses. The symptoms are *greatly* simplified here for game purposes. Many are treatable—if the person desires help. However, unlike our own world, in a fantasy roleplay world, the only cure available may be in the form of powerful magic.

Real Life: The following are game descriptions—yet if you notice these symptoms in a friend (particularly depression), confide in someone you trust: a parent, a counselor, a minister, priest, or rabbi. Don't wait, *you* may be the only help your friend will ever have.

2d10	649B: Mental Affliction (roll 2d10)
2	**Multiple personalities.** The person literally becomes someone else. 1d3 additional personnas may manifest themselves, usually to help the character deal with something his "normal" identity can't handle. Each personality should have one key personality trait that typifies it, possibly basing the entire personality around that trait. Select the trait on *Table 318A: Personality Triait Types.* Additionally, each personality has a 60% chance to have an Exotic Personality Feature.
3	**Compulsive Lying [D].** The person cannot tell the simple truth, but must always reinterpret or expand upon it.
4	**Paranoia [D].** This is a feeling of persecution, that *everyone* is out to get you, or is plotting against you. Extreme cases may imagine fantastic plots concocted by alien beings. May plot to strike back at his oppressors (i.e. at everyone).
5	**Hallucinations.** Seeing unreal visions and distortions of reality. Each occurance has a 10% chance of driving the character into temporary Catatonia (see below).
6	**Catatonia.** Character collapses into a fetal position completely and totally withdrawing from the world—deaf, unfeeling, unseeing.
7	**Megalomania [D].** Infantile delusions of personal omnipotence and grandeur (commonly found in petty tyrants, bosses, and other egotists).
8	**Severely Phobic.** Unreasoning, obsessive fear of something of the GMs choice.
9	**Manic-depressive [D].** Alternating, excitable hyperactivity and inability to cope with everyday pressures.
10	**Hypochondria [N].** An unhealthy concern for one's health. Person only has to hear of a new disease to imagine that he suffers or is even dying from it.
11-12	**Depression.** Beyond merely feeling a bit "down" or "blue," the afflicted person feels that all hope is gone. Unable to cope with their problems, or even ask for help, talking about or attempting suicide is how they communicate their unspoken cry for help. Reduce all skill Ranks to half when depressed.
13	**Hysterical injury.** Person believes he suffers the effects of a serious injury. Determine "injury" on *Table 870: Serious Wounds.*

2d10	649B: Mental Affliction (roll 2d10)
14-15	**Obsessive behavior.** The need to perform some action to the exclusion of everything else. The character cannot be comfortable, or in extreme cases, think rationally, until the obsession is resolved. The obsession can vary from something simple, like cleaning, to a need to expunge evil (or good) from the world. To select the object of the obsession, either make something up, or roll a d10 on the subtable below: 1 Devotion to a Lightside trait. Select on *Table 647.* 2 Devotion to a Darkside trait. Select on *Table 648* [D]. 3 Character has an obsessive hatred. Roll a d4 on the sub-subtable below to select the thing hated [D]: 1 Any nonhuman. 2 Particular nonhuman race. *Select on Table 751.* 3 Monsters. 4 Someone. Select type on *Table 750: Others.* 4 Character feels an obsessive need to destroy. Select target of destruction (your choice) [D]. 5 Character feels an obsessive need to clean. 6 Character is obsessively Superstitious. 7 Character feels an obsessive need to collect particular objects (possibly owning everything of that type). Roll a d4 to select the object on the sub-subtable below: 1 An item taken from *Table 863: Gifts & Legacies.* 2 Gold (anything gold). 3 Animals. 4 Beautiful things (including people). 8 Character feels an obsessive need to help others.
16	**Kleptomania [D].** An obsessive impulse to steal, regardless of want or need.
17	**Pyromania [D].** An obsessive impulse to set, and then watch fires.
18	**Hysterical sense loss.** Character believes that he is either blind or deaf (GM's choice).
19	**Berserker rage - mindless aggression [D].** Person is subject to fitness of mindless aggression. See *Table 868: Curses,* Entry #16.
20	**Multiple Afflictions.** Roll 1d3+1 more times on this table. Afflictions have a 60% chance to have some form of interelationship: one intensifies another or causes it to occur, or is the object or target of the other.

Table 649: continues on the next page . . .

649C: Phobias

The phobias included here have been chosen for their appropriateness to fantasy roleplay gaming. The thing feared is listed first, then the phobia's name.

Instructions: Roll two d20 , add the results and match the total against *Table 649C* to select the thing feared.

Roleplay: A phobia is something that the character is deeply afraid of, possibly for no known reason. The afflicted character will do what she can to avoid the thing feared. A person in power may try to have the source of his fear destroyed.

2d20	649C: Phobia (roll two d20)
2	**Alone** (Monophobia) -- fear of being alone.
3	**Animals** (Zoophobia)
4	**Being buried alive** (Taphophobia)
5	**Blood** (Hematophobia)
6	**Cats** (Ailuroophobia) -- especially house cats.
7	**Cold**. (Psychrophobia)
8	**Colors** (Chromophobia) -- usually specific colors.
9	**Corpses** (Necrophobia) -- may include undead.
10	**Darkness** (Achluophobia)
11	**Empty Rooms** (Kenophobia)
12	**Enclosed spaces** (Claustrophobia)
13	**Females** (Gynephobia) -- usually found in males.
14	**Fire** (Pyrophobia)
15	**Flying** (Aerophobia) -- also fear of the air.
16	**God** (Theophobia) -- one god or all gods?!?!
17	**Ghosts** (Phasmophobia)
18	**Graves** (Barophobia) linked with Necrophobia.
19	**Hair** (Trichophobia) -- hairy monsters, hair on people.
20	**Heights** (Acrophobia)
21	**Insects** (Entomophobia) -- "bugs, icky bugs!!"
22	**Magic** (Magiophobia) -- spells or items.
23	**Males** (Androphobia) -- usually found in females.
24	**Missiles** (Ballistophobia) -- fear of missile weapons.
25	**Monstrosities** (Teratophobia) -- fear of monsters.
26.	**Night** (Nyctophobia)
27	**Open spaces** (Agoraphobia)
28	**Physical Love** (Erotophobia)
29	**Poision** (Toxiphobia)
30	**Rain** (Ombrophobia)
31	**Sinning** (Peccatophobia) afraid of doing wrong.
32	**Slime** (Blennophobia)
33	**Snakes** (Ophidophobia)
34	**Spiders** (Arachnophobia)
35	**Storms** (Astaphobia) including thunder & lightning.
36	**Trees** (Dendrophobia) or tree-like creatures.
37	**Water** (Hydrophobia)
38	**Wind** (Anemophobia)
39	**Wounds or Injuries** (Traumatophobia)
40	More than one fear. Reroll 1d3+1 times on this table.

649D. Allergies

Instructions: Roll a d10 and match the results against *Table 649D* below to select the allergy, then read the allergy rules that follow.

Allergy rules: After being exposed to the allergen (thing causing allergy), the character begins to react to the allergen and suffer from the allergy's effects. Roll a d10 to select the allergy's Trait Strength (this varies from the rules on page 67). The effects vary with the allergy's Trait Strength, but are classed as Mild (1-4), Serious (5-7), Severe (8-9), and Deadly (10).

A characters with a below average Constitution attribute adds 1d3 points to the allergy's initial Trait Strength. A character with an above average Constitution attribute subtracts 1d3 points from the allergy's initial Trait Strength.

Allergy Reaction	Effects
Mild:	Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends.
Serious:	As above, plus asthmatic reaction(hard to get one's breath). Minus 3 Ranks to combat skills, minus 1d8 to Strength attribute.
Severe:	As above, plus skin rash and high fever. Subtract 1d6+3 Ranks from all skills. Victim is *very* ill and cannot clear head to concentrate (espcially on magic spells). 1d3 hit points are lost, if victim does not end exposure upon occurance of symptoms.
Deadly:	As above, but victim is Catatonic (unconscious). Curative magics or healing medicines will be necessary to revive the victim.

d10	649D: Allergies (roll a d10)
1	**Fur.** Additional symptom of constant sneezing.
2	**Dust.** Additional symptom of constant sneezing.
3	**Insect Bites/Stings.** Multiple bites/stings, increases reaction level by one.
4	**Common Food type.** Usually a high protein food. Cheese, eggs, red meat and wheat flour are examples.
5	**Unusual Food type.** Caviar, horse milk cheese, jalapeno peppers, primitive hoagies, etc.
6	**Exotic Food type.** Use imagination. Candied prawns, cumquat surprise, or pickled roc eggs, etc.
7	**Common Medicine type.** Home remedies. Fever cure, stomach remedy, mustard plaster.
8	**Unusual Medicine type.** A strange, even magical potion, includes antidotes for monster poisons.
9	**Mold.** Includes mildew and possibly even damp dirt. Additional symptom of constant sneezing.
10	**Magic.** Primarily for cast magic. Increased Trait Strength usually implies a sensitivity to enchanted items or creatures. Relative intensity of magic increases reaction level. A low power spell may trigger a mild reaction, while touching an ancient artifact may cause a deadly reaction.

Table 649: continues on the next page . . .

649E: Behavior Tags

A Behavior Tag is an unusual, or uncommon type of action or activity which the character performs, usually out of habit. It is a personality trait by which the character becomes known, such as "an absent-minded professor," or "the cat lady."

Instructions: Roll a d20 and match the result against *Table 649E* to select the unusual behavior.

Roleplay: These are colorful "trademarks" by which a character becomes known. Have fun with them.

d20	649E: Behavior Tags (roll 1d20)
1	**Absentminded.** The character misplaces things easily—the more important something is, the greater the chance it will be mislaid. Items that are set down, dropped or hidden have a 1d20% chance of being lost permanently.
2	**Addict [D].** Character's day-to-day existence centers around a chemical substance, such as tobacco, alcohol, narcotics, caffiene, chocolate, etc. Character becomes "ugly" and unpleasant if deprived of the substance for too long. All skills drop by 1 Rank until character gets a "fix."
3	**Anarchist [N].** A variation of political activism, the character believes that each man should rule himself. A pain in the rear end to group leaders.
4	**Distinctive Possession.** Select an object on *Table 863: Gifts & Legacies,* for which the character is well known and which he may not wish to be parted from. Roll until you get something you are comfortable with.
5	**Ego Signature [N].** Character cannot do anything anonymously, but must leave some mark or item that links him with the act (An example is the 'Mark of Zorro').
6	**Hiccupping.** Brought on by stress or eating, these range from mild "hics" to thunderous body shakers. Multiply the trait strength by 10 to discover the percentage penalty these diaphragm glitches cause to spell casting and fighting.
7	**Insomniac.** Character finds it almost impossible to sleep or get any rest ... at least during the night.
8	**Know-it-all [N].** Has an opinion or knows the "truth" about everything (but, of course, you already knew that). Actually has a 10% chance to really know the truth.
9	**Neatnik [N].** This is an obsessively neat person. Personal effects are always clean, polished, sharp, well-organized, and neatly arranged. Dislikes mess and has a 10% chance to have a phobia regarding dirt.
10	**Stuttering.** Reduce Charisma attribute by 1d4 when talking. Spellcasting is 25% more difficult.

d20	649E: Behavior Tags (continued ...)
11	**Pet Lover [L].** Has many pets. Usually brings one along. Always looking for something else to bring home. May focus on a particular type of animal, cats, dogs, giant amoebae, etc.
12	**Political Activist [L].** Always involved in some kind of socio-political cause. Most support the masses against their overlords, but it may involve protecting something from destruction ("Save the Behemoth" or "Ban the Ballista.")
13	**Practical Joker.** Enjoys pulling off jokes at other's expense. He's a guy who greases sword hilts, sets up fake traps and bogus treasures, and puts the skunk oil in the torch oil. Whose side is he on anyway?
14	**Secret Identity.** Maintains two separate identities, switching as necessary to keep both "active." Create a second background. Decide which is real and which a charade. Come up with a good reason for this.
15	**Slob.** Unconcerned about the appearance of his person or property. Tends to be disorganized where belongings are involved, takes longer to find things.
16	**Packrat [N].** "Say, this looks like it might be useful!" is the battle cry of this person who picks up everything, but never throws anything away. On the other hand, he always has just the right thing for any situation ... if he can just find it.
17	**Unique physical habit.** An action which the character performs unconsciously. Select from following, or create your own -- winking, rapid blinking, licking or smacking lips, swallowing, rubbing part of face or body, waving hands while speaking, twisting hair, or snapping or drumming fingers.
18	**Vandal [D].** Feels a need to show that he has been somewhere by defacing or destroying property.
19	**Yes-Man [N].** Character maintains no personal opinions or convictions, but instantly supports those of a superior, either out of unquestioning loyalty, self-interest, or lack of personal ambition.
20	Roll 1d3+1 times for multiple Behavior Tags.



Table 649: continues on the next page . . .

649F: Sexual Disorder [D]*

* All Sexual Disorders are considered to be Darkside personality traits by most societies, fantastic or otherwise.

These are what many societies consider aberrant sexual behavior, usually because of religious doctrine. Whether societies in a fantasy world consider them so is up to the GM. Yet it should be taken into consideration that, historically speaking, most societies have not condoned the behaviors list below. Take care in presenting and roleplaying these disorders, since a flippant, careless, or callous stance may embarrass, annoy, or offend othr players and GMs alike.

Instructions: Roll 2d8, and total the results. Then match the total against *Table 649F* to select the disorder.

Roleplay: Like the person addicted to drugs, characters afflicted with sexual disorders may feel a need to fulfil their sexual needs (the stronger the Trait Strength the greater the need).

Most Cultures and societies consider anything other than straightforward sexual desire for members opposite sex as abnormal, even evil and unclean. As mentioned previously, this is often due to the moral climate established by prevalent religions. In such societies, practioners of these behaviors may be persecuted and punished (even marital infidelity may be severely punished). On the other hand, where something is banned, one may be certain that unscrupulous types will find some way to make a profit from it.

Be wary of what the character may go through if his "secret" is discovered. More often than not, a character with a sexual disorder will attempt to hide if from others, either out of fear or shame (altough a character afflicted with transsexuallism may attempt to hide his true sex). It is not uncommon for a character afflicted with a sexual disorder to imagine himself to be normal or OK and try to live with it rather than change.

2d8	649F: Sexual Disorder (roll 2d8)
2	**Transsexualism.** Believe oneself to be the spirit of one gender trapped in the body of the opposite gender. May express itself as constant Transvestitism.
3	**Complete disinterest.** No sexual desire.
4	**Shyness.** Uncomfortable around opposite gender, difficult to talk with them. At the extreme, it may be a fear, either Gynephobia (fear of females) or Androphobia (fear of males).
5	**Homosexuality.** Sexually attracted only to persons of same gender as oneself.
6	**Bisexuality.** Sexually attracted to persons of both genders (usually more strongly to one than the other).
7	**Transvestitism.** Sexually excited by wearing clothing of the opposite gender. May try and pass oneself off as a someone of opposite gender, which may be difficult unless the character is also androgynous (neither strongly male nor female in appearance).
8	**Nymphomania (F) or Satyrism (M).** Abnormally strong, uncontrollable desire for sexual experience.
9	**Sadism.** Derive pleasure from inflicting or viewing pain in others. Often combined with masochism.
10	**Masochism.** Derive pleasure from having pain inflicted upon oneself. Often combined with sadiism.

2d8	649F: Sexual Disorder (continued ...)
11	**Too Prude.** Convinced that sex is bad in any form. Despises all who lower themselves to it, including self. Roll a d8. If the result is 6-8, the character is actually suppressing or trying to hide his own sexual disorder. Reroll the disorder on this table.
12	**Voyeurism.** A "Peeping Tom" who is sexually excited by watching others perform sexual acts.
13	**Fetishism.** Sexually attracted to or excited by a specific person or thing. The character may have a secret collection of fetishes. Roll a d10 on the subtable below to select the object of attraction.
	1 Women's clothing (not for wearing, though).
	2 Men's clothing (not for wearing, though).
	3 Shoes.
	4 Hair – particularly women's hair.
	5 Select from *Table 867: Body Locations.*
	6 An animal.
	7 Select from *Table 649C: Phobias.*
	8 Select from *Table 863: Gifts & Legacies.*
	9 A type of person. Select on *Table 750: Others.*
	10 A relative. Select on *Table 753: Relatives.*
14	**Necrophilia.** Sexually excited by dead bodies.
15-16	Roll 1d2+1 times for multiple sexual disorders.



From here — Return to the Table that sent you here . . .

750: Others

Use only if directed here by another table

This is a general listing of types of "Other Persons" encountered people and creatures who may act as friends or foes, antagonists or allies. Many tables in this book require an identity for a foe, a victim, an instigator or a chance encounter. This table provides that identity, acting as a sort of "central clearing house" for other lists of persons.

Instructions: Roll a d20 and match the result against *Table 750.* This is the general class of other person that has been encountered, although it may also be a specific person. In most cases the table entry will require that additional rolls be made on another table. If the gender of the other person has not been predetermined, roll a d6. If the result is 1-3, the person is female, if 4-6, the person is male. If the Other's Culture level has not been prespecified, assume that it is the same as the most prevalent local Culture level.

Roleplay: Throughout life, the character will interact with other persons. Imagine the character's reaction to this person within the context of the event he or she appears in. Imagine the other person's reaction to the character. Does the encounter have a good outcome, or are ill feelings generated? Both GM and player may wish to add additional details to some of these NPCs. To do so refer to the chapter on *NPCs: Creating Good Guys, Villains, Leaders and Special Characters.*

d20	750: Type of Other Person (roll a d20)
1	**Government official.** Use *Table 752: Gov't Officials.*
2	**A friend,** possibly a Companion. GM decides who.
3	**An outcast,** a beggar, hermit, leper, or prositute.
4	**A wielder of magic.** Roll a d4 on the subtable below: 1 A wondrous wizard. 4 A powerful priest. 2 An amazing alchemist. 5 A daring druid.
5	**A Mentor,** the wise person who guides the character.
6	**A Thief.**
7	**A Noble.** Select title on *Table 758: Nobles.*
8	**Monster.** Select monster on *Table 756: Monsters.*
9	**A neighbor.** GM decides who this is.
10	**The character's lover.**
11	**Someone known primarily by occupation.** Select occupation on the table appropriate to the Other's Culture level. Either *Table 420, 421, 422,* or *423.*
12	**Wild Animal.** You decide what kind.
13	**An Invader,** a foreign warrior.
14	**A common soldier.**
15	**A Criminal.** Select type on *Table 755: Criminals.*
16	**An Adventurer.** Select on *Table 757: Adventurers.*
17	**A Relative.** Select relation on *Table 753: Relatives.*
18	**A Rival.** Select Rival on *Table 762: Rivals.*
19	**A Nonhuman.** Select type on *Table 751: Nonhumans.*
20	**Several Others** together. Roll 1d3 more times on this table. Reroll conflicting results.

751: Nonhumans

Use only if directed here by another table.

This is a selection of the various sentient, nonhuman, but humanoid, character races that commonly appear in many fantasy roleplay games.

Instructions: Roll a d20 and match the results against the Table below. Refer to *Table 101: Character Race.* for additional roleplay guidelines for that particular species. Then return to the Table that sent you here.

Roleplay: Nonhumans are just that, not human. Like humans, they have their own motivations, but these will be colored and skewed by their "alien" uprbringing. Imagine how one of these beings would react when encountering the character. Would their racial heritage cause them to be instant friends, rivals, or even enemies, or merely suspicious of each other? Consider these things before playing a nonhuman like just another human.

d20	751: Nonhumans (roll a d20)
1-4	**Elf** —A member of a race of beautiful humanoids, often referred to as an elder race, who are usually associated with forests, have a natural affinity for magic, and life-spans far longer than humans.
5-8	**Dwarf** —Stalwart, short, stocky humanoids, with long beards and dour personalities. They are longer-lived than men; are fine metal and stone workers and are reknowned as fighters.
9-11	**Halfling** —Barely waist-high on humans, this is a pleasant race of sturdy farmers and shopkeepers who feel more comfortable with their furry feet propped up in front of a fireplace than anywhere else.
12-15	**Half elf** —A human and elf crossbreed. Combines the vitality of humanity with elvenkind's beauty and eldritch nature. Though likeable, they are often outcasts.
16	**Beastman** —Part man, part beast. Includes minotaurs, centaurs, satyrs, fauns, and goatmen. A beast man's personality reflects its bestial nature. Minotaurs rush headlong into things, centaurs have the nobility associated with horses, goatmen and satyrs have certain "appetites."
17	**Reptileman** —Primitive humanoid lizard-like creatures who often dwell in swamps and marshes. May be degenerate survivors of an ancient races. Includes dragon and serpent men.
18	**Orc** —A degenerate humanoid race, possibly an evil offshoot of elf kind. Noted for vile habits, coarse manners, and rough way of life, orcs are cruel, self-centered, deceitful, fearful, and bully-like.
19-20	**Half orc**—A crossbreed of human and orc. May look nearly human, but often partake of the orc's baser nature with a tendency towards evil – coarse and callous, but tempered with human emotion and logic.

From Here — Return to the Table that sent you here . . .

752: Government Officials

Use only if directed here by another table

These are people who govern others or work for the government. Government officials are usually not hereditary rulers, but are often appointed by Nobles to manage their feifs. They include both the high and mighty and the low and grungy, diplomat and ditchdigger, sheriff and scribe.

As a rule, government officials are found only in Civilized (especially Decadent Civilized) Cultures and among Barbarian on the verge of becoming Civilized. When found in Primitive, Nomad and some Barbarian Cultures, they are often representatives of Civilization (bringing the wonders of table manners and double-entry book keeping).

Instructions: Roll a d20 and match the result against the table. This is the government official's job function. If the gender of the official has not been predetermined, roll a d6. If the result is 1-2, the official is female, if 3-6, the official is male. Use a Civilized Culure level and a Comfortable Social Status, if needed.

Roleplay: There have been government employees almost as long as there have been governments. There are three reason that someone becomes a government official, 1) he has a desire to serve humanity, 2) has a lust for power and enjoys dominating and humiliating others, or 3) is simply not qualified to do anything else. When roleplaying a government official, one or more of these three reasons can easily be the character's motivation.

d20	752: Official's Job Function (roll a d20)
1	**Scribe:** a note taker and transcriber of laws.
2	**Clerk:** basic office worker, backbone of government.
3	**City Guardsman/Constable:** a policeman.
4	**Guard Captain/Chief Constable:** top cop.
5	**Sheriff:** law and order in a village, shire or county.
6	**Tax Collector:** collects the taxes.
7	**Magistrate:** A courtroom judge with limited authority.
8	**Diplomat** or **ambassador.**
9	**City Ruler:** a mayor, manor lord, petty baron, etc.
10	**Advisor to the Ruler of a country:** a counselor.
11	**Chief Advisor to a ruler:** like a Prime Minister.
12	**Governor:** appointed to rule a colony or territory.
13	**Judge:** he IS the LAW.
14	**Secret Policeman:** undercover arm of the law.
15	**Soldier:** a paid member of the standing army.
16	**Army Officer:** a commisioned officer. Go to *Table 538: Military Rank* to select the officer's rank.
17	**Bureaucrat:** a petty official within a government.
18	**Senator:** part of a rulingbody apart from a royal ruler.
19	**Government Employee:** select job on the Occupation table appropriate to the Culture *(420, 421, 422 or 423).*
20	**Spy:** covert agent for the government.

753: Relatives

Use only if directed here by another table

These are relatives of the character (although they could be relations of other persons).

Instructions: Unless the relative has an obvious gender (such as a mother), roll a d6 to determine the relative's gender. A result of 1-3 indicates a female, a result of 4-6 a male. Also, for relations outside the immediate family, determine which side of the family that the relative is related to, the mother's or the father's. Roll a d6 to determine Maternal (mother's side) or Paternal (father's side) relationship. A result of 1-3 means a maternal relationship. A result of 4-6 means a paternal relationship.

Roleplay: These folks are the character's family. This may mean that they have a close bond with the character. On the other hand, family could have little meaning at all. Note that is likely that a character will have a strong friendship relationship with a cousin. If a selected relation is known to be dead, you may want the relative to appear from the great beyond (a ghost or even some awful undead thing). Don't necessarily reroll if the selected relation does not exist, it may be possible that they do and the character is just not aware of it.

d20	753: Relation (roll a d20)
1	**First Cousin.** The offspring of an uncle or aunt.
2	**Second Cousin.** The offspring of a first cousin. Also a first cousin of the character's mother or father.
3	**Distant Cousin.** Shares a common ancestor.
4	**Son.**
5	**Daughter.**
6	**Sister.**
7	**Brother**
8	**Spouse** (husband or wife).
9	**Aunt.** The sister of a parent or the wife of an uncle.
10	**Uncle.** The brother of a parent or an aunt's husband.
11	**Great Aunt.** She is either the sister of a grandparent or the wife of a great uncle.
12	**Great Uncle.** He is either the brother of a grandparent or the husband of a great aunt.
13	**Mother.**
14	**Father.**
15	**Grandmother.** Mother or father's mother.
16	**Grandfather.** Mother or father's father.
17	**Great Grandmother.** A grandparent's mother.
18	**Great Grandfather.** A grandparent's father.
19	**Descendant.** Roll a d3 and add 1. The result is the number of generations removed from the character.
20	The person claims to be a relation, yet the character was not aware of the person's existence. Reroll the relationship, rerolling results over 19. DM ONLY: see entry #753 in *Table 978: GM's Specials.*

From Here: Return to the Table that sent you here . . .

754: Guardians

Use only if directed here by another table

When a child's parents die or disappear, someone must become responisble for his upbringing. This person, persons, creature, creatures or family become the character's guardians. In many respects they take over the functions of parents.

Instructions: Roll a d20 and match the result against the table to find the character's guardian. When an event calls for something to happen to a parent, it happens to the guardian. If the player so desires, the guardian's background can be developed further. Refer to *Tables 114: Parents & NPCs.*

Roleplay: The loss of one's parents is a tragedy that affects the rest of a character's life. However, the role of the parent may be replaced (to some extent) by others who either willingly or unwillingly take up the responsibility of raising the character to adulthood. A guardian may be someone who merely provides for the character's physical needs, or one who becomes a loving replacement for the lost parents.

d20	754: Guardians (Roll a d20)
1-5	A relative. Select the relative (rerolling results of mother or father) on *Table 753: Relatives.*
6-8	Character is raised in an orphanage.
9-10	Adopted by another family. Beginning with *Table 106: The Family,* create this family just as you would for the character's birth family. Assume same *CuMod* as the character.
11	Raised by priests or monks in a temple. Select the deity type on *Table 864: Deities.*
12	Raised by Nonhumans. Select the type of Nonhumans on *Table 751: Nonhumans.*
13	Character is sold into indenturered servitude (slavery) to pay off parent's debts. Determine what happens to the character on *Table 539: Enslaved!*
14	Character is raised on the street by outcasts (beggars and prostitutes). Add 1d4 Ranks to Urban Survival skills.
15	Character is raised by a thieves' guild. Go to *Table 534: Underworld Experience,* to determine criminal events that happen to the character.
16	Character is passed from relative to relative until reaching the age of majority.
17	Character is raised by an adventurer. Determine the adventurer's profession on *Table 757: Adventurers.*
18	Character mysteriously disappears for 1d10 years, returning older, but cannot remember what happened during that time. **GM only:** refer to entry #754 on *Table 978: GM Specials.*
19	Character is raised by beasts in the wild (such as wolves, tigers, bears, etc.)
20	Character is raised by monsters. Select the general type of monster on *Table 756: Monsters.*

755: Criminals

Use only if directed here by another table

These are, as the title says, people who commit crimes. Some are professionals, some only do it once (for whatever reason), and some do it because they are not, so to speak, well.

Instructions: Roll a d20 and match the result against the table. This is the criminal's primary illegal activity (Note: Not every crime is listed, just those that work well in a fantasy setting). If the gender of the criminal has not been pre- determined, roll a d6. If the result is 1-3, the criminal is female, if 4-6, the criminal is male.

An optional detaill for a criminal is the scale or extent of his illegal activities. This measure of crime is selected by rolling a d20. A low result means a criminal of relatively little importance, such as a street punk who hangs around on a corner, or a murderer who killed once and has paid for the crime. A middle range result would be an average career criminal who probably has a long list of offenses. A high result would mean a high profile (even well-known) criminal, like a crimelord, who directs a criminal empire or possibly a sociopathic mass murderer who stalks the streets and heinously slays innocents.

Roleplay: Criminals are bad people. They may be pleasant, personable, nice to their mothers, and make dona-tions to orphans, but ultimately, they prey on others (usually the weak) and see the world as their victim. Some people elevate criminals to the status of hero. Others feel they are just victims of society and can't help but do what they do. Before you make a criminal out to be a hero or feel too sorry for him, imagine yourself the victim of a crime, losing valuables ... or a loved one. That's part of what roleplay is all about.

d20	755: Criminal Type (roll a d20)
1	Murderer
2	Kidnapper
3	Thief (member of a thieves' guild, usually a burglar)
4	Pickpocket
5	Extortionist or blackmailer
6	Confidence artist ("con man")
7	Armed robber ("bank robber")
8	Highwayman (usually a loner)
9	Bandit (part of a gang)
10	Professional assassin
11	Drug dealer
12	Mugger (robs lone victims)
13	Horse Thief
14	Rustler (steals livestock)
15	Thug (muscleman for a gang)
16	Pimp (runs prostitution)
17	Prostitute
18	Gang leader
19	Rapist
20	Pirate

From Here — Return to the Table that sent you here . . .

756: Monsters

Use only if directed here by another table

Monsters are those creatures, both intelligent and *UN* who are often the foes of adventuring heroes. Sometimes encounters with creatures occur before adventuring careers begin.

Instructions: There are two ways to proceed here. You may either use the table below or use your own random monster tables, specific to the game being played. To use this table, roll a d20 and match the result against the table. The table gives only the general category of monster types. It is entirely up the GM to chose a specific type of monster from the rolled category.

Roleplay: Monsters are usually the enemy. However, if you think of them as characters, they can be as interesting as any human, dwarf or elf. When playing the part of a monster, imagine how the monster became the way that it is. What motivates its life? Would it be possible for this creature to deal with humans as equals?

d20	756: Monster Types (roll a d20)
1	Evil humanoids such as an orc, trolls, goblins, etc.
2	Icky blobs, globs, slimes or jellies.
3	Dragons (in all your favorite colors).
4	Mythological or heraldric beasties such as unicorns, griffins, hippogriffs, pegasi, the phoenix, sphinxes, hydrae, rocs, etc.
5	Undead such as vampires, zombies, wights, wraiths, spectres, skeletons, mummies, ghosts, and ghouls.
6	Beast men such as minotaurs, manticores, centaurs, and goatmen.
7	Lycanthropes such as werewolves and werebears.
8	Giants.
9	Creatures of geat evil such as demons and devils.
10	Giant animals.
11	Sea monsters.
12	Faeries such as pixes, sprites, and brownies.
13	Reptilian or batrachian humanoids (lizard men, snake-men, dragon men, even frog men).
14	Elemental beings (earth, air, fire, water, etc.)
15	Horrors from beyond, alien to all known life.
16	Evil elves (such as dark elves).
17	Evil dwarves.
18	Living statues or golems.
19	GM, see entry #756A on *Table 978: GM Specials.*
20	GM, see entry #756B on *Table 978: GM Specials.*

757: Adventurers

Use only if directed here by another table.

The player-controlled characters are not the only seekers after riches and adventure. Others follow or have followed the same path to riches and glory. The people on this table represent general classes of adventurers, focusing on their primary talents, those for which they have become best known.

Instructions: Roll a d20 and match the result on Table *757A: Profession* for the type of adventurer. For NPCs roll a second d20 and match the result against *Table 757B: Prowess* to find the adventurer's skill or fame at his profession. If the character's world does not allow a selected type of adventurer, reroll on *Table 757A* to get one that works. If the adventurer's gender has not been determined, roll for Hi-Lo. Hi = female. Lo = male.

757A: Adventurer's Profession (Roll a d20)	
d20	Profession
1-2	**Wizard** – One skilled in the arcane arts. Also a magic-user, adept, sorceror, illusionist, witch, warlock or mage.
3-6	**Priest** – A holy man or woman, a clergyman, cleric, or healer.
7-11	**Warrior** – A fighting man, cavalier, paladin, knight, archer or man-at-arms.
12-13	**Thief** – A rogue, a burglar, robber, or second-story man.
14-15	**Ranger** – A woodland warrior, a tracker, a scout.
16	**Druid** – A priest of nature.
17	**Shaman** – A priest of spirits.
18	**Bard** – A wandering minstrel (and more!)
19	**Martial Arts Monk** – A priest of a religion that teaches unarmed self-defense.
20	**A Non-human adventurer.** Select the species of adventurer on *Table 751: Non-humans.* Then roll again on this table to determine the profession, ignoring rolls above 19. Reroll if not compatible.

757B: Adventurer's Prowess (Roll a d20)	
d20	Prowess
1-5	A Rank Beginner. Adventuring skills usually do not exceed Rank 3.
6-14	A skilled Veteran. Adventuring skills are usually Rank 4 to 5.
15-19	A locally famous hero. Adventuring skills are often Rank 6 or better. Not someone to cross casually.
20	A grand-master of the profession, quite possibly reknowned throughout the world. Skills are at least Rank 8. They may even be Mythical (Rank 11+).

From Here — Return to the Table that sent you here . . .

758: Nobles

Use only if directed here by another table

The peerage of the realm usually have a specific rank or title. The ones provided here are representative of the Culture Levels in Central Casting. Use the title in your world that most closely corresponds to the selected rank of Noblity.

Instructions: Roll a d100 to determine the title possessed by an NPC Noble and match the result against the column corresponding to the NPC's Culture on *Table 758A: Noble Notes.* The bold face entries below explain the headings on the *Table 758A.* If the GM is creating an NPC whose Culture Level has not been previously determined, select his Cutlure Level on *Table 758B: Noble Culture* (the information here is similar to *Table 102: Culture Level*). If the character's gender has not been determined, roll for Hi/Lo. Hi = a female Noble. Lo = a male Noble.

For player characters, the next step is to return to *Table 103: Social Status* and reroll the character's Social Status, adding both the character's *TiMod* (see below) and *CuMod* to the roll. Remember, Nobles automatically add 5 to their *SolMod.*

Prim.: Primitive Culture.
Nomad: Nomad Culture.
Barb.: Barbarian Culture.
Civil.: Civilized or Decadent Civilized Culture.

Title: The titles for Nobles are given in terms of western European and British peerage, along with a number of tribal-type leadership titles. They are listed (top to bottom) in a rough hierarchy of who is more important (or lords it over) whom. Obviously, if the GM is using some other form of culture, such as psuedo Arabian Nights, or Germanic, or whatever, he is going to have to convert these titles to ones that correspond with his chosen milieu.

TiMod: Each title has an associated *Title Modifier (TiMod),* a number that is added to the character's die roll (and *CuMod*) when Social Status is rerolled on *Table 103: Social Status.* Some *TiMods* are created by rolling dice. Before rerolling the character's Social Status, roll a d100. If the result is 95 or greater, do not add the *TiMod* when rerolling Social Status.

Special Titles: Nobles may special titles attached to their names, honorifics that have been bestowed upon them by their liege lords or gained by conquering new territories. If a type of die is shown in this column, roll it to obtain the number of special titles that the Noble character possesses. If a percentage is shown, this is the chance that the character will have a single special title. Select any special titles on *Table 871: Special Titles for Nobility.*

Land Holdings: Nobles are land-owners. The percentage shown in this column is the chance that a Noble will possess personal lands and estates. A result of 98-00 always indicates that the Noble's lands have been taken away and that the Noble and his family are exiled, in disfavor with the rulers of their land.

Land Size: Roll the indicated dice. This is the number of square miles of land possessed by the Noble or at least deeded to him by his liege lord.

Roleplay: Nobles exist and live by the works of others, having social value only when they coordinate, represent and protect those who do work. The justification of Nobility in a fantasy setting is based on the *assumption* that the gods have chosen a select few to lead and shepherd after their people. The continuance of Nobility is based upon the *facts* that "them what has, gets more" and "might makes right."

Primitive Nobles are leaders who normally share the burdens and risks of their followers. Nomadic Nobles are more accessible than those in other cultures, but because they demand much of themselves, they expect the same of their followers. Barbarian Nobles are often elected or appointed. Many hold titles because of merit and service to their liege. Civilized Nobles recieved titles through the luck of birth. They pay others to perform their duties and often spend their time at dalliance and liesure.

Gameplay Benefits: Unless it has already been determined that a character's parents have died, a player character of Noble Social Status will begin as the child of an NPC Noble and will have no actual title himself (other than prince).

Due to their assumed importance to the scheme of things, characters of Noble birth may add 1d4 points to their Charisma attribute so long as it is publicly known that they are a Noble.

A Noble will usually have guards or other retainers with him at all times. The number will be in proportion to the NPC's relative importance. At the GM's discretion, a Noble player character may be able to command loyal retainers to follow him .

A Civilized Noble will have 1d4 hobbies in place of an occupation. Select these hobbies on *Table 427: Hobbies.*

GMing Note: Players character Nobles who insist on being public figures should find themselves subjected to unwanted attention much the same as a celebrity or popular political figure might encounter in our own society.

Common Titles

Emperor (Empress): Rules over other kings and princes.
High King: Rules over lesser kings, often an elected position. Common in Barbarian Cultures.
King (Queen): Ruler who is the supreme authority in his land. A king normally owes fealty to no other.
Kahn: Powerful nomad. Rules a great tribe or tribal federation.
Archduke (Archduchess): Royal duke, possibly next in line for the throne, always a sibling of a king.
Prince Royal (Princess Royal): Child of a king or an emperor. A Crown Prince will assume the throne.
Duke (Duchess): Rules over one or more marquises.
Marquis (Marquese): Rules over one or more viscounts.
Chieftain: Tribal leader, usually leads a single tribe.
Viscount (Viscountess): Rules over one or more counts.
Jarl or Eorl: Barbarian equivalent of a marquis, count or baron. May be hereditary, but often appointed.
Subchieftain: A tribal chieftain 's lieutenant.
Count or Earl (Countess): Rules over barons.
Baron (Baroness): Rules a barony, smallest sized fiefdom.
Baronet (Baroness): Below a baron, given to commoners.
Prince (Princess): Child of a Noble. Also may be the ruler of a Principality in which case he is equal to a king.
Knight ("Sir" or "Lady"): An earned title which cannot be inherited. Usually granted by a king.
Hetman (Hetwoman): A village leader.

Table 758: continues on the next page . . .



758B: Noble Culture

d20	Culture Level	CuMod
1	Primitive	-3
2-5	Nomad	0
6-10	Barbarian	2
11-17	Civilized	4
18-20	Civilized-Decadent	7

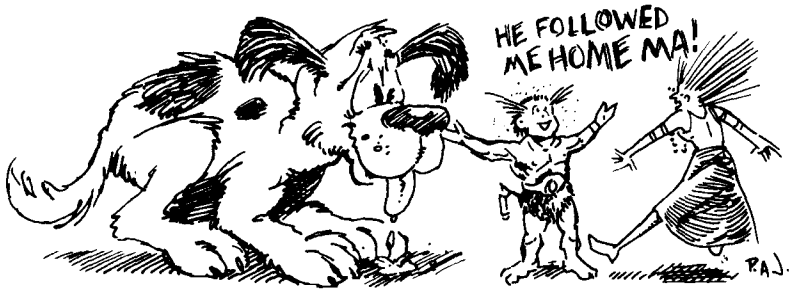
758A: Noble Notes

Culture Level (d100)					Special	Land	Land	
Prim.	Nomad	Barb.	Civil.	Title	TiMod	Titles	Holdings	Size
—	—	—	01	Emperor	+60	1d4+3	100%	1d20x10
01	—	01-02	—	HighKing	+5d10	1d6	85%	1d20x5
—	—	03-15	02-05	King	+39	1d4+1	100%	1d10x10
—	01-10	—	—	Kahn	+5d8	1d6	30%	1d10x5
—	—	16-25	06-15	Prince (royal)	+4d10	1d4	70%	1d20x5
—	—	—	16-20	Archduke	+4d10	1d3+1	75%	1d10x5
—	—	—	21-25	Duke	+4d8	1d3	85%	1d10x5
—	—	—	26-35	Marquis	+3d10	1d2	60%	1d20+12
02-30	11-40	26-45	—	Chieftain	+3d6	—	40%	2d6+8
—	—	—	36-50	Viscount	+3d8	1	50%	1d20+10
—	—	46-60	—	Jarl	+3d6	—	70%	1d6+4
31-00	41-80	61-70	—	Subchieftain	+2d6	—	30%	1d8
—	—	—	51-60	Count (Earl)	+3d6	90%	40%	1d20+4
—	—	71-75	61-75	Baron	+2d10	75%	60%	1d10+4
—	—	—	76-78	Baronet (Lord)	+2d8	50%	30%	1d10
—	—	76-80	79-90	Prince †	special†	—	special†	special†
—	—	—	91-00	Knight (Sir)	+2d6	35%	60%	1d4
—	81-00	81-00	—	Hetman	+1d6	—	85%	1d4

† Roll a d100. If the result is less than 21, the prince(ss) rules a principality and is treated as an archduke. Otherwise, the prince(ss) is a Noble's child with 1d10x10% of the parent's *TiMod.* Any lands or estates are part of the parent's holdings.

From Here — Return to the Table that sent you here . . .

759: Unusual Pets



Use only if directed here by another table

If this table is being consulted, then at some point in his life, the character has obtained an unusual pet.

These pets have above average intelligence for an animal. Unless specificed otherwise the pet looks like and is as large as its more comon brethren. Most such pets will be unusually long-lived, possibly even immortal.

Instructions: Roll a d20 once for the type of Pet on the table below. Then go to *Table 760: Special Pet Abilities* for the pet's powers or skills.

Roleplay: The pet is the character's constant companion and would probably rather die than be separated from its master. To roleplay the pet, think of that special pet you may have once had, the one that followed you everywhere.

759: Special Pet Types (roll a d20)

d20	Pet	d20	Pet (continued ...)
1-2	Dog	12	Another rodent
3-4	Cat	13	Ferret
5	Bunny rabbit	14	Songbird
6	Lizard	15	Fish*
7	Monkey	16	Puppy
8	Raccoon	17	A mini-dragon
9	Rat or mouse	18	A big cat (lion, tiger, etc.)
10	Snake	19	a baby bear (stays a baby)
11	Hawk	20	Something alien

* Roll a d6. On a roll of 5-6, the fish can survive out of water indefinitely.

760: Special Pet Abilities

Instructions: First, roll a d20. On a roll of 15 or greater, the pet's special abilities are unknown to the character. The Game Master should roll and record these attributes.

Second, **roll a d3 for the number of special abilities.** Unless instructed otherwise by an ability description, reroll all duplicated abilities. The GM will need to determine how these abilities work within the game.

d20 760: Special Pet Abilities (roll a d20)

1. Pet has wings (or an extra set of wings)
2. Very Intelligent – better than average human sentience. There is a 60% chance of it being able to speak an understandable language.
3. Telepathic. Can communicate by mental speech.
4. Unusually colored (go to *Table 865: Colors*)
5. Pet is made of some substance other than flesh and blood. Roll a d10 on the following subtable:
   - 1-2 Stone (granite, marble, etc.)
   - 3-4 Wood
   - 5 Precious metal with gems for eyes
   - 6 Cloth (a "stuffed animal")
   - 7 Precious stone (gemstone)
   - 8 Iron
   - 9 Bronze
   - 10 Roll twice more on this table. Reroll duplicates below 10.
6. Pet has a Physical Affliction, go to *Table 874: Physical Afflictions.*
7. Pet can use magic spells.
8. Pet is naturally invisible to all but owner. This will probably lead people to believe that the pet is imaginary.
9. Pet regenerates damage done to it.
10. When killed, pet's spirit possesses nearest animal, transferring all its unusual powers or features. However, in new form it is free to adopt a new owner (which it will do 35% of the time).
11. Pet has unusual size. Roll a d6 for Hi-Lo. Hi – pet is unusually large for its species (even gigantic). Lo – pet is unusally small, a miniature animal.
12. Once per day, the pet may temporarily assume an attractive human form (for 1d6 hours).
13. Draws 1d4 temporary Magic Ability attribute points from its master each day to survive.
14. Acts as a Magical battery for master, supplying magical power.
15. Pet's life energy (hit points or damage it can take) are added to the character's own as long as the pet lives.
16. Breathes fire – 1d6 damage.
17. Can increase its size and strength 1d10 times their normal value, once each day for 1d6 hours.
18. Can provide its master with 1d6 gold coins per day.
19. Can discorporate into mist at will.
20. Reroll 1d3times on this table. A duplicate roll doubles the effectiveness of a duplicated feature. A pet will not have more than four special abilities.

From Here – Return to the Table that sent you here . . .

761: Companions

Use only if directed here by another table

This is the hero's companion, his trusted right hand man, the faithful sidekick who has joined the character on his adventures. The Companion may be a bumbler, a whiner, a bit of comic relief, or a serious hero with his own destiny to fulfil. Possibly the character himself may be merely the Companion's faithful sidekick?

Instructions: To develop a picture of the character's companion, questions must be answered. Who is the companion? Why has he joined up with the character? What are the companion's feelings toward the character? What does the companion seek to accomplish? Start with *Table 761A* and follow directions. Record information as you go.

Roleplay: The Companion can either be an NPC controlled by the GM or another player. He (or she) should not be just "cannon fodder." Give the Companion personal goals that he can work out during adventuring. It may be that once those goals are accomplished the Companion parts company with the character to seek his own ultimate destiny.

761A: Who is the Companion?

Instructions: Roll a d10 and match the result against the table below to select the character's Companion. Select Companion's Cultural Level on *Table 102* and his Social Status on *Table 103.* From Here: Go to *Table 761B: Why an Opponent?*

Gender Note: If gender of the Companion is not predetermined, then roll a d6. A result of 1-4 = same sex as character. A result of 5-6 means a Companion of the opposite sex.

1d10 761A: Who? (roll a d10)

1 A childhood friend.
2 A family member. Select on *Table 753: Relatives.*
3 A nonhuman. Select on *Table 751: Nonhumans.*
4 A stranger. Select on Table *750: Others.*
5 An intelligent, articulate inanimate object, possibly a statue or a magical item.
6 A kid (roll d6 and add the result to 6 to find the kid's age).
7 A sibling (roll a d6 for Hi-Lo: Hi = older, Lo = younger).
8 An adventurer. If the Companion is relatively more powerful than the character, assume that the character is his Companion. Select on *Table 757.*
9 A former enemy or rival. Select on *Table 758.*
10 Reroll. If the result is 10 again, then this is a **GM ONLY:** See Entry #761A on *Table 978: GM Specials.*

Table 761B: Why a Companion?

Instructions: Roll a d10 and match the result against the table below to select why the Companionry exists. From Here: Go to *Table 761C: What are his Feelings?*

1d10 761B: Why? (roll a d10)

1 Character saves his life.
2 They seek a similar goal (30% chance to be friendly rivals in this regard -- see *Table 762C: Rivals*).
3 Parents were Companions in adventure.
4 They share the same enemy (create a Rival on *Table 762: Rivals*).
5 They happened to be in the same place and in trouble at the same time.
6 The Companion imagines the character a hero and wishes to learn from him.
7 The Companion's original intent was to steal from the character.
8 Companion feels a need to protect the character.
9 Mysterious voices and feelings told the Companion to seek out the character and join him.
10 GM ONLY: See Entry #761B on *Table 878: GM Specials.*

Table 761C: What kind of Guy?

Instructions: Roll a d10 and match the result against the table below to learn the Companion's outlook on life. From Here: Give the Companion a name, develop him as an NPC on *Table 114: Parents & NPCs,* and round out his background.

1d10 761C: What? (roll a d10)

1-3 Loyal Friend: Companion might lay down his life for the character. Will support the character in all he does.

4-5 Bumbling Buddy: A buffoon who tries to be a hero, and may inadvertantly succeed more often than he fails. Give him comical quirks. Intensely loyal to the character, but not much help in a fight. May have an inferiority complex.

6 Grim Ally: Doesn't talk much. Does what must be done to the best of his ability. Dislikes frivolity, especially in the face of danger. Quite sure of himself at all times.

7 Gung-ho Joe: Enthusiasm is not his middle name, it's his first. Always ready for adventure, willing to leap into the fray and face unbeatable odds.

8 Groaning Griper: He may follow the character to Hell and back, but he doesn't have to like it and lets everyone know about it. May be a wise-cracking "smart mouth."

9 Good ol' Boy: A down-to-earth type who enjoys simple pleasures like hot food, cold drinks, good company, tall tales, and fast action. Loves a good fight.

10 Incurable Romantic: Imagines himself to always be questing after some greater goal. Always attempts noble and chivalrous deeds. Always quoting somebody, usually obscure poets.

From Here – Return to the Table that sent you here . . .

762: Rivals

Use only if directed here by another table

Not everyone encountered during life is going to be the character's pal. There are those who will covet what the character has, who are jealous of what the character is, and who seek the same goals that the character seeks. These people become competitive rivals, unfriendly foes, or even deadly enemies.

Instructions: To gain a picture of the character's rival, questions must be answered. Who is the rival? Why is he an opponent? What are the rival's feelings toward the character? What does the rival seek to accomplish? Start with *Table 762A* and follow directions. Record information as you go.

Roleplay: The rival is essentially a plot element for the GM to use, an opportunity to create a continuing bad guy to foil the character's activities. To develop the character's attitudes toward this foe, think about how you felt when you discovered someone didn't like you, especially if you liked that person.

Optional Rule: Each time the character has an encounter with the rival that ends with the rival's own plans being thwarted, roll a d10 on *Table 762C.* If the result is the same as the rival's current level of feelings, that level increases by one. Thus a *jealous* relationship would become an *intense* hatred.

762A: Who is the Rival?

Instructions: Roll a d10 and match against the table below to select who is the character's rival. Rival is usually of the same Social Status as the character. Roll a d6. On a result of 1-4, the Social Status is the same. On result of 5-6, find the Rival's Social Status on *Table 103: Social Status.* From Here: Go to *Table 762B: Why an Opponent?*

Gender Note: If gender of the rival is not predetermined, then roll a d6. If the result is 1-4 the Rival is the same sex as the character. If the result is 5-6, the Rival is of the opposite sex.

1d10 762A: Who? (roll a d10)

1	A former lover (if character is a child, reroll).
2	A family member. Select on *Table 753: Relatives.*
3	A nonhuman. Select on *Table 751: Nonhumans.*
4	A stranger. Select on Table *750: Others.*
5	A former friend.
6	An enemy of the family.
7	A sibling (roll a d6 for Hi-Lo: Hi = older, Lo = younger).
8	A professional rival, with the same occupation.
9	A friend (rivalry other than "friendly" is kept secret).
10	Reroll. If the result is 10 again, the rival is a deity, otherwise, use the result of the second roll. Select the god on *Table 864: Deities.*

Table 762B: Why an Opponent?

Instructions: Roll a d10 and match the results against the table below to select why the rivalry exists. From Here: Go to *Table 762C: What Feelings?*

1d10 762B: Why? (roll a d10)

1	Love same person.
2	Sporting event rivals.
3	Parents were rivals.
4	The character's looks.
5	An insult was percieved.
6	They seek the same goal.
7	Rival jealous of the character's possessions.
8	Always trying to outdo each other in everything.
9	Distant ancestor's were rivals.
10	GM ONLY: See Entry #762 on *Table 878: GM Specials.*

Table 762C: What Feelings?

Instructions: Roll a d10 and match the result against the table below to learn the Rival's level of antagonism towards the character. If you wish, roll a d8 for the character's feelings towards the rival. **Optional:** From Here: If desired, give the rival a name, develop him as an NPC on *Table 114: Parents & NPCs.* Set him up as a foil to the character's plans.

1d10 762C: What? (roll a d10)

1-3 Friendly: Rival and character can still be friends. Rival enjoys competing against the character. Rival may even remain a good friend.

4-5 Jealous: Rival dislikes the character, and takes secret pleasure in embarassing, thwarting or beating him. Physical injury is usually not intended, but if it happens, it happens. Rival may be appear to be a friend or ally.

6-7 Intense: Rival hates the character, and goes out of his way to foil him. Secretly hopes for the chance to injure the character in some way (physically, emotionally, financially, socially, etc.)

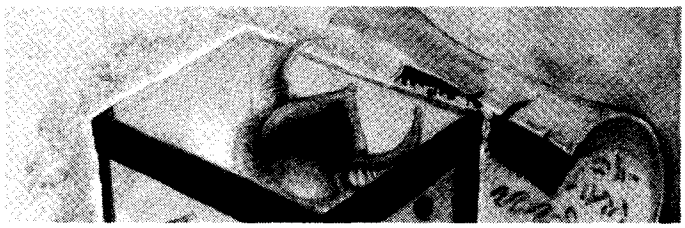
8 Fierce: Rival hates the character bitterly. This is an unhealable grudge. This rivalry often clouds judgement and could lead to no-holds-barred conflict. The rival maximizes all opportunities to thwart the character, hoping to cause injury in so doing.

9 Deadly: This is a potentially fatal hatred. Severely Injuring the character in any way is the rival's goal. He plots and plans the character's downfall as a part of his own path to success. Given the chance, the rival will kill the character.

10 Obsessive: The rival's entire life focuses on the character and his ultimate destruction. No risk to self or others is too great in the rival's quest to utterly destroy the character. In this competition, there can be only one survivor. See Obsession under *Table 649A: Exotic Personality Features: Mental Afflictions.*

From Here - Return to the Table that sent you here . . .

863:
Gifts & Legacies



Use only if directed here by another table

The character will sometimes be given a gift at birth or later in life. These gifts are sometimes given by someone of mysterious aspect (the ol' mysterious stranger) or they might be a gift or inheritance from a relative, a friend, a mentor or a benefactor. The exact nature of these items should be determined by the Game Master. They may be magic items (even if not rolled as such), artifacts, heirlooms or pieces of mysterious junk. They can be shrouded in legend or merely annoying pieces of trash that are hard to get rid of.

These gift ideas are only catalysts, the GM must bear the weight of deciding why a gift is important. Gifts should be designed in such a way that they serve as a motivation for a great quest or at least an interesting adventure.

Instructions: Roll a d20 and match the result against the table below to determine the nature of that gift.

d20 863: Gifts and Legacies

1 A weapon. Make a d10 roll on the subtable below to determine the kind of weapon.

1	An ornate dagger.
2	An ornate sword.
3	A plain sword.
4	A mace.
5	An ornate spear.
6	A well-made bow.
7	An ornate battle axe.
9	An exotic weapon (GM's choice).
10	An anacronistic weapon (something from another time or place, like a pistol, a laser rifle, a flint hand axe, etc.)

2 The guardianship of a young ward. This is an NPC. Create this person as if it were a companion to the character. See *Table 761: Companions.*

3 An Unusual Pet. Roll type of Pet on *Table 760: Unusual Pets.* This pet will have survived at least until the character starts adventuring.

4 A piece of jewelry. Make a d10 roll on the subtable below to determine the kind of jewelry.

1	Amulet.
2	Necklace.
3	Earrings.
4	Tiara.
5	Torc (one piece neck ring).
6	Arm band.
7	Ring.
9	Pin or brooch.
10	Roll again on this subtable, but the jewelry is extremely valuable, more so than its appearance reveals.

5 A tapestry.

6 An anachronistic device (something from another time or place, like a flashlight, a sewing machine, a Tardis)

7 A key.

8 A locked or sealed book.

9 A shield

10 A sealed bottle (determine contents).

11 A tarnished old helmet.

12 A bound wooden staff.

13 A riding animal (a horse or some other animal).

d20 Gifts & Legacies (continued ...)

14 A deed to a property. Make a d10 roll on the subtable below to determine what the deed is to.

1	A tract of land in the country.
2	An ancient castle
3	A country manor
4	An elegant town house
5	A temple
6	A factory
7	Ancient ruins
9	An inn
10	An apartment building

15 A musical instrument.

16 A piece of clothing. Make a d8 roll on the subtable below to determine the clothing.

1	A hat.
2	A pair of shoes
3	A belt
4	A cape.
5	A tunic.
6	Trousers.
7	A pair of stockings or hose.
8	Roll 1d4 times on this table. The pieces are part of a related set, possibly an unusual costume.

17 A pouch of papers. Make a d10 roll on the following subtable to determine what the pouch contains.

1	An ancient ancestor's letter to his descendants.
2	A map.
3	An undelivered letter.
4	Diagrams and plans for a mysterious invention.
5	A scroll of magic spells.
6	A wild story of adventure.
7	A last will & testament: the character is an heir!
8	A treasure map!
9	The character's true (and colorful) family history.
10	Roll for 1d3 items on this subtable. Reroll results of 10.

18 A sealed trunk. There is a 60% chance that it contains 1d3+1 additional items from this table.

19 A chain mail hauberk.

20 Roll again. The resulting item definitely has both magic properties and some great significance to the character's destiny and the over-all scheme of things.

From Here — Return to the Table that sent you here . . .

864: Deities

Use only if directed here by another table

Monotheism: *"You shall have no other gods before me."* (Exodus 20:3, R.S.V.). God is the Lord and Creator of the universe. The good people of the land worship only one God. All other "gods" are aspects of the great deciever, Satan.

Polytheism: Many fantasy game systems presume the existence of a *polytheistic* pantheon of gods. Polytheism literally means "many gods." For each major aspect of daily life, there is a specialized deity. One god controls the weather, another controls (or is) the sun, yet another is lord over the waves. Each god has priests, temples, and devoted followers (although it is often common for people in polytheism to worship more than one god). These are the "good" gods, the ones who are supposed to champion the causes of mankind.

Evil gods: Then there are the truly evil gods. Evil is opposed to good, and each good deity will have a primary evil foe. Evil gods are worshipped by by the selfish, the greedy, the cruel and the demented, and by those who seek to wield power over others. Evil gods embody the concepts of power, disease, famine, cruelty, hatred, perversion, deceit, etc. They are often characterized as the patron gods of evil monster races.

Instructions: Roll a d20, add the character's *CuMod,* and match the result against the table below to deter-mine the god. Use the deity in your own campaign that most closely matches the deity selected.

Roleplay: The type of Culture will affect the nature of the gods. The gods Primitive and Nomad Cultures will often be deities whose existence aids their mere survival. Barbarians may see their gods as heroic, waging constant battle against the forces of evil. Civilized gods tend to embody philosophies, ideas and ideals, like Truth, Loyalty, Kindness, etc. Decadent gods will embody passions, pleasures, and cravings and may be nothing more than "cleaned-up" versions of evil deities.

d20	864: The Gods (roll a d20 + *CuMod*)
(-2)-1	**Ancestor Worship:** Ancestors made it possible for people to exist. They are noble and holy. May involve summoning spirits.
2	**Beast gods:** Both wild and domesticated animals are ruled by divine members of their own kind. Worshipping them gains their favor.
3	**Hunting god:** This wild, untamed spirit taught the people how to hunt and survive.
4	**Trickster:** A clever imp, or a deceitful liar, but always playful and friendly. His games often bring wisdom and special insight.
5-6	**Earth goddess:** (Earth mother) She is often mother to other gods, sometimes the most ancient of all deities in a pantheon.
7-8	**Agricultural goddess:** This daughter of the Earth goddess teaches the secrets of agriculture. Each winter she dies, to be reborn in spring.
9-10	**Ruling deity:** He is the master of the other gods, who gives his blessing to the leaders of the people and teaches them to be better rulers.
11	**Sea (water) god:** The master of the oceans and their deni-zens. He is the patron of sailors and fishermen. To sea-folk, he is often the ruling deity.
12	**Sun (fire) god:** The sun dominates mens' lives. It warms the earth, gives light, and makes plants grow -- usually male, often a ruling deity.
13	**Moon goddess:** The moon is generally typified as female and may be the sister of the sun god. She is the patroness of those who need her light.
14	**Storm (air) god**: This tempestuous god brings thunder, lightning and storms. He is a god of raw power. Yet he is also on the side of the people, a defender against evil and is often a ruling deity.
15	**Evil god.** Reroll on this Table, but corrupt or reverse the god's function. A healing god becomes a god of disease, a luck goddess brings misfortune, a beast god is a monster god, etc.

d20	Gods (continued ...)
16	**War god:** He is the patron of the professional soldier, who requires strife to earn a living. Disliking peace, this lusty, fiery-tempered god is often known as a starter of wars.
17	**Love goddess:** To Primitives, Nomads and Barbarians, she is female fertility. In Civilized Cultures, she epitomizes romance, while in Decadent Cultures she is lust embodied.
18	**Underworld god/goddess:** This deity is the ruler of the land of the dead, the caretaker of souls. Although not evil, he or she is the enemy of those who would steal souls and return them to life.
19	**God of wisdom and knowledge:** This deity represents the search for truth through learning.
20	**Healing god:** He or she is the patron of healers, physicians, and herbalists -- and the arch-foe of the underworld deity, since the healer's arts may even bring the dead back to life.
21	**Trade god:** The patron of merchants, particularly those who must risk foreign ventures.
22	**Luck goddess:** The patroness of those who take risks, either physically or financially.
23	**Night goddess**: She is the sun god's foe. They constantly battle for possession of the skies. She is the patroness of those who "use the night."
24	**God of Thieves:** This ally of the Night goddess is patron to those who live by taking from others, more civilized version of the Trickster.
25-27	**Decadent god:** Reroll on this Table, but modify the god's function to represent the Decadent Culture's jaded attitudes. A god of knowledge is a god of *forbidden* knowledge, a trade god is the patron of slavery, a luck goddess is strictly a gambler's deity, etc. A second result of 25-27 indicates a disguised evil god (see #15 above).

From Here — Return to the Table that sent you here . . .

865: Colors

Use only if directed here by another table

This table is used when an exotic color is required for a physical attribute or object. Colors are assumed to be rich, bright and saturated (though they could be muted too).

Instructions: Roll a d20 to determine the color.

d20 865: Color (roll a d20)

1	Red (also Crimson, Scarlet or Blood red)
2	Red Orange (Sunset orange)
3	Orange
4	Yellow Orange
5	Yellow
6	Yellow-Green (Citrine)
7	Green
8	Blue-Green (also Aquamarine, Tourquoise)
9	Blue
10	Blue-Violet (also Royal blue)
11	Violet (also Purple, Lavender)
12	Red Violet (also Magenta, Hot pink)
13	Pink
14	White (Snow white, Off white, Ivory)
15	Black (Ebony, True-black)
16	Gray
17	Maroon (Reddish or Purplish brown)
18	Silver
19	Gold
20	Reroll the color, rerolling results over 19. Then roll a d6 for Hi/Lo. If the result is Hi, the color is mixed with white to produce a pastel tint. If the result is Lo, the color is mixed with black to produce a dark shade.



866: Birthmarks

Use only if directed here by another table

If a character is determined to have an unusual birthmark, that birthmark will generally be brown or red, unless another color is indicated.

Instructions: Roll a d10 on the table below to determine the type of unusual birthmark possessed by the character. Then roll a d20. If the result is 20, then the birthmark is a color other than normal. Select the color on *Table 865: Colors.* In addition, the body location of the birthmark must be determined on *Table 867: Body Locations.*

866: Birth Marks (roll a d10)

1d10		1d10 (continued ...)	
1	Dragon	6	Crescent moon
2	Skull	7	Claw
3	Bat	8	Eagle (or hawk)
4	Sword	9	Fish
5	Hand	10	Animal (you pick one)

867: Body Locations

Use only if directed here by another table

This table is used to determine the body locations of physical features, such as birthmarks, tattoos, wounds, afflictions, etc. on a humanoid body.

Instructions: Roll a d20 to determine body location.

867: Body Location (roll a d20)

d20		d20 (continued ...)	
1	Right foot	10-13	Chest
2	Left foot	14	Right Arm
3	Right Leg	15	Left Arm
4	Left Leg	16	Right Hand
5-6	Abdomen	17	Left Hand
7-8	Buttocks	18	Head
9	Back	19-20	Face

From Here — Return to the Table that sent you here . . .

868: Curses

Use only if directed here by another table

Many characters of legend were often victims of terrible curses. Many of these were incurred unwillingly by characters at birth. Often, such curses were the result of someone being angered by the character's parents and would be given more as a punishment to the parents than to the character. Later in life, curses are often received for wrong-doings committed by the character.

These curses should not be easy to remove. A simple spell should NOT suffice, while a quest or a special, powerful hard-to-obtain spell might do the trick.

Instructions: Roll a d20 and match the result against the table below to select the curse.

Roleplay: Curses set characters apart from the rest of humanity. Obviously the character has offended someone. Often the mere knowledge that a character has been cursed may turn him or her into a pariah, a social outcast, to be hated or feared by all, since befriending the cursed one could bring the curser's wrath upon them too.

d20	868: Curses (roll a d20)
1	Take on 1d4 Darkside personality traits (select them on *Table 648: Darkside Personality Traits*).
2	Subtract 1d6 points from Charisma or Appearance.
3	Character will be responsible for the untimely death of his lovers. When an event indicactes a love affair, go to *Table 545: Death Situations* to determine the cause of death.
4	Frequently fumble (seriously klutzed combat or skill roll). A 10% chance each time a skill is used.
5	The character becomes tongue-tied and cannot speak in the presence of a member of the opposite sex.
6	Character becomes a lycanthrope (generally a werewolf—consult your specific game rules for details).
7	One body location is scaly and monstrous (determine location on *Table 867: Body Locations*).
8	Can only join chaotic or evil cults and religions—all others will reject the character.
9	Character has a physical affliction. Select the affliction on *Table 874: Physical Afflictions.*
10	Character has recurring nightmares. Loss of sleep deducts 1d3 Ranks from the character's abilities due to fatigue (checked each day). The character has a 5% chance each night of having nightmares. Once the nightmares begin, the chance of having a nightmare the next night increases by 5% (up to a maximum chance of 95%).
11	Character acts like a Bad Luck Talisman. Will cause friends to fumble (klutz up seriously in combat or during skill use checks). Roll a d6 to find the character's Bad Luck rating. Roll a d10 each time a friend misses a skill use roll. If the result is less than or equal to the character's Bad Luck rating, the friend has a serious accident, such as wounding himself or a friend in combat, or snappng a lock pick off inside a lock.
12	Character is attacked by fits of madness or a mental disorder. The occurrance chance is same as for nightmares (see #10 above), but occurs at any time. Go to *Table 649: Exotic Personality Features,* subtable *649B Mental Afflictions* to determine the nature of the affliction.
13	All the character's children will be born under unusual circumstances (see *Table 112: Unusual Births*) and with a physical affliction (select on *Table 874: Physical Afflictions*).
14	1d4 Tragedies occur to the afflicted character in rapid succession. Select the events on *Table 528: Tragedies.*
15	Character is the unaffected carrier of a virulent and deadly disease.
16	Character is subject to fits of berserker rage. When afflicted, the character's effective hit points are raised by half and he ignores all effects of damage until killed. Furthermore, the character is immune to any spells that affected the mind or senses. Finally, the character's attack skills are all raised by 1 Rank and 1d4 is added to all damage done. At the end of the berserker rage, ALL damage immediately takes effect, possibly killing the character. Furthermore , while berserk, the character has difficulty distinguishing between friend and foe and has a 30% chance to attack anyone in reach. The character will also not use a shield to parry any incoming attacks (parries with weapon only) and will not use any Dodging skills to avoid blows. If the character is a lycanthrope or a natural shapeshifter, he automatically slips into beast form when berserk. The chance of a berserker rage occurring is as follows: Roll a d10. The result is the strength of the affliction. Roll a d100 when combat begins. If the result is less than the affliction strength, the character goes berserk. If the character fails to go berserk, make subsequent checks during combat when any of the following occur: If the character is wounded. Each time a companion is wounded or killed. If the character or a friend are insulted during combat. The character remains berserk for 1d6 combat round after all foes (not friends) are dispatched. After going berserk, the character becomes despondant and severely depressed for 1d10 days, unable to participate in the pleasures or life or use skills at more than 50% of his normal ability.
17	Condemned to a nomadic life. Can never stay in one city, place, country, etc. for more than a year and a day.
18	Haunted and attacked by a ghost or evil spirit once every d100 days.
19	Will always be blamed for the commission of heinous acts that occur in the same locale as the character.
20	Roll a d3. Roll the resulting number of times again on the table and combine the results in a logical manner.

From Here — Return to the Table that sent you here . . .

869: Blessings

Use only if directed here by another table

It seems that people with horrible curses are the ones we hear about most often. Still there are those who receive wondrous gifts. When given at birth, these blessings may be in anticipation of the character's future, things that will make his or her difficult way a bit easier. Later in life, they may be given as rewards for heroic or selfless acts performed by the character.

Instructions: Roll a d20 and match the result against the *Table 869A: Blessings* to select the blessing.

Roleplay: Blessings, like curses, set characters apart from the rest of humanity. They are special gifts for special people. However, like many gifts, there may be a price tag attached to the gift—a quest or a curse to balance the scale.

869B: Unique Talents

1d10	Talent
1	**Blind Trust.** Other beings want to trust the character as if he were their best friend.
2	**Sense Evil.** The character can detect the presence of evil in a thing, a person or a place. Evil beings can attempt to shield their nature from the character.
3	**Insight.** The character, should he think to do so, can question the wisdom or advisability of an action (i.e. ask the GM). Treat this as a skill that begins at Rank 1 but never rises above Rank 6. The GM's answers should always be vague and allow for interpretation.
4	**Direction Bump.** If the character asks, he will always know which direction is north, up or down.
5	**Sense Magic.** Character can detect the current or recent presence of magic in a person, place or thing.
6	**Encourage Others.** This talent encourages others to perform 1d3 Ranks above their normal skill, but temporarily restricts the character's own skills to a maximum Rank of 2.

d20 869A: Blessings (roll a d20)

1 Take on 1d4 Lightside traits (select traits on *Table 647: Lightside Personality Traits*).

2 Add1d6 points to character's Appearance attribute.

3 Love affairs never end with death of lover (reroll any results on other tables that indicate this occurance).

4 Never fumbles (mess up in a dangerous manner) a skill roll of any kind, including combat rolls.

5 The character easily establishes a rapport of trust, friendship, or even love with members of the opposite sex.

6 The character has an innate ability to sense the presence of lycanthropy in anyone within a 20-foot radius.

7 One body location (or matched pair of locations as in the case of a pair of hands) on the character is incredibly beautiful, even legendary in its beauty (determine location on *Table 867: Body Location*).

8 Character can only join good or Lightside religions (see *Table 318: Alignments & Attitude*)—all others will reject him.

9 Character gains a unique talent, something that he can quietly use to his or others' benefit when the need arises. Select this unique talent on *Table 869B: UniqueTalents.*

10 Character is born with a natural talent. He or she has one of the following skills at Rank 5 proficiency. Roll a d6 on the following subtable to determine the skill.

- **1** A weapon skill (player's choice)
- **2** Singing
- **3** Artistic ability
- **4** Money management
- **5** Magic use
- **6** Mechanical ability

d20 Blessings (continued ...)

11 Character acts like a Good Luck Talisman. His presence improves all the skill rolls of his companions by 1 rank or (+1 bonus to non-skill rolls) when within 20 feet of them.

12 Character has a psychic ability. Determine the ability on *Table 873: Psychic Abilities.*

13 Character is partially immune to the attacks of evil creatures. Reduce evil creatures' attack skills by 1d3 Ranks. If they hit, 70% of the time they will do only the minimum possible damage to the character.

14 Character is naturally lucky. Roll 1d3 and multiply the result by 5 to obtain the character's Luck percentage. If the result of a die roll for any skill, combat or saving roll is within this percentage of the amount needed, the roll is successful.

15 Character is unaffected by disease.

16 Character has a natural immunity to the effects of magic. Roll a d8 and multiply the result by 5. The result is the percentage chance that the character will be immune to the effects of any magical spell or effect cast at him or her.

17 As a natural ability, can cause undead creatures, including ghosts and spirits to turn away and flee. The character has a 60% chance to casue 1d6 undead to flee from his presence.

18 For each blessing, the character also receives a curse to balance the scales. Reroll the blessing on this table and then select the corresponding curse on *Table 868: Curses.* Reroll incompatible curses.

19 Character has a natural aptitude for learning. Whenever a new skill is learned, the character always learns it at one Rank higher than would normally be the case.

20 Roll a d3. Roll that number of times again on the table and combine the results together in some logical manner.

From Here — Return to the Table that sent you here . . .

870:
Serious Wounds

Use only if directed here by another table.

More than just a skinned knee, a broken arm or a clean sword cut—these are injuries that leave lasting physical effects, visibly scarring, reducing physical attributes, or permanently removing a body part. The injuries are not fatal, but they affect the character for the rest of his days.

Instructions: Roll a d20 and match the result against the table below to select the injury that has occurred. Unique affects for the wound are included with the description. More common symptoms and effects are indicated by the footnotes in parentheses following the table entry. If more than one footnote follows, apply them all.

Roleplay: These injuries are physical reminders of something in the character's past—a war wound, the by-product of torture, the end-result of a mugging. Along with the physical scars, there may be mental and emotional scars too. Imagine how the character will react if once again confronted with the person, creature or situation that caused the injury.

Also imagine how others might react to the character's injury. Is he now known as "One-eye" or "Scar-face?" Is she called "Nine-fingers" or "Gimpy gal?"

Footnotes

(1) Roll a d100. On a result of 1-50 add 1 point to Charisma attribute. On a result of 51-00, subtract 1 point from Charisma attribute.
(2) Subtract 1 point from Dexterity attribute.
(3) Subtract 1 point from Appearance attribute.
(4) Reduce all skills requiring manual dexterity, by 1 Rank.
(5) Movement speed is half normal, unless an artificial limb is attached. Roll a d100 to find percentage of speed regained with artificial limb.
(6) Subtract 1 point from Strength attribute.
(7) Without painkillers, the character must Make an Intelligence Check (usually a d20 roll less than or equal to Intelligence attribute) to perform any action requiring concentration.
(8) Movement speed is 3/4 of normal speed.
(9) Subtract 1 point from Constitution attribute.

d20 870: Wounds (roll a d20)

1 **Impressive facial scar.** (1)

2 **Impressive body scars.** Use *Table 867: Body Locations* to locate the most impressive scar.

3 **Eye put out.** Roll Hi-Lo. Hi is left eye. Lo is right eye. Depth perception is gone, reduce all combat and visual perception skills by one Rank.

4 **Lose 1d4 teeth.**

5 **Ear is torn or cut off.** Roll Hi-Lo. Hi = left ear. Lo = right ear. Roll a d10. If the result is 7-10, a permanent hearing loss occurs, in which case, reduce all listening skills by two Ranks. (3)

6 **Disfigurement.** The injury causes terrible scars and/or rearranges the character's face in a manner which is unpleasant to look upon. Reduce Appearance and Charisma attribute by 1d10 each.

7 **Head inury causes brain damage.** Roll a d8 on the subtable below to determine the effects of the injury.

1	Reduce Intelligence attribute by 1d3 points.
2	All skills drop one Rank.
3	Character develops a Mental Affliction. Select the affliction on *Table 649B: Mental Afflictions.*
4	The character develops an Exotic Personality Feature. Select the affliction on *Table 649:A Exotic Personality Features.*
5	Reduce Dexterity attribute by 1d3 points.
6	Increase on skill by 1d8 Ranks. All others drop 1d6 Ranks.
7-8	Roll 1d3+1 more times on this subtable. Do not reroll duplicates – add the effects together.

8 **Injury causes constant pain.** (2) (6) (7)

9 **Knee injury** causes slowness and constant limp. After strenuous physical exertion (running, fighting, climbing), knee causes pain. (7) (8)

d20 Wounds (continued ...)

10 **A body part is permanently severed** from the body. Roll a d6 on the table below to determine which body part is affected.

1	Hand. Roll Hi-Lo. Hi is left, Lo is right. (2) (4)
2	Arm. Roll Hi-Lo. Hi is left, Lo is right. (2) (4)
3	Foot. Roll Hi-Lo. Hi is left, Lo is right. (2) (5)
4	Leg. Roll Hi-Lo. Hi is left, Lo is right. (2) (5)
5	Thumb. Roll Hi-Lo. Hi is left, Lo is right hand. It is impossible to grip a weapon with that hand.
6	1d3 fingers. Roll Hi-Lo. Hi is left, Lo is right hand. If more than one is lost, it is impossible to grip a weapon with that hand.

11 **Injury heals badly** causing loss of attribute points (see footnotes). (2) (6)

12 **Foot injury** causes constant limp. (8)

13 **Lung damage** causes racking cough and pain after physical exertion (running, fighting, climbing). (7) (9)

14 **Stomach injury.** Causes recurrent nausea, particularly in stress situations, usually lasts 1d20 minutes (-1d10 Ranks of ability from skills during nausea). (9)

15 **Kidney damage.** Character needs three to four times the amount of water normally needed, otherwise body poisons build up, causing 1d6 points of damage daily. (9)

16 **Genital injury.** Character loses all sex drive.

17 **Throat injury.** Roll d10 for degree of voice loss, 10 being the worst, unable to speak at all.

18 **Back Injury.** Reduce Strength by 1d6 points.

19 **Liver damage.** Constitution halved for protecting against poison damage. Alcohol becomes a poison. (9)

20 **Multiple injuries occurred.** Roll 1d2+1 times on this table. Duplicate rolls are discarded and not rerolled. Reroll results over 19.

From Here — Return to the Table that sent you here . . .

871: Special Titles for Nobility

Use only if directed here by another table.

It is common for Nobles of great power to have one or more special titles attached to their names. These titles are wordy honorifics that often indicate special duties, important awards or the Noble's rank within the court hierarchy. They may have an important meaning, or mean nothing at all.

Instructions: Each title has three parts, with each part coming from one of three subtables. First, roll a d20 to determine the first part of the title on *Table 871A*. Then roll a d20 on *Table 871B* to determine the second part of the title (if any). If the result of the roll on *Table 871B* is greater than 10, then roll a d20 on *Table 871C* to complete the title.

871A: Position of Merit (Roll a d20)

d20		d20	
1	Commander of the ...	11	Keeper of the ...
2	Custodian of the ...	12	Preserver of the ...
3	Grim Sentinel of the ...	13	Marshall of the ...
4	High Champion of the ...	14	Ranger of the ...
5	Honored Defender of the ...	15	Regent of the ...
6	Iron Tower of the ...	16	Retaliator of the ...
7	Lord Protector of the ...	17	Swordmaster of the ...
8	Liberator of the ...	18	Vindicator of the ...
9	Lord Governor of the ...	19	Warden of the ...
10	Lord Guardian of the ...	20	Watchwarder of the ...

871B: Location Locator (Roll a d20)

d20		d20	
1-10	(No additional modification)	16	Northern
11	Highland	17	Eastern
12	Lowland	18	Southern
13	Upper	19	Western
14	Lower	20	Frozen
15	Seaward		

871C: The Location (Roll a d20)

d20		d20	
1	Coasts	11	Marches
2	Creation	12	Moors
3	Domain	13	Mountains
4	Downs	14	Pale
5	Fens	15	Reaches
6	Forests	16	Shire
7	Garth	17	Steppe
8	Heath	18	Uplands
9	Hills	19	Wastes
10	Isles	20	Waves

872: Relation to Ruler of the Land

Use only if directed here by another table

The custom of Nobles is to marry other Nobles, usually for political gain. The best marriage is often defined as the one which gives a person the greatest access to the ruling house of the land. Because of this tradition, most Noble families are related to one another and normally have close ties with the bloodline of the ruling house.

The following table is used to determine how closely related a character (either a player character's *parent* or an NPC—not the player character himself!) is to the ruler of the land. This table can also be used to determine a character's chance of ascending the throne of the land should other claimants disappear.

Instructions: Roll a d100. The result is the character's relationship to the ruler of the land. For some entries the character must make another die roll. The type of die and any added numbers follow the table entry. This roll indicates the character's "distance" from the seat of power. That is, if the character rolls a 23, then 22 others stand between him and the rightful rulership of the land. Finally, if a character is related to the ruler, roll Hi/Lo to decide whether the relationship is Hi - through the mother's side of the family or Lo - through the father's side.

Roleplay: Being related to a king, an emperor, or a high chieftain seems to make a character appear important. It could mean being able to throw one's weight around, or dropping names to get favors, or an occasional free stay at the castle of another noble. However, it also opens the character up to the fatal dangers of court intrigue, the daring of political power-plays and the risk of being kidnapped for ransom.

872: Relation to Ruler (Roll a d100)

d100	Relation
01-67	No Relation.
68	Child. Roll 1d6.
69-70	Grandchild. Roll 1d10.
71-80	Distant Cousin. Roll a d100+10.
81-85	Second Cousin. Roll a d20+10.
86-89	First Cousin. Roll a d10+3.
90	Sibling. Roll 1d6.
91-93	Uncle or Aunt. Roll 2d6.
94-95	Grandparent (but not through line of succession).
96-00	Related to leader of a deposed or rival faction. Reroll relationship. Reroll results below 68: "No relation".

From Here — Return to the Table that sent you here . . .

873:
Psychic Abilities

Use only if directed here by another table

Psychic abilities allow the character to manipulate the world through sheer mind power. Traditionally "common" psychic abilities are represented here (the GM may have to rule whether or not these abilities are allowed in his campaign).

Instructions: Roll a d20 and match the result against the table below to select a mental power (or powers). Then record relevant information on the worksheet and return to the table that sent you here.

Using Psychic Abilities: If the game system being used has rules for psychic abilities, use the power or powers that most closely match those selected from the table below. Otherwise, use the guidelines that follow.

Each power will have a skill rating. Psychic powers can be improved like other skills. Unless another table states otherwise, psychic abilities begin with a Rank 1 skill.

To use a psychic ability in a simple manner, the character must expend Strength attribute points. The cost of each power is given in brackets. Attempting difficult feats burns off more Strength than shown here (at GM's discretion). Often, improving Rank reduces that power's Strength cost.

Expended Strength will be regained at the rate of 1/4 of the character's total points per 6 hours of complete rest (sleep or bed rest). Active characters cannot regain Strength points lost through psychic endeavors. If psychic power usage reduces a character to 0 (zero) Strength, the character will collapse into unconsciousness for 2d8 hours.

Roleplay: Even in a fantasy world, psychic powers are considered weird, even evil, particularly to the general populace. How will the character deal with his new powers? Will the character try to hide them or flaunt them openly and fearlessly?

d20	873: Psychic Power
1	**Spell-like Power:** [variable] Use a magic spell as a mental power (GM's choice: Strength cost to be determined by relative power of spell).
2	**Psychometry:** [11 minus Rank] The ability to learn the past history of an object or person by touching it.
3	**Clairvoyance I:** [11 minus Rank] To see or sense things occurring at a distance not normally possible with normal senses. Character gets a fuzzy view of what is occurring – sound may be jumbled. Character may attempt to focus the power, but more often than not, visions are random (at the discretion of the GM). Upon attaining Rank 6, the character may use *Clairvoyance II* at Rank 1 ability.
4	**Clairvoyance II:** [13 minus Rank] Like *Clairvoyance I,* except that character may select what is wished to be seen and receives clear sensory impressions from wherever the point of visual reference is placed. Upon attaining Rank 6, the character may use *Clairvoyance III* at Rank 1 ability.
5	**Clairvoyance III (Astral Projection):** [17 minus Rank] Similar to *Clairvoyance II,* but character is able to create an impression that he is physically in that area (creating an astral image) and is able to change the point of view, as if the he was walking around the place being viewed.
6	**Psychic Healing:** This is a Healing ability that trades Strength points for Hit points at the rate of 2 Strength points for 1 damage point. It will also cure a minor illness at the cost of 1d6 Strength, or a life-threatening disease at the cost of 3d6 Strength points. The character may use his Rank with the skill as if it were extra Strength points. Thus a Rank 3 Psychic Healer could Heal an additional 6 damage points, at no additonal Strength cost.
7	**Hypnosis:** [11 minus Rank] Places victim in a sleep-like trance, open to suggestions from the hypnotist (within reason). At Rank 6 skill, the character gains *Persuasion* at Rank 1 skill. At Rank 10, character gains *Mind Control* at Rank 1 skill.

d20	Psychic Power (continued ...)
8	**Persuasion:** [15 minus Rank] Mass Hypnosis that may be used against one additional target for each Rank of *Persuasion* skill possessed by the character. At Rank 6, the character gains *Mind Control* at Rank 1 skill.
9	**Telekinesis:** [11 minus Rank +1 for each 20 lbs of object weight] Allows character to move inanimate objects by force of thought, even making them fly.
10	**Suspended Animation:** [8 minus Rank + # days suspended] Character enters a sleep-like state and exists without food, water, air, or heat for up to Rank+1d8 days.
11	**Teleportation:** [16 minus Rank] Allows the character to move between two places without actually crossing the distance that separates them. Rank increases distance.
12	**Mind Block:** [5 + Rank] Character is able to shield against intruding or offensively-used psychic abilities. Rank 1 blocks *ESP.* Rank 2 blocks *Hypnosis.* Rank 3 Blocks projected thoughts. Rank 5 blocks mental probes. Rank 7 blocks *Mind Blast.* Rank 9 blocks *Mind Control.*
13-14	**ESP:** [11 minus Rank] Sense the surface thoughts of other minds. Detect the presence of others.
15	**Telepathy:** [13 minus Rank] Rank 1 = *ESP.* Rank 3 = Project thoughts into other minds. Rank 5 = Probe into other 's minds. At Rank 7 may use *Mind Blast* at Rank 1.
16	**Mind Blast:** [11 minus Rank, plus 1d6] Using mental power only, character can do physical damage to a foe. Damage equals 1d4+ Rank.
17	**Body Control:** [11 minus Rank, plus number of points added to attribute] With this power, the character can temporarily increase any attribute by 1d4 points.
18	**Mind Control:** [13 minus Rank] This is the ability to take over the mind of another for a short while.
19-20	Roll 1d3+1 more times on this table for additional mental powers. If subsequent rolls duplicate previous rolls, add 1d3 Ranks to skill with that power.

From Here — Return to the Table that sent you here . . .

874:
Physical Afflictions



Use only if directed here by another table

Not everyone is born normal. Many legendary heroes were noted for the physical limitations which they overcame to become heroic. Other characters are born with other-than-normal attributes which make them different from their fellows.

Instructions: Roll a d20 on the table below. Record the affliction and any game benefits or detriments in the NOTES & EVENTS section of your character worksheet.

Roleplay: Whether the affliction provides the character with benefits or liabilities, it will, in all likelihood, be visible for all to see and will mark the character as being different. Even if the character is good, kind, loving, and normal in all other respects, he or she will be subject to whispers, strange looks, and curiousity seekers throughout life.

d20	Affliction
1	Hunchbacked. Subtract 1d3 from the character's Dexterity attribute and subtract 1d6 from Charisma or Appearance. Take the sum of those two penalties and add it to one or more other attributes of your choice (total points may be split up between attributes). The additions may take the character over its species normal for any given attribute (Check this with the GM before doing so).
2	Character grows to be much larger than species normal (20 to 60% larger than average). Subtract 1 point from character's Dexterity attribute.
3	Character does not grow to a normal size (20 to 60% shorter than average). Do not go below species minimum by more than 15%.
4	Character has glowing eyes which allow the character to see in the dark without a light source (but not like infra-vision). There is an additional 60% chance that the glow will be other than white and will convey an additional power with it. Select glow color on *Table 865: Colors.* For the additional power, roll a d4 on the subtable below. 1 Psychic Ability effect (See *Table 873: Psychic Abilities.* 2 A magical spell effect (GM's discretion). 3 Shoot a 2d6 damage heat ray. 4 See through walls like X-ray vision.
5	Extra eye in the middle of the forehead. This extra eye has a 50% chance to give the character infravision (sensing heat patterns in the dark).
6	The character is an Albino, with pale, almost white skin and hair, and pink eyes. Subtract 1d6 from the character's Constitution attribute and add 1d6 (but not less than the Constitution attribute loss) to the character's Magic Ability attribute. Furthermore, the character takes 1 point of damage per hour if exposed to strong sunlight.
7	Body is covered in fur, same color as head hair. This adds 1 point to Constitution attribute and gives the character an effective 1 point of armor protection on his or her body. However, it also reduces his Appearance by 1d4 points.
8	The Character has webbed fingers and toes. This adds 1 Rank to the character's swimming ability.

d20	Affliction (continued ...)
9	The character is a true hermaphrodite with functioning male and female reproductive organs and secondary sexual characteristics. He/she has an androgynous physical appearance, making it difficult to tell whether the character is male or female (since he/she/it is both).
10	Character has the ability to modify Charisma or Appearance attributes. By exerting conscious mental effort, he or she may raise Charisma or Appearance by 1d10 points above his or her normal attribute score. Otherwise, the score sinks to 6 points less than the determined score for that attribute. This is a skill that the character must practice. The character begins his or her first adventure with Rank 1 ability.
11	Born with bird or bat wings. Roll for Hi/Lo to determine which kind (Hi = bat, Lo = bird). There is a 25% chance that the wings will not be vestigial and can be used to fly at same rate of speed as a Griffin.
12	One hand is a scaly claw. Roll for Hi/Lo. Hi = left and, Lo = right hand. Attacks with claw do additional +2 damage.
13	Skin is an exotic color. Go to *Table 865: Colors.* Subtract 1d4 from the character's Charisma or Appearance attribute when the character meets a new person. Thereafter, that attribute will be normal value.
14	Add 1d6 to Strength attribute.
15	Add 1d10 to Intelligence attribute and subract 1d6 from Charisma or Appearance attribute.
16	Psychic Power. Go to *Table 873: Psychic Abilities.*
17	Hair is exotic color. Go to *Table 865: Colors.*
18	Character has scaly skin that adds 2 points of armor protection to the entire body, but subtracts 1d4 points from Appearance or Charisma attributes.
19	Character has retractable fangs like a viper. If he makes a successful bite attack, fangs will inject a systemic poison equal to the character's Constitution attribute. As long as no one knows about the fangs, they do not affect character's Appearance or Charisma attributes. After they are known, those attributes are reduced by 1d8.
20	Roll 1d2+1 more times on this table.

From Here — Return to the Table that sent you here . . .

875: Crimes

Use only if directed here by another table

When someone intentionally injures another, takes or ruins their belongings, violates their rights, or does anything that society considers as wrong, they have committed a crime. Society then takes upon itself the burden of punishing the criminal, normally fitting the punishment to the crime. This table includes crimes common to worlds with a fantasy adventure setting.

Instructions: Flip back to *Table 750: Others* to determine against whom the crime was committed. Select the victim's Social Status on *Table 103: Social Status* †. Then return here. Roll a d20 and match the result against the table below to select the crime committed by a character or NPC. The normal punishment for each crime appears in footnote references after it, apply them all. If a character is to be imprisoned for a crime determine the details on *Table 540: Imprisoned!*

Notes: If the character *committing* the crime is Wealthy, reduce the length of the sentence by 1d4 years. If the character is Extremely Wealthy, reduce the sentence by 2d4 years. If the character is a Noble, and the crime was not commited against another Noble, punishment is changed to a fine equal to the number of years of imprisonment times 1,000 gold coins to be paid to the ruler of the land.

Roleplay: The commision of a crime can change a character's life forever. If known, it brands the character as a criminal, he becomes known by the crime, not by their profession or other deeds. If prosecuted, a character faces years of imprisonment or even physical injury. Even after punishment occurs, family, friends or allies of the victim may come seeking compensation. Yet, if a crime remains unknown, it could gnaw at the character's conscience forever.

Footnotes

† If the victim was a Noble, always add footnote ❷.
† If the victim was of higher social status, add footnote ❶.
†† If the victim was a Noble, the punishment is ⑩.

① 1d3 years imprisonment.
② 1d4 years imprisonment.
③ 1d6 years imprisonment.
④ 1d8 years imprisonment.
⑤ 2d4 years imprisonment.
⑥ 2d8years imprisonment.
⑦ 1d10 years imprisonment.
⑧ 2d10 years imprisonment.

⑨ Heretic is imprisoned until heresy is renounced or if unrepentent, the heretic is burned at the stake. For player characters, this becomes 2d10 years of imprisonment.
⑩ NPCs are put to death. Player characters receive life sentences (1d20+20 years).
❶ Add 1d6 years to length of sentence.
❷ Add 5 years to length of sentence.
❸ Character is pilloried, placed on public display in the stocks for a week. Subtract 1d4 from Charisma attribute.
❹ Character is publicly flogged. Subtract 1d4 from Charisma attribute.
❺ Character has right hand cut off (see *Table 870:* #10).
❻ Character is tortured. Roll a d6. On a result of 6, the character receives a serious injury. Select the injury on *Table 870: Serious Injuries.*
❼ Character is branded. The brand indicates the crime.

d20	875: Crimes (roll a d20)
1	Burglary (Breaking, entering and stealing). ② or ❹ †
2	Racketeering (running organized crime operations) ⑧
3	Heresy (religious wrong-thinking, speaking, or doing) ⑨
4	Murder. ⑩ †
5	Character accused of a sex-related crime. Roll a d6 on the subtable below.
	1 Adultery. ❸ ❼
	2 Rape. ⑧ ††
	3 Illegal prostitution. ①
	4 Immorality. ① or ❸
	5 Creating pornography. ③
	6 Child molesting. ④ †
6	Offending an influential person. ⑦ †
7	Trespassing. ① †
8	There are special situations regarding the crime or its punishment. Roll a d10 on the subtable below to select the situation.
	1-6 Innocent of any crime, the character has been framed for something he did not do. Reroll the Crime on the main table.
	7-8 Reroll the Crime on the main table. Character is branded for this crime. ❼
	9 Reroll the Crime on the main table. Character is tortured to reveal accomplices. ❻
	10 Reroll the Crime on the main table. Another person suffers in the character's place. Select this person on *Table 750: Others.*

d20	Crimes (continued ...)
9	Treason against the state or its ruler. ❻ ⑩❼
10	Failure to pay debts or taxes. ④
11	Character was a member of a losing faction in a political struggle. ④
12	Violation of curfew. ❸
13	Armed robbery. Roll a d4 on the subtable below.
	1 Banditry. ⑤ †
	2 Mugging. ③ †
	3 Holding up a money lender. ⑤
	4 Freeing slaves at weapon point. ④ ❸
14	Piracy. ⑥ ❼
15	Harboring criminals. ❹
16	Larceny (picking pockets, stealing from a shop or bazaar stall). ① or ❺ or ❹
17	Animal-related crimes. Roll a d4 on the subtable below.
	1 Poaching. ❸
	2 Horse theft. ③ ❸
	3 Livestock rustling. ②
	4 Killing livestock. ❹
18	Assault and battery. ① †
19	Selling drugs. ⑦ ❷
20	Character committed two crimes that were linked together in some way. Reroll twice on this table.

From here — Return to the Table that sent you here . . .

876:
Unusual Skills

Use only if directed here by another table

Sometimes the skills one learns are not immediately applicable to the job of being a legendary hero. Yet they do add dimension to a character. Who knows, maybe a warrior's skill at wine tasting may save his companions some day.

Instructions: Roll a d20 on the table below to select the character's unusual skill. Then roll a d6 (for each skill, if additional skills are selected). If the d6 roll is less than six, the character has a Rank 3 competency with the selected skill. If the d6 result is 6, the character is Rank 4 with the skill.

The player and GM must decide and agree upon the details regarding each skill. Be inventive.

Roleplay: Use the unusual skill to add a bit of spice to the character's abilities. The character may never have to use his architectural design skills in a life or death setting, but one never knows.

d20 Unusual Skills (roll a d20)

1 Social dancing – both formal and informal.
2 Professional gambling.
3 Pick pockets.
4 Gourmet cooking.
5 Sexual seduction.
6 Skiing.
7 Skating.
8 Artistic ability. Roll a d6 on the subtable below to select the nature of this talent.
   1 Painting.
   2 Drawing.
   3 Sculpting.
   4 Jewelry making.
   5 Architectural design.
   6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher level of competency.
9 Musical ability. Roll a d8 on the subtable below to select the nature of this talent.
   1 Play common musical instrument of own choice.
   2 Sing.
   3 Song writing.
   4 Musical theatre (acting and singing).
   5 Make or repair musical instruments.
   6 Play exotic musical instrument of own choice.
   7 Play by ear – hear a song, then play it instantly.
   8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher level of competency.
10 Ability with textiles. Roll a d6 on the subtable below to select the nature of this talent.
   1 Sewing.
   2 Weaving.
   3 Tapestry design.
   4 Embroidery.
   5 Knitting.
   6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher level of competency.
11 Mountaineering – professional climbing.
12 Opposite hand weapon use with weapon of choice.
13 Mathmatical skill – mental number manipulation skills.
14 Model making – make realistic miniatures of things.
15 Inventing – all sorts of useful and useless contraptions.

d20 Unusual Skills (continued ...)

16 Theatrical ability. Roll a d10 on the subtable below to select the nature of this talent.
   1 Acting – all the world's a stage.
   2 Artistic dancing.
   3 Oration – dynamic public speaking.
   4 Story-telling.
   5 Musical ability (select on subtable 9 above).
   6 Disguise – appear as someone else.
   7 Circus skills (select on subtable 17 below).
   8 Voice impersonation.
   9 Juggling.
   10 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rankof competency.
17 Circus skills. Roll a d8 on the subtable below to select the nature of this talent.
   1 Aerial Acrobatics, including flying trapeze.
   2 Tight-rope walking.
   3 Animal training – exotic animals.
   4 Clowning – acting like a clown.
   5 Musical ability (select on subtable 9 above).
   6 Disguise – appear as someone else.
   7 Horsemanship – riding and tricks.
   8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
18 to Miscellaneous skills. Roll a d10 on the subtable below select the nature of this talent.
   1 Astronomy – star watching.
   2 Astrology – fortune telling.
   3 Calligraphy – formal or fancy penmanship.
   4 Lassoing with a lariat.
   5 Wine Tasting.
   6 Sailing small craft – including pleasure boats.
   7 Bargaining with merchants, etc.
   8 Negotiation and diplomacy.
   9 Prestidigitation – magic tricks.
   10 Imitate monster noises.
19 Dabbler at many skills. Roll 2d3 more times on this table to select the types of skills possessed by the character.
20 Enthusiast at skill. Roll again on this table to select the skill. Character has +1d2 additonal Ranks of ablity with this skill.

From here — Return to the Table that sent you here . . .

877:
Military Skills

Use only if directed here by another table

Instructions: The type of skills gained depends on the branch of military entered. Each service branch lists the type and number of skills it teaches. Use a die to select the skills indicated by the branch of service listing on the corresponding subtable on this page. A soldier learns one combination of weapon skills (such as javelin & short sword) at 1d3 ranks of abilty. All other skills The ones chosen on *Tables A-D*) are learned at Rank 1. Duplicate rolls means the skill is improved by one Rank.

The service listings also suggest the type of weapons and armor worn by these soldiers. Officers will wear the best type listed. Rich characters often buy better armor.

The player and GM must decide and agree upon the details regarding each skill. Be inventive, but be fair.

Skills, Weapons & Armor by Service Branch

Light Infantry. *Skills:* 1d3 Combat & 2 Forestry. *Weapons:* bow & sword; javelin & sling; javelin & short sword; sling & sword; javelin & spear. *Armor:* small shield, leather or studded leather.

Medium Infantry. *Skills:* 1d4 Combat & 1 Forestry. *Weapons:* two-handed spear, two-handed axe & sword, axe & javelin, or spear & sword. *Armor:* medium shield, ring mail, studded leather, or cuirboilli*

Heavy Infantry. *Skills:* 1d3+1 Combat & 1 Forestry. *Weapons:* two-handed spear, two-handed axe & sword, axe & javelin, or spear & sword. *Armor:* medium or large shield, scale mail, chainmail, or partial plate mail.

Archers. *Skills:* 1d3 Combat & 2 Forestry. *Weapons:* longbow or crossbow and short sword or axe. *Armor:* cloth, leather or studded leather.

Chariots. 1d2 Horse skills & 1d4 Combat skills. *Weapons:* bow & sword, sword & lance, javelin & sword, lance & sword, lance & axe, crossbow & sword. *Armor:* small or medium shield; leather, studded leather, or cuirboilli *.

Light Cavalry. *Skills:* 1d4 Horse, 1d4 Combat & 1 Forestry. *Weapons:* bow, sword & lance, javelin & sword, lance & sword, lance & axe, crossbow & sword. *Armor:* small or medium shield; leather, studded leather, or cuirboilli *.

Heavy Cavalry. *Skills:* 1d3+1 Horse, 1d4 Combat & 1 Forestry. *Weapons:* bow, sword & lance; javelin, spear, & sword; lance & axe. *Armor:* medium shield; heavy or light scale mail, chainmail, and or partial plate mail. Knights (Nobles) always wear plate mail (if allowed by Culture level).

Mercenaries. These professional free lance soldiers always have 1 additional skill (at Rank 2) of their choice from any category, even outside their own unit's skills.

Navy. *Skills:* 1d3 Combat & 1d4 Naval. *Weapons:* sword (cutlass); javelin & short sword; bow & sword. *Armor:* small shield, cloth, leather or studded leather.

Special Forces. See special instructions for each type of force on *Table 537: Special Forces.*

Non Combat duty. See special instructions for each type of unit on *Table 536: NonCombat Duty.*

d10	877A: Combat skills
1	Improve weapon skill (of choice) by one Rank.
2	First aid.
3	Disarm opponent with similar weapon.
4	A special shield trick increases protection (either another point of armor, or a higher armor class).
5	Military strategy (change die roll for all Battle results on *Table 535B:* entry #1-6 by 1 point in character's side's favor — maximum of 3 points).
6	Learn additional weapon skill of choice at Rank 2.
7	See weaknesses. After 1d3 rounds of combat, character can see foes's weaknesses and thus gain a +1 attack bonus for each ranking with this skill.
8	Endurance excercises. For each 2 Ranks with this skill, the character can improve his Constitution attribute by 1 point (up to racial maximum).
9	Repair armor (all kinds).
10	Improve1d3 Ranks of proficiency in a skill. Reroll skill on this subtable.

d8	877B: Horse skills
1	Increase horse riding/fighting skill by one Rank.
2	Care for horse (clean, curry, etc.) .
3	Break a horse to riding.
4	Trick riding (easily do dangerous or foolish things).
5	Tell a good horse from bad.
6	Horse medicine (perform animal first aid).
7	Train horse for combat.
8	Improve1d3 Ranks of proficiency in a skill. Reroll skill on this subtable.

d10	877C: Forestry skills
1	Tracking (following tracks).
2	Find food (plant & animal).
3	Hiding in cover (be unseen).
4	Trailing (following someone unseen).
5	Camouflage (making hiding places).
6	Find water (know if its drinkable).
7	Make traps & deadfalls with natural items.
8	Making own shelter (against cold & damp).
9	Specialize in survival in a specific environment. Choose forest, jungle, desert, mountain, or winter.
10	Improve1d3 Ranks of proficiency in a skill. Reroll skill on this subtable.

d10	877D: Naval skills
1	Swimming.
2	Handle small boats.
3	Sail large craft.
4	Coordinated rowing (as in a galley or longship).
5	Sail making and repair.
6	Boat repair.
7	Climbing (climbing up rigging in particular).
8	Navigation.
9	War machines (particularly ballistae and catapults).
10	Improve1d3 Ranks of proficiency in a skill. Reroll skill on this subtable.

* Cuirboilli is leather hardened by boiling in molten wax.

From here — Return to the Table that sent you here . . .

978:
GM's Specials

Use only if directed here by another table

For use by Game Master's Only!
Players stop reading NOW!

Instructions: The numbers before the entries below correspond to the table that instructed you to come here. Read only that entry and then return to the table that sent you here. Be honest or you may spoil a later surprise for yourself.

106: All the character's siblings are unknown to the orphaned character. His actual birth order, place of birth and time of birth are all unknown to him. The GM should roll these separately. Roll a d4 on the subtable below for further information.

1	The character's parents are not dead and still seek his whereabouts.
2	The character's starting money is the remnants of a trust fund started by his parents.
3	Character will have 1d4 companions of a similar age who are like family to him. Select these companions on *Table 761: Companions.*
4	Roll twice more on this table, rerolling duplicates.

111: Character was not born, but was magically created by a powerful wizard. At your discretion, the character may or may not be a true living being. Continue to roll his family history, but all rolls are fictional. You may even wish to go so far as to have the character's entire background be nothing more than implanted memories. The wizard who created the character is automatically the character's guardian.

114A: The NPC's money comes from someplace other than a normal occupation or social position. Roll a d6 on the subtable below to determine where the money comes from.

1	NPC has an adventurer's hoard of gold and treasure.
2	NPC is secretly a thief. Income comes from stealing.
3	NPC's money comes from a secret inheritance.
4	NPC discovered a lost treasure and loots it as needed.
5	NPC recieves money from investments.
6	NPC counterfeits money, even making fake gold.

217: Roll a d10. On a result of 4 or less the property is haunted by a ghost. Roll a d8 on the subtable below for more details.

1	The ghost is an unruly ancestor of the character.
2	The ghost is an evil, malignant spirit.
3	The ghost is playful, not destructive.
4	The ghost is benign, but attempts to scare folks off the premises to save them from a greater evil within.
5	The ghost is a sham, a story created by locals to keep folks away while they look for treasure here.
6	The ghost is a murder victim who wants his or her murderer to be punished.

217: (continued ...)

7	The "ghost" is actually other types of undead, like wights, wraiths, spectres and zombies.
8	There is no ghost. The house is a gateway portal to other dimensions.

544A: A dormant psychic ability has been awoken. Initially, the character's skill with this will be Rank 0, but should grow and develop with time and usage. Select the new-found ability on *Table: 873 Psychic Abilities.*

544B: The box contains an object that must be selected from *Table 863: Gifts and Legacies.* Who the woman refers to as "them" and why the object is important is a mystery that you can develop into an adventure or even a campaign. "They" might be evil cultists trying to retrieve an artifact, hired assassins sent to retrieve a valuable heirloom, or inhuman monsters bent on conquering the world. The woman could be a Noble, a prostitute, an adventurer, or just a luckless shop girl, in the wrong place at the wrong time. The object could be magical, ceremonially valuable, historically important, or just plain priceless.

753: The newly-discovered relation was previously unknown to the character, even possibly someone who should not, or could not exist now. Examples: The person encountered is a long-lost cousin, the child of an unknown uncle; or the person is the character's "real" mother; or the character's great grandfather who was supposed to be dead ages ago, but has now mysteriously reappeared; or as a child, the character meets his own grandson in some sort of time confusion.

754: The character is whisked off by beings from another planet or plane for study. He is treated well, but gains an alien perspective on life, almost as if he was a nonhuman. Others will be able to sense this in the character, even if the character cannot.

756A: The creature encountered is not a monster, but the character's future self, usually as an adult. This should not be readily apparent to the character. You may wish to replay the scene during the character's adventuring career, from the older point of view. There should be some very imporant reason for the laws of time allowing multiple versions of the same being in one time and place. Another possibility is for the character to meet another incarnation of himself.

756B: The encountered creature is successfully disguised or enchanted to appear human. Reroll the type of creature on *Table 756.* There is a 30% chance that the character will learn the creature's true nature.

761A: The Companion is really a god in the guise of a mortal avatar. Select the god on *Table 864: Deities.* If the Companion's nature is ever discovered, the god departs, leaving the character with a parting gift. Select the gift on *Table 863: Gifts & Legacies.*

761B: The Companion is secretly in love with the character. The Companion will not reveal the affection to the character, since the Companion feels that the character will probably reject him or her.

762: The Rival is secretly in love with the character. The Rival will not reveal the affection to the character, since the Rival feels that the character will probably reject him or her.

From here — Return to the Table that sent you here . . .

Index

Entries listed below have been selected for their general relevance to the *Central Casting* system, particularly to aid the player and Game Master in locating rules, rather than individual item references. Page numbers in *italics* refer to game rules applicable to those items. Entries shown in **Bold Face** refer to tables or major subtables by that name.

A

Adolescence
  Ages, 4
  Significant Events, 27, 29
Adulthood
  Age, 4
  Significant Events, 30-31
Adventurer NPC, *10*
Adventurers (757), 75
Age *4*, 26
Ah Love! (542), 59
Allergies (649D), 69
Allergy Rules, *69*
Alignment, 32-33
  Darkside ..., 33
  Lightside ..., 33
  Neutral ..., 33
Alignment & Attitude (318), 32-33
Anarchic (attitude), 33
Ancient (age), 4
Apathetic (attitude), 33
Appearance, *3*
Apprentice, 42
Apprenticeships (419), 4
Applying the Guidelines, 4
Archers, 51, 92
Artistic Ability (Entry #8), 91
Attitude, 32-33
Attributes, *3*

B

Barbarian
  Cultures, 14
  Occupations, 35
Barbarian Occupations (422), 36
Bard, 75
Battles, resolving, 7, *51*
Beastman, 13, 72, 75
Behavior Tags (649E), 70
Berserker (Entry #16), 84
Bibliography, 96
BiMod (Birth Modifier) 20, *21*
Birth
  Illegitimate, 18
  Legitimate, 18
  Order of ... 19
  Place of ... 20
  Time of ... 20
  Unusual ..., 21, 22-23
Birth Legitimacy (104),18
Birthmarks (866), 83
Birth Order (108), 19
Blessings (869), 85
Body Locations (867), 83
Body Part, Loss of, 86
Bonus Points, *5*
Brothel, 20
Brother (see Siblings)

C

Cavalry, 51, 92
Chariots, 51, 92
Charisma, 3
Childhood
  Ages, 4
  Significant Events, 26, 27
Chivalrous (attitude), 33
Circus Skills (Entry #17), 91
Civilized
  Cultures, 15
  Occupations, 37
Civilized Occupations (423), 37
Cleric, 75
Clothing (Entry #16), 81
Colors (865), 83
Combat skills, 5, 92
Combat Skills (877A), 92
Comfortable (Social Level), 17
Companions (761), 79
Conscientious (attitude), 33
Constitution, 3
Control Over Traits, 67
Crafts (424), 40
Craftsman, Master, 42
Creating a Character History, 6
Crimes (875), 90
Crime Scale, 74
Criminals, 10, 49, 57, 74, 90
Criminals (755), 74
Culture (see Cultural Background)
Cultural Background (103), 14-15
CuMod (Culture Modifier), 14
Curses, 22, 84
Curses (868), 84

D

Darkside Traits (648), 66
Death
  ... at time of birth, 22
  causes of ..., 63
Death of Parent or Guardian (546), 64
Death Situations (545), 63
Decadent Civilized Cultures, 15
Decline (of attributes), *4*
Deed (Entry #14), 81
Deities (864), 82
Demon, child of a, 23
Depraved (attitude), 33
Destitute (Social Level), 16
Deviant (attitude), 33
Dexterity, 3
Diabolical (attitude), 33
Dice Explanations, 7
Dragon, 10, 75, 78
Druid, 75
Dwarf, 12, 47, 75
Dwarvish Events (531), 47

E

Egalitarian (attitude), 33
Elderly (age), 4
Elf, 12, 47, 72, 75
Elven Events (530), 47
Enslaved! (539), 55-56
Ethical (attitude), 33
Evil Gods, 82
Exotic Birth Locations (111), 20
Exotic Events (544), 61
Exotic Feature Categories (649A), 67
Exotic Personality Features (649), 67-71
Extremely Wealthy (Social Level), 17

F

Family, The (106), 19-20
Fat (532: Event #6), 48
Fears (see Phobias)
First born
  (see Birth, order of...)
Forestry Skills (877C), 92
Fumbles, *5*
Funny Numbers, 2

G

Generic Skill Use Rules, *4*
Ghost, 64
GM's Specials (978), 93
God, child of a, 23
Gods, 82
Good vs. Evil, 65, 66
Government Officials (752), 73
Guardians, 19, 24, 63, 74
Guardians (754), 74
Guilds, 40

H

Half elf, 12, 72
Halfling, 12, 48, 72
Halfling Events (532), 48
Half orc, 12, 72
Head Injury (Entry #7), 86
Hi-Lo, *7*
Hobbies (427), 43
Hobbit (see Halfling)
Horse Skills (877B), 92
How to Use this Book, 2
Human, 12

I

Imprisoned! (540), 57
Improving Skills, *5*
Infantry, 51, 92
Incongruities, 2
Inheritance (546A), 64
Injury (see Serious Wounds)
Insanity, 15, 68
Intelligence, 3
In the Service of ... (543), 60
Introduction, 2

J

Jewelry (Entry #4), 81

K

Key Trait, 32

L

Last born
  (see Birth, order of ...)
LegitMod (Legitimacy Modifier), *18*, 20
Linking Events, 11-12
Lightside Traits (647), 65
Literacy, *6*, 14-15, 16-17
Love Affairs, 29, 59, 60, 62
Lover
  Children by ..., 29, 59
  Death of ... , 45
  Marriage to ... , 29, 59
  Tragedy about ... , 45

M

Magical Ability, *3*
Magic Use, *5*
Materialistic (attitude), 33
Mature (age), 4
Master, 3, 34, 42
Master of Note, 42
Mental Afflictions (649B), 68
Mental Powers, 88
Mercenaries, 51, 92
Merchants (425), 41
Midnight (born at), 22
Military Experience (535), 51
Military Rank (538), 54
Military Skills (877), 92
Mistaken Identity (event #13), 62
Money, *6,* 16-17, 19, 60
Monk, Martial Arts, 75
Monotheism, 82
Monster Events (533), 48
Monsters, 48, 75
Monsters (756), 75
Mother, 18, 22, 24
Motivations, 8
Musical Ability, 91

N

Naval Skills (877D), 92
Navy, 51, 92
Negative Integers, *6*
Neutral Alignment, 33
Neutral Traits (318B), 32
Nobles (758), 76-77
Nobility
- Common Titles, 76
- Land Holdings, 76-77
- Military Benefits, 51, 54
- Noble Rank, 76
- Relation to ruler, 87
- Social Level, 17
- Special titles, 76-77, 87
- Timod, 76-77

Nomad
- Cultures, 14-15
- Occupations, 35

Nomad Occupations (421), 35
Noncombat Duty (536), 53
Nonhumans (see Dwarf, Elf, Halfling, & Monster)
Nonhumans (751), 72
Noon (born at), 22
NPCs, 9-10
NPC (types)
- Adventurer, 10
- Bartender, 10
- Beggar, 10
- Coot, Old, 10
- Criminal, 10, 74
- Dragon, 10, 75, 78
- Farmer, 10, 37
- Good Guy, 9
- Guardsman, 10, 92
- Kid, 10
- Leader, 9
- Mercenary, 10
- Merchant, 10, 37, 41
- Monster, 10
- Punk, 10
- Soldier, 10, 92
- Townsperson, 10
- Urchin, Street, 10
- Villain, 9
- Witch, 10
- Wizard, 10, 75

Numbers, funny, *2*

O

Obsessive Behavior (649B: entry #14-15), 68
Occupations
- Apprenticeships, 34
- Barbarian, 36
- Civilized, 37-39
- Crafts, 40
- Level of Achievement, 42
- Lower Class, 37
- Merchants, 41
- Middle Class, 38
- Nomad, 35
- Performance, 42
- Primitive, 35
- Special, 39
- Upper Class, 38

OccupationPer-- formance (426), 42
Officer, Military, 54
Officials, Government, 73
Orc, 13, 70, 75
Other Persons, 70
Other Race, 13
Others (750), 72
Other Uses & Abuses, 7

P

Paladin, 75
Papers (Entry #17), 81
Parents
- Death of ... , 65
- Head of household, 23
- Noteworthy Items, 23
- Occupations, 23

Parental Occupations (114A), 23
Parents & NPCs (114), 23
Patron, 60
Percentiles, 7
Personality, *26, 32*
Personality Traits
- Darkside, 66
- Exotic, 67-71
- Lightside, 32
- Neutral, 32

Personality Trait Types (318A), 32
Pet, Unusual
- Acquisition of ..., 46, 47, 62, 81
- Death of ... , 44
- Unusual, 78
- Unusual abilities of ... , 78

Phobias (649C), 69
Physical Afflictions (874), 89
Piracy, 50, 90
Piracy Events (534D), 50
Place of Birth (110), 19
Polytheism, 82
Poor (Social Level), 16-17
Priest, 75
Primitive
- Cultures, 14
- Occupations, 35

Primitive Occupations (420), 35
Prison, 20, 57
Psychic Abilities (873), 88
Punishment, 90

Q

R

Random Encounters, *7*
Ranger, 75
Rank, *3,* 5
Rank, military, 54
Reasons for Illegitimate Births (105), 17
Relation to Ruler of the Land (872), 87
Relatives (753), 73
Religious Experience (541), 58
Reptileman, 12
Rivals (862), 80
Rogue, 75
Romance (see Love Affairs)
Rules & Terms n' Stuff, 3
Runs Away, 26

S

Self-centered (attitude), 33
Serious Wound (870), 86
Sex Change (event #4), 61
Sexism, 3
Sexual Disorder (649F), 71
Siblings (107), 18
Shaman, 10, 35, 36, 75
Siblings, 18
Sister (see Siblings)
Skills
- Generic use rules, 4
- Improving during play, *5*
- Military, 92
- Ranks, *3,* 4, 5
- Survival, 6
- Unusual, 91

Social Level, 16
Something Wonderful ... (529), 46
Soothsaying, *7*
Special Success, *5*
Social Status (103), 15-16
Special Pet Abilities (760), 78
Special Services (537), 53
Special Titles for Nobility (871), 87
SolMod (Social Level Modifier), *16*
Stackpole, Michael A., 1, 2, 96
Starting Money (see Money)
Strength, *3*
Strength, Trait (see Trait Strength)
Survival Skills, *6,* 13, 15

T

Textile Skills (Entry #10), 91
Theater Ability (Entry #16), 91
Thief, 49, 75
Time of Birth (109), 19
TiMod, *17, 76-77*
Titles, Common (Nobility), 76
Tradesman, Skilled, 42
Tragedies (528), 44
Traits (see Personality Traits)
Trait Strength, *33, 67*
Triplets, 22
Twins, 21, 22

U

Undead, 64, 75, 85, 93
Underworld Experience (534), 49
Unusual Birth Circumstances (113), 22
Unusual Births (112), 21
Unusual Pets (759), 78
Unusual Skills (876), 91
Unusual Characters, 9
Urban, Survival, 6

V

Villains, 9
Virgin, child of a, 23

W

Warrior, 75
Wars, *7*
Wealthy (Social Level), 17
Weapon (Entry #1), 81
Well-to-Do (Social Level), 17
Wilderness, Survival, *6*
Wizard, 10, 75
Work Attitudes (426A), 42

X

Xulcandra, 11-12

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CENTRAL CASTING: Heroes of Legend

Character History Worksheet

Die Roll Modifiers

(102)	Cultural Modifier	*(CuMod):* ____
(103)	Social Level Modifier	*(SolMod):* ____
(104)	Legitimacy Modifier	*(LegitMod):* ____
(110 - 111)	Birth Modifier	*(BiMod):* ____
(758)	Title Modifier	*(TiMod):* ____

Name: _____ Sex: _____ (101) Race: _____

(102) Cultural Backgound: _____ (102) Native Environment: _____

(103) Social Status: _____ (103) Literate: Yes ❑ No ❑ Starting Money: _____

(758) Nobility Title (if any): _____

(104) Legitimate Birth? Yes ❑ No ❑ (105) Illegitimate Birth Reasons: _____

(106) Type of Family: _____

(107) Siblings: _____ (108) Birth Order: _____

(109) Time of Birth: _____ (110) Place of Birth: _____

(112) Unusual Birth Circumstances: _____

(114) Notes about Parents: _____

(215 - 217) NOTES & EVENTS

	Age	Event or Note
[ ]	___	_____
[ ]	___	_____
[ ]	___	_____

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Central Casting is a detailed, stand-alone system of tables, charts, and roleplay guidelines for creating thoroughly individualized roleplay characters. By following simple, step-by-step instructions, both game masters and players can give life to player and nonplayer characters alike!

Table 544: Exotic Events is an example of what lies within:

544:

Exotic Events

d20	544: Exotic Event (roll a d20)
1	A god asks the character to become its agent on earth and the character accepts. The god gives him an unusual pet as a gift. Select the pet on *Table 759: Unusual Pets*. Select the deity on *Table 864: Deities*.
2	The character befriends an intelligent, nonhumanoid monster. Select the monster on *Table 756: Monsters*.
3	The character stumbles into a magical portal and is magically transported to his or her current location, a land faraway from where he was born. Select the Culture level of the new surroundings on *Table 102: Cultural Back-ground*. Any family is left far behind, so if the character is a child or adolescent, it is as if the character's parents had both died.
4	The character's gender is changed by powerful magic. A male character becomes female, and a female a male. Like a curse (see *Table 868: Curses)*, this is not easily reversed. Equally powerful magic will be necessary. Initially, this will be quite a shock, but as time passes the character becomes more accustomed to the new gender ...



This book contains everything you need (except dice) to create detailed character histories and includes guidelines and rule materials to accomodate any FRP game system.

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