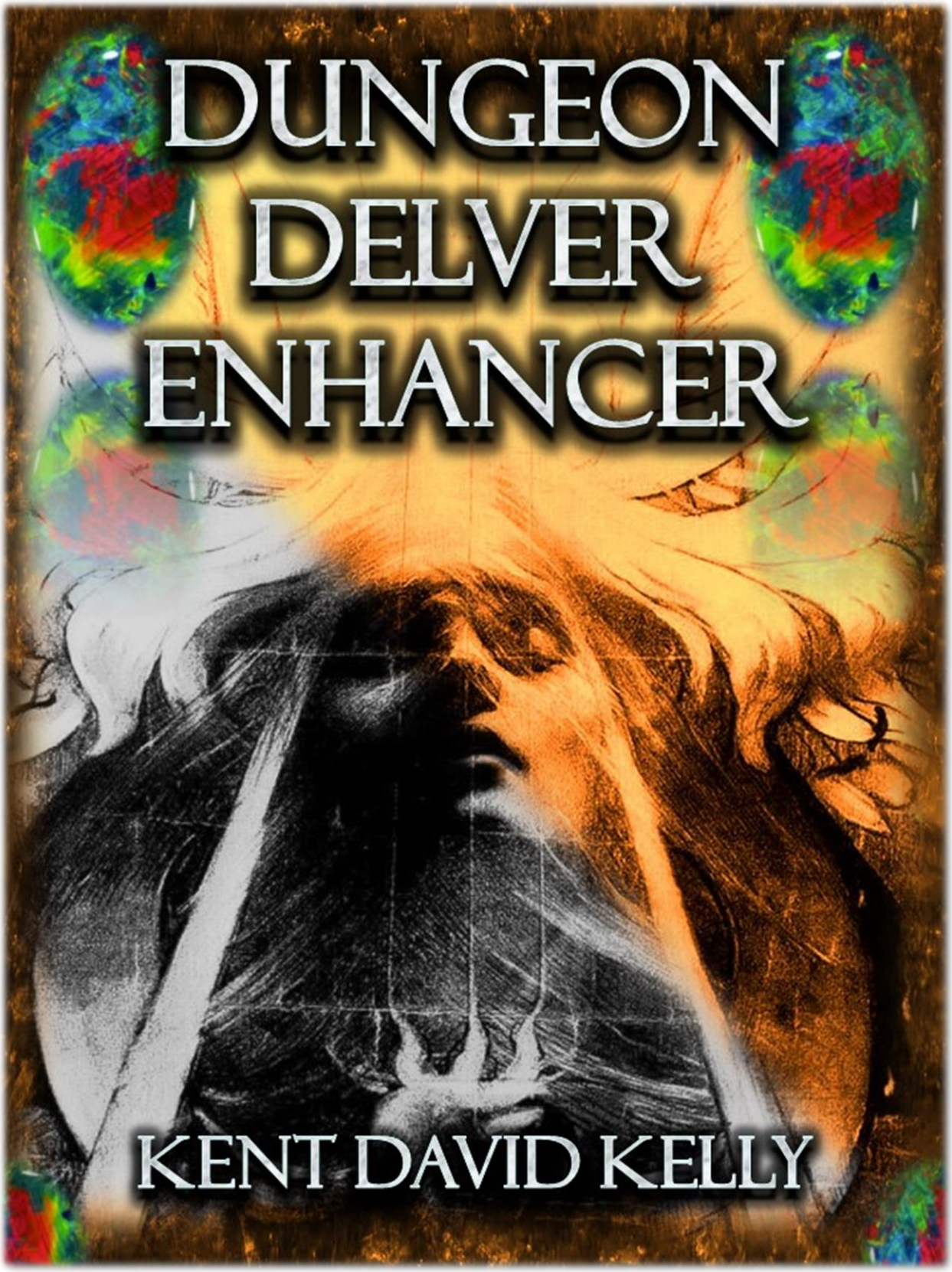
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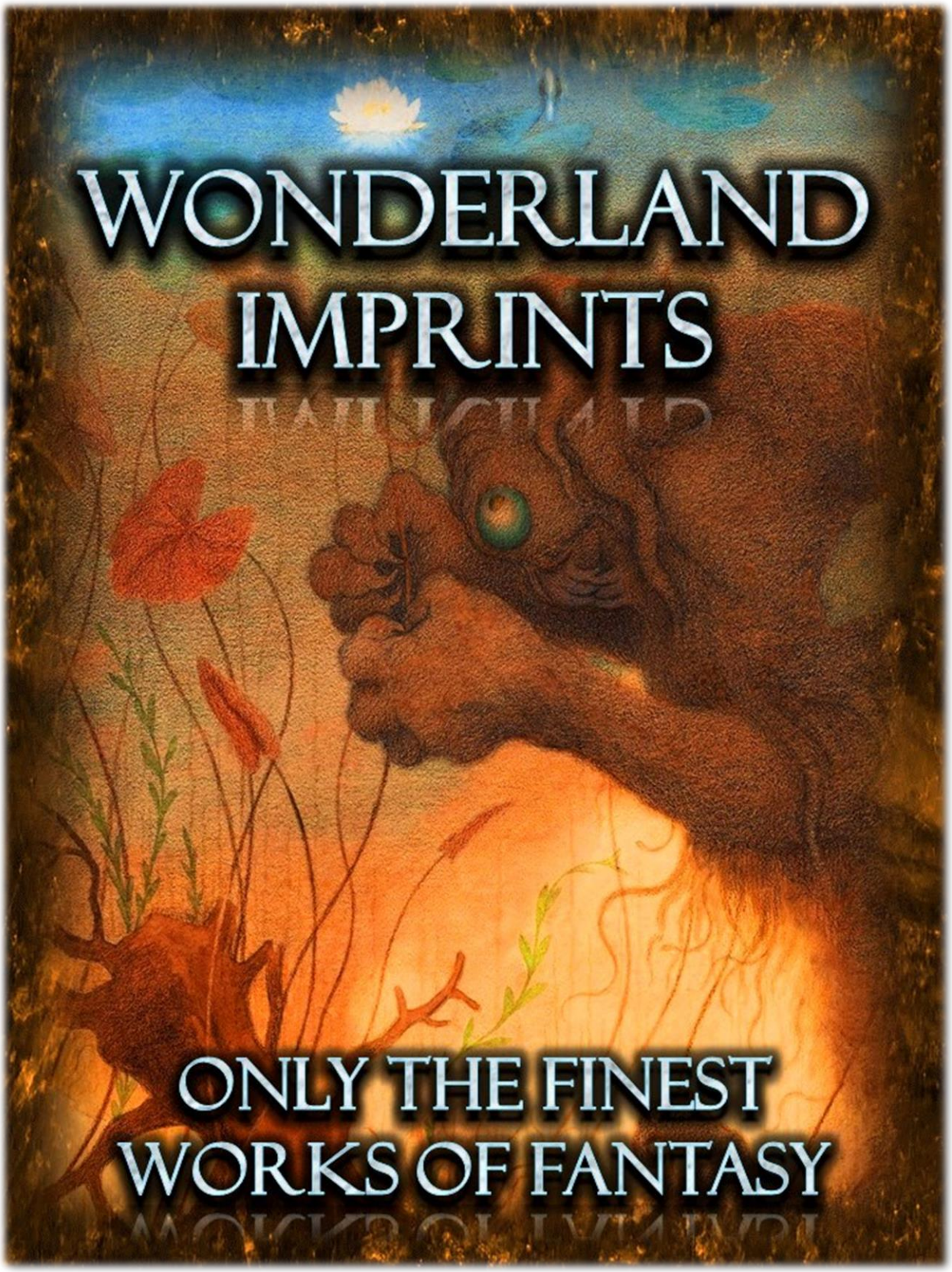
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FANTASY ROLE-PLAYING SUPPLEMENT
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DUNGEON DELVER ENHANCER

BY
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(DARKSERAPHIM)

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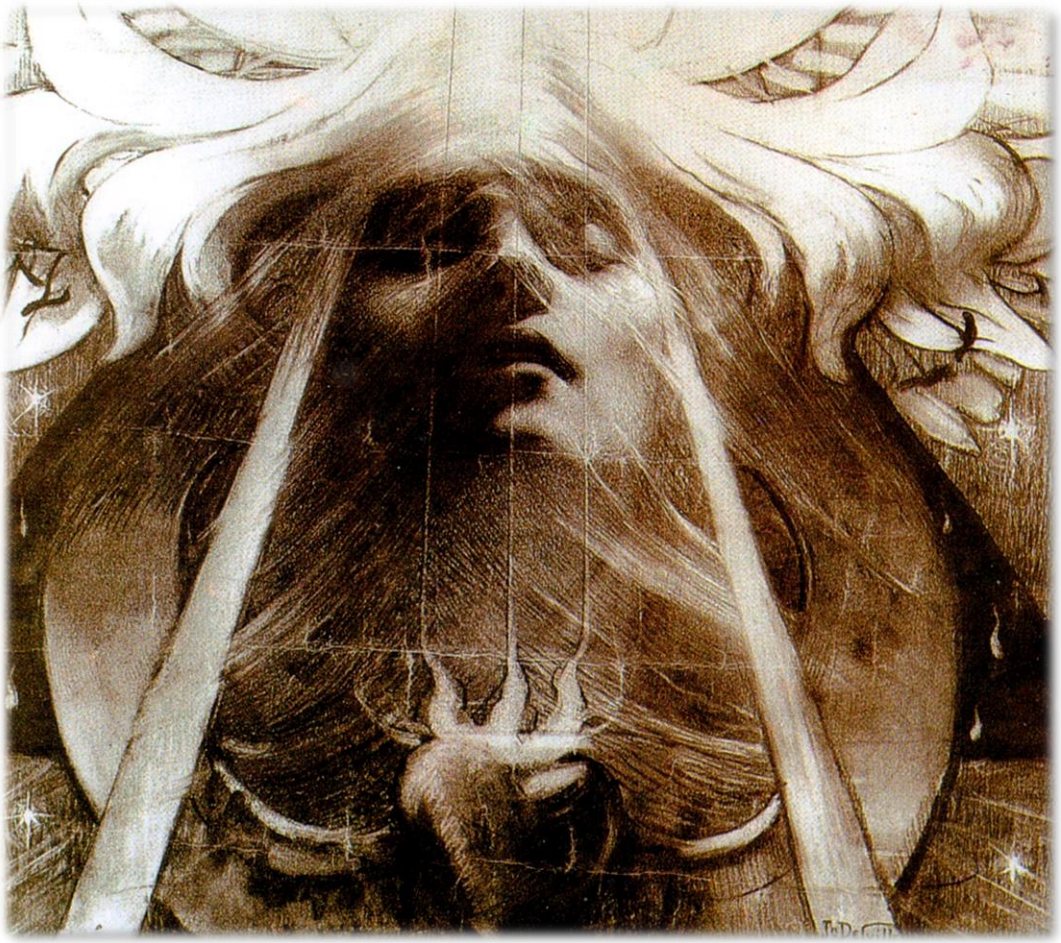
"Only the Finest Works of Fantasy"



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HIC SVNT DRACONES
HERE THERE BE DRAGONS

CASTLE OLDSKULL ("Old School") is a well-regarded, system neutral line of supplements designed for use in Fantasy Role-Playing Games (FRPGs). Available formats include PDF, paperback, and Kindle e-book.

Ideas are presented in such a way that they can be used or customized for any edition game, from the 1970s to the present day. These volumes exemplify the iconic "sandbox," do-it-yourself, and free-form ideals established by the original Lake Geneva campaigns, c. 1972-1979. Respected sources of inspiration include Arneson, Barker, Bledsaw, Burroughs, Dunsany, Gygax, Holmes, Howard, Kask, Kuntz, Leiber, Lovecraft, Merritt, Moldvay, Moorcock, Sutherland, Tolkien, Trampier, Vance and Ward.

You can contact the author, Kent David Kelly, at shadowed (underscore) sky (at) hotmail (dot) com.

~

DEDICATION

This work is dedicated to the memory of the great classic dungeon and fantasy milieu designers who are no longer with us:

David Lance Arneson,

M.A.R. Barker,

Bob Bledsaw,

E. Gary Gygax,

Dr. John Eric Holmes,

Tom Moldvay,

and David Trampier.

It is also dedicated to the great fantasists who inspired them, some of whom are fortunately still with us today:

Poul William Anderson,

Edgar Rice Burroughs,

L. Sprague de Camp,

Robert E. Howard,

Fritz Leiber,

Howard Phillips Lovecraft,

Michael Moorcock,

J.R.R. Tolkien,

and Jack Vance.

In the spirit of creating wonders with which to inspire others to write their own unique works of enchantment, the author salutes you.

~

EMPOWERING YOUR IMAGINATION: WHAT THIS BOOK IS, AND WHAT IT IS NOT

Attention e-reader, video and computer gamers!

This book is *not* a game in and of itself. If you bought this book thinking it was a complete game you could read and play, you should probably return this book now.

This is a book to help you create your own adventures for Fantasy Role-Playing Games. This is a fantasy adventure toolbox, an imagination engine.

If you enjoy creating stories with your friends, envisioning netherworlds filled with dragons and treasure and designing fantasy worlds all your own, then you will find that this book is an ideal Game Master (GM) tool. This book will help you to create and improve dungeon adventures, featuring more intriguing locales, more mysterious histories, and more surprising twists and turns than ever before.

This is not a complete game. Your dedication and creativity are required.

~

DESCRIPTION

A decades-long labor of love:

The ultimate old school character book.

Your game, filled to the brim with every

Pulp Swords and Sorcery detail imaginable,

Will never be the same.

Do your player characters ever seem less like heroes, and more like cardboard cutouts? Do your campaign's nefarious arch-villains fail to inspire fear, or even interest? Do you need help with your next story hook or adventure campaign, creating compelling protagonists and enemies that your players or readers will never forget? Look no further.

The DUNGEON DELVER ENHANCER is specifically designed to enrich every aspect of character design, turning stereotypes into unique and engaging personas. You can design thousands or even millions of characters with this system, and no two will ever be alike. Best of all, with repeated use you can create fully detailed individuals ready for role-playing or story-telling in just 15 to 30 minutes. Picking out a detail to work on — a name, a description, a character theme, likes and dislikes — will take your 2 minutes or less.

The elaborate systems in this book are both isolated and interlocked, which means that you can use all of them without creating internal conflicts. Or, you can pick and choose the systems that help you the most, turning your least favorite aspects of character creation into the most enjoyable ones.

The vast array of character customization systems featured in this book includes: given names; family names; nicknames and epithets; sub-class themes and alternate level titles; alternate names for multi-class combinations; attribute descriptors; initial spell repertoires; spell caster themes; racial lore for demi-humans; Useful Secondary Skills; handedness determination; bardic sub-themes; specialized thieving talents; fighting styles and weapon preferences; known languages; background themes; racial clan ancestry; famous ancestors; blazons and coats of arms; Social Standing; starting wealth; druidic clan backgrounds and spirit companions; enchanted familiars; and barbarian and orcish tribal themes.

This book also includes full systems for determination of appearance, eye color, hair color, skin color, unusual physical traits, and hundreds of different personality quirks and behaviors. A bonus system even allows you to create tens of thousands of names for parties, fellowships and mercenary companies, with just two quick die rolls.

The DUNGEON DELVER ENHANCER is brought to you by Kent David Kelly of Wonderland Imprints, a role-player and Game Master with over 35 years of play experience. Best of all, if there are any other materials you would like to see relating to world or dungeon design, feel free to contact the author. I create the supplements that Game Masters want. Many more CASTLE OLDSKULL supplements are being prepared specifically to support the players, initiates and Game Masters of the Old School Revival (OSR). This book is your gateway to the realms of sword and sorcery. Join us for the adventure!

(A complete reference work designed to supplement existing pen-and-paper Fantasy Role-Playing Games. One of the most elaborate RPG character design books ever devised, with over 200 section topics, nearly 200 tables, 92,700 words, over 570 pages. Just one of the proud creations available now from Wonderland Imprints — Only the Finest Works of Fantasy.)

~

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PART 1:
IDENTITY: THE SLEEPER AWAKENS

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1-1
INTRODUCTION

You are about to embark on a journey into the Dragonlands. Your lifeless character sheet is going to become a living and breathing fantasy person, and your detailed knowledge of that person is going to turn a generic cliché into one of the most interesting individuals ever to grace your game. Using this book, you will achieve a level of personified detail which will allow you to write a story or even an epic novel about your character, should you choose to do so. And best of all, you will *want* to.

This book not only adds intriguing secrets and details to every old school character you can imagine; it also makes those details relevant, expandable and play-worthy. In short, this book will make you want to play, write and read *more* about the heroes and villains of high fantasy than you ever did before.

(Ambitious? Yes. Inconceivable? No. Never go in against a Sicilian, when death is on the line …)

The character enhancement process will take you about 60 to 120 minutes the first time you go through the entire system, because you will be reading the book and gaining a working knowledge of the fundamentals. After your first character enhancement, however, you will soon find that you can use the entire set of systems to create more new characters (PC or NPC, it doesn't matter) with considerable ease. My own characters take approximately 15-20 minutes to develop with this system, with an optional 5-10 minutes following for smoothing and refinement.

If you would like to see a full example of the system at work, where I take actual random rolls and create a new character ready for play, please refer to the end chapter of this book.

Do not let this book intimidate you! You certainly don't need to go through every step for every character, all the time. This is a resource developed over decades, meant to facilitate endless play options in your campaigns however long they may be. Use this

book more like an encyclopedia than a beginning-to-end sourcebook … unless, of course, you like drowning in detail like I sometimes do.

This book is certainly ambitious, but it is also incomplete. Importantly, please note that — due to copyright, intellectual property laws, and the generally unpleasant limitations imposed upon creativity by corporations — the entire character creation process is *not* detailed in this book. The Dungeon Delver Enhancer supplements your existing FRPG rulebooks, with a noticeable lean toward the basic and advanced game editions of c. 1977-1979; but it does not replace them. The additional game books you will need for the character creation rules are probably entitled something similar to the "Players' Guidebook" and the "Game Master's Guide." You probably already have them close at hand.

The difference here, however, is that for every place in those books where the text reads something like "any additional details are up to you, for no mere book can substitute for your brilliance or your creativity," well … the Dungeon Delver Enhancer actually helps you along by showing you dozens or even hundreds of different options for that thing. I've deliberately chosen some of the most difficult details to come up with: names, personalities, and skill sets that are based on role-playing instead of number crunching. I will not leave you hanging!

This book will never overwhelm or control your creative process; but it will strive to intensify your creativity, so that you can jump-start your imagination with great ideas you might have always had, but never known how to express.

Unlike most Castle Oldskull fantasy role-playing game supplements, the Dungeon Delver Enhancer is intended not just for Game Masters, but for players as well.

For the Game Masters, this book can be used to flesh out important Non-Player Characters (NPCs) in your campaign. I personally recommend the highest levels of detail for those special NPCs that will have the most interaction with your players' characters. You can also use these systems to quickly produce new NPCs during random encounters and improvisational play. You can use this book inside play and out, from front to back, or selectively, depending on where your current interests lie.

If you need a quick 10-second physical description for a tavern keeper, a name for a prisoner, a motivation for a villain, or a one-word personality for that faceless man-at-arms the PCs just hired, this book provides all of those answers. Just flip, find, roll and go.

Similarly, you can just flip to the character design section of this book that you need the most help with whenever you need it. If you (like me) have trouble with good epithets, just use the epithet section for random determination, and then design the rest of the character yourself.

Further, if you as the GM decide to use this book's systems to add detail to the players' PCs, it is recommended that you allow the players to roll their own results, and for them to fairly contest any results they find unenjoyable, so that they will always feel invested in the process.

For players who are using this book without a Game Master's supervision, you should note that this is a resource filled with thousands of random results which are specifically intended to enhance the old school fantasy role-playing experience. There are some random results which will make no difference in a character's effectiveness, while others can give a character slightly more or less power than before, based on the random die roll.

You are in control, and you should always feel free to ignore a random result that does not make sense for the character you envision. When this book would make your character less fun, or less interesting, just reroll … or simply choose what you want from the available options, wherever you see a detail that makes more sense than the random result. After all, the real purpose of this book is to get you excited to play.

However, never forget that the GM is in control of the game, and you cannot use this book as a bludgeon to force your GM to accept specific powers for your character. If you are a min-maxing power gamer, devoted to crafting "builds" with an entitled sense of the game revolving around your unkillable superhero; if you're interested solely in the "best" choices, as opposed to entertaining characterization; then you have, quite simply, come to the wrong place. As this book's author, I hereby kill your overpowered Mary Sue with a nasty thunderbolt. If you desperately wanted to know what his personality was, it was this: He sucked, and nobody liked him. We're all glad he's dead. Now hang your head in shame. Gollum is here to escort you out, and he says you should leave now and never come back. Something about taters or other nonsense. Now go to your room, contemplate your sins upon the Tree of Woe, and binge thyself upon entire seasons of Full Metal Alchemist until you feel more like the fun-loving person you used to be.

;)

(We shall now continue with the rather more serious nature of the introduction …)

This book can also be used for fiction writing. I have developed these systems over the past 20 years while playing fantasy games, and I am still improving them. Many of the good ideas here came from other players and Game Masters who were more creative than I am. I'm simply the expander, codifier and refiner of what I glean. The resulting systems have been designed primarily for gamers, but many gamers become fantasy writers and vice versa.

The options you find herein can be hugely beneficial when you're trying to conquer writer's block. If you're completely stuck in your writing, you can use this book to create

two imaginary characters with random personalities. Then, write a quick scene in which these two strangers meet up with one another (to fight, to drink, to seek an alliance, or simply falling over one another in a dungeon and mixing their treasure together), and think about what they would say to one another. You will find that you have the beginnings of an interesting story in less than an hour's worth of writing.

Whatever you decide to use this book for, please know that the systems are heartily intended to save you time and work. Never let this book force you down a path which you find unenjoyable. With that said, however, I do encourage you to try to make sense of any random results which seem to conflict. If the NPC you just rolled up is blind and has high agility, go with that. He has second sight! Try to make sense of results that don't immediately make sense. Remember that you can empower and strengthen your imagination, just like any muscle, by working it a little harder than you're comfortable with.

After all, people are inherently inconsistent and paradoxical, and no truly complex individual — real or imaginary — can be restricted to your own narrow first impression of their philosophy. Can a person be both honorable and treacherous? Of course. Are they schizophrenic? Possessed? Duty-bound yet terrified? Are they inherently honorable, yet ready to betray their liege in the name of saving their family? Are they devotedly treacherous, yet madly in love with an honorable person? Before you disregard that strange or humorous pair of conflicting attributes, I recommend that you ask yourself: What would, if anything, make such an odd person tick?

Despite this lengthy recommendation, you are of course welcome to disregard anything that you read herein. *You* have the best ideas for your own game, and this book is just a tool to get those ideas out in the open. And whenever you have a better idea than my own, use it! I am by no means infallible, and the fact that this system is now in its seventh iteration is proof that there is always a better way to do things. There will probably be a further edition of this book which is even larger and easier to use, a few years from now.

I hope that you find my systems herein both enjoyable and inspiring. Move things around; cross out options and write in your own. This book is earnestly intended to be a tremendous help in advancing your own creative endeavors; and if it helps you to create fascinating characters with ease, I am thankful.

And now: let's create the most interesting character you've ever envisioned!

(***Random disclaimer:*** The masculine "he," "his," and so forth are used throughout this book, keeping the size and word count down while minimizing awkwardness. No offense or disrespect is intended, and you are more than welcome to replace "she" or

"her" wherever appropriate. You will also find some interesting female-only archetypes herein, such as sibyls and amazons. Enjoy. ~K)



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1 - 2

THE DUNGEON DELVER ENHANCEMENT PROCESS

If you are a Game Master, you should feel free to pick and choose those sections of this book which you find most useful during gaming and prep from moment to moment. But if you are using this book comprehensively for the first time from cover to cover, you may want to use a Dungeon Delver Enhancer (DDE) sheet to plan out your own enhanced character. This can be an established (N)PC in need of a rework, or a wholly new character. In either case, before you start thinking of character sheets I recommend something like this:

CASTLE OLDSKULL
ENHANCER SHEET DDE-1

Name:		Ancestor:	
Epithet:		Bardic Trickery:	
Strength:		Spirit Comp.:	
Intelligence:		Familiar:	
Wisdom:		Soc. Standing:	
Dexterity:		Coat of Arms:	
Constitution:		Cleanliness:	
Charisma:		Eye Color:	
Class:		Hair Color:	
Druidic Clan:		Skin Color:	
Tribe:		Physical Trait:	
Theme:		Personality 1:	
Spell Theme:		Personality 2:	
Initial Spell 1:		Personality 3:	
Initial Spell 2:		Personality 4:	
Initial Spell 3:		Personality 5:	
Initial Spell 4:		Personality 6:	
Racial Trade:		Like 1:	
Sec. Skill:		Like 2:	
Language 1:		Dislike 1:	
Language 2:		Dislike 2:	
Language 3:		Companions:	
Language 4:		Speech:	
Rogue Talent:		Notes:	
Fighting Style:		Notes:	
Racial Lore:		Notes:	
Background:		Notes:	

This sample form was created in Excel for quick copying and printing. Should you find it useful, please feel free to e-mail the author for a file copy of same.

The steps of the DDE process are as follows. Please note that some steps are class- or race- specific, and some steps will be deliberately skipped over. For example, if you've settles on a Greek name, you can safely bypass the sections for Roman names, German, Italian, and so forth.

The steps are:

[Step 1] Roll (or, always an option, personally select) the character's given (first) name.

[Step 2] Roll the character's family (last) name.

[Step 3] Decide if you want to provide the character with a simple epithet (nickname) based on origin. (For example, if you're designing a Halfling from Dorianshire, her epithet may simply be "daughter of Rose" or "of Dorianshire.") If you would prefer an epithet based on personal attributes, roll randomly on the tables provided.

[Step 4] Combine the character's given name, family name and epithet into a pleasing whole that appeals to you. For example, if your character is Damien Slade and his epithet is Red, you may decide on Damien Slade the Red, Red Damien, or even Damien Slade of the Crimson.

[Step 5] Roll descriptors for all six of the character's attributes (Strength / Might, Intelligence / Intellect, Wisdom / Intuition, Dexterity / Agility, Charisma / Comeliness).

[Step 6] Roll to randomly determine the character's handedness. (If you choose your own handedness, "right" or "left" are both fine choices; but check with your GM for approval for "ambidextrous," which provides tangible in-game power benefits.)

[Step 7] If the character is multi-classed, record your alternate class name for use in role-playing. For example, a Cleric / Mage (in game terms) can be regarded as an Oracle, a Sacred Magus, or a Soothsayer (when talking to NPCs).

[Step 8] If you are designing a Druid, roll for the character's clan background. Note that this choice can affect a character's theme (Step 10) as well.

[Step 9] If you are designing a Barbarian or a Half-Orc, roll for the character's tribe name and calling. Note that this choice can affect a character's theme (Step 10) as well.

[Step 10] Devise the character's theme, either based on your own conception or the random options provided. Note that this choice can affect a character's initial spell repertoire (Step 11) or fighting style (Step 16).

[Step 11] If you are designing a spell caster (Cleric, Druid, Illusionist or Mage), you may optionally roll for the initial spell repertoire.

[Step 12] If your character is a demi-human, roll for racial clan and family ancestry. Note that this choice can affect a character's Useful Secondary Skill (Step 13).

[Step 13] Roll the character's Useful Secondary Skill.

[Step 14] If the character has additional language slots due to high Intelligence, determine the languages randomly. Alternately, you can hold one or more slots as "open" for the future learning of languages.

[Step 15] If your character is a Monk or a Thief, roll a specialized rogue talent.

[Step 16] Determine the character's fighting style.

[Step 17] If your character is a demi-human, roll to determine known racial lore.

[Step 18] Roll the character's background, or devise your own. Players: Please note that backgrounds which provide significant additional powers are subject to GM approval.

[Step 19] Roll to determine the character's famous ancestor, if any. Optionally, provide the ancestor with a name and a simple background.

[Step 20] If your character is a Bard or a multi-classed Thief, roll for bardic trickery.

[Step 21] If your character is a Druid, roll to determine a spirit companion. Note that spirit companions provide both significant strength and weakness, and are therefore optional.

[Step 22] If your character is an Illusionist or a Mage, roll to determine a familiar. Note that familiars provide both significant strength and weakness, and are therefore optional.

[Step 23] Determine the character's Social Standing.

[Step 24] Create a coat of arms or blazon for the character to be known by. The blazon can be conceived based on the character's race, class and background, but an extensive random roll system is also provided.

[Step 25] Roll the character's starting wealth. Players: Please note that significant wealth in excess of 200 gold pieces will be withheld early only for game balance purposes.

[Step 26] Roll the character's cleanliness and fashion.

[Step 27] Roll or select the character's eye color.

[Step 28] Roll or select the character's hair color.

[Step 29] Roll or select the character's skin color.

[Step 30] Optionally, roll the character's unusual physical trait.

[Step 31] Roll or select traits to determine the character's personality.

[Step 32] Roll or select the character's likes.

[Step 33] Roll or select the character's dislikes.

[Step 34] Roll to determine the character's preferred companions and subculture.

[Step 35] Roll or select the character's speech patterns and mannerisms.

[Step 36] Review the full DDE sheet, reflecting steps 1 to 35, paying special attention to potential paradoxes or lapses in verisimilitude. If any distinguishing features seem discordant with the emergent whole of the persona, modify or delete them.

[Step 37] For players: For amusement, roll a recommended party / fellowship name which you can tender at the future player discussion. For Game Masters: If the NPC belongs to a significant gathering or mercenary company, determine the group's name by random roll.

[Step 38] Record all of the information in concordance with your character sheet. You may want to transfer data from the DDE into the character sheet directly, or perhaps just append a full printed DDE form.

[Step 39] Optionally, using the full DDE you can now write a description, profile or even a short story in regards to the character's pre-game experiences and perceived identity.

[Step 40] Your character is now tremendously detailed and unique. Go play!

PART 2:
NAMES AND EPITHETS

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2 - 1
STEP 1: SELECTING A GIVEN NAME

It's time to game. Everyone is excited to play, so the character creation process is quick, sloppy and slapdash. Have you ever experienced a conversation like this?

Frankie: Hey, Steve! My fighter's almost done. Let's buy the equipment and get moving, okay? What do we find when we go down the cellar stairs?

Steve: Hey, slow down. Your character sheet's not even done. What's this fighter-guy's name?

Frankie: What? Who cares? Uh … it's … it's Kronx.

Steve: Kronx? From the Bronx?

Frankie: No, Kronx from … Cindarion or something, right? Isn't that the city-state where we —

Steve: Hey, 'Kronx.' That's just great, Frankie. I spend an entire summer crafting you guys an entire world, nay an entire universe to explore, I send the wife and kids off to see Rogue One for the tenth time, and you're gonna be Kronx. Thanks, man.

Frankie: Well, crap. I have trouble with names …

It happens to all of us, the longer we game. Not every character can be an evocative Elric of Melnibone, a Solomon Kane, a Morgan Ironwolf or a Chun the Unavoidable. Sometimes, you will come up with an incredible fantasy name that just *works* and makes you want to play your character even more. But more commonly, you'll reach for a name when it's demanded of you and … there's just nothing there.

The next huge chunk of this book is designed to help you out whenever that happens.

To use this system, first decide which general type of character you want to devise. Is your character human or a demi-human? Although we all like to come up with fantasy names that have no foundation in the real world (Aliantheara, perhaps, or Vek'thuul), creating a wholly imaginary name when the inspiration just "isn't" there can be

disastrous. In these situations, I strongly recommend that you choose an historical — or at least traditional, tribal or folkloric — name for your character which can give you something decent respectable to hang your future ideas upon.

To use this system with a *human* character, first decide which real-world culture you want to invoke. Good old school fantasy stories may seem entirely otherworldly, but they are in fact firmly rooted in real-world myth and legendry. (Middle Earth for example is mostly English, Cimmeria is Celtic and Pictish, and the Ironborn are Vikings.)

If you're astute and well-read, you may notice that I've taken the liberty of masculinizing historical female names, and feminizng masculine names, in order to maximize the number of options available to you. For example, the male Roman name Appius can become Appia for a female character. Similarly, I have kit-bashed cultures where only a few great names were in common use, and have expanded the lists by digging further into the existing research for some great eccentricities. As one example, you will find 8th-century female French names shamelessly mixed in with 13th-century Parisian names. As another example I mashed Greek mythology with Achaean-ish bloodlines of the late medieval period to create cool names that "sound like Greek to me." Forthrightly, I use history as a tool to enhance the game, rather than slavishly following reality into the doldrums. The *game* is what is being served here … not anyone's anthropology degree.

The following real-world cultures are included in this system: English, French, Gaelic, German, Greek, Italian, Norse / Scandinavian, Roman and Swiss, as well as special folkloric systems for half-orcs, tribesmen and halflings. Thousands of name combinations are provided for male and female characters for each of these cultures. If you would like to include another culture for names which are more "exotic" (from a medieval European perspective), do feel free to Google and to create your own. These cultures were specifically chosen for the author's Castle Oldskull campaign because they resonate with classic fantasy (such as found in Tolkien's Middle Earth, Howard's Hyboria, Gygax's Flanaess, Leiber's Nehwon, etc.), and because they represent the spectrum of realms found in the majority of Occidental myths, legends and fairytales. Your mileage may vary.

If you ever think of a great name system which you would like to be added to an expanded future edition of this book, feel free to contact me at shadowed (underscore) sky (at) Hotmail (dot) com; I will do the work to add in another name system if it gets enough votes!

I recommend that you choose a culture from the above list before rolling for a name, but sometimes, you don't even know what kind of character you want to create. For those times, and for a purely random result, consider using the following:

(Roll 1d100 percentile dice; or, if dice are not available to you, use the macro =RANDBETWEEN(1,100) in Excel. Similarly, you can roll 1d1000 with three ten-sided dice, or =RANDBETWEEN(1,1000). And if you're a programmer familiar with randomization and automated output, more power to you!)

[01-10]	**English Name**; click the menu options below for rapid access ➢ Introduction to English names ➢ English names for female characters ➢ English names for male characters
[11-20]	**French Name**; click the menu options below for rapid access ➢ Introduction to French names ➢ French names for female characters ➢ French names for male characters
[21-30]	**Gaelic Name**; click the menu options below for rapid access ➢ Introduction to Gaelic names ➢ Gaelic names for female characters ➢ Gaelic names for male characters
[31-40]	**German Name**; click the menu options below for rapid access ➢ Introduction to German names ➢ German names for female characters ➢ German names for male characters
[41-50]	**Greek Name**; click the menu options below for rapid access ➢ Introduction to Greek names ➢ Greek names for female characters ➢ Greek names for male characters
[51-60]	**Italian Name**; click the menu options below for rapid access ➢ Introduction to Italian names ➢ Italian names for female characters ➢ Italian names for male characters
[61-70]	**Norse or Scandinavian Name**; click the menu options below for rapid access ➢ Introduction to Norse names

	➢ Norse names for female characters ➢ Norse names for male characters
[71-75]	**Pastoral Name**; click the menu options below for rapid access ➢ Introduction to Pastoral names ➢ Pastoral names for female characters ➢ Pastoral names for male characters
[76-85]	**Roman Name**; click the menu options below for rapid access ➢ Introduction to Roman names ➢ Roman names for female characters ➢ Roman names for male characters
[86-95]	**Swiss Name**; click the menu options below for rapid access ➢ Introduction to Swiss names ➢ Swiss names for female characters ➢ Swiss names for male characters
[95-98]	**Tribal Name**; click the menu options below for rapid access ➢ Introduction to Tribal names ➢ Tribal names for female characters ➢ Tribal names for male characters
[99-00]	**No name yet**, just a mysterious epithet (The Skulker, The Wandering One, etc.)

Recommended names are also considered for demi-humans, as follows:

- **Dwarves:** You "classic" dwarves, you might want to consider using Norse & Scandinavian names.
- **Elves:** Consider using Gaelic & French names.
- **Gnomes:** Consider using Latinized Swiss names.
- **Half-Elves:** [01-50] The half-elf was raised in a human-dominated culture; roll on the human name table above. [51-00] The half-elf was raised in an elven enclave; use Gaelic & French names.
- **Half-Orcs:** For the 10% of half-orcs which are human in appearance and fully integrated into a human-dominated culture, roll on the name on the human name table above. For the 90% of half-orcs which are orcish in appearance, use "Black Speech" tribal name compounds.

- **Halflings:** Use pastoral and traditional English name compounds.
- **Other Races:** I honestly couldn't tell you. Follow your instincts while considering the above examples. For example, lizard men might have tribal names if they are savage, or Greek-themed names if they are clan-oriented and relatively civilized.

The name system featured in this book is gender-based and quick to use: just roll 1d100 or 1d1000 (as directed) for a first name, and once again for a family name, and you're done. If two names are provided (e.g., "Xene or Zenobia"), simply choose the one that you like the most. Have fun with the process, and keep your personal preferences at the forefront.

~

2-1-1

ANCIENT AND CLASSICAL GREEK NAMES

Please note that some names are Latinized / Romanized, to varying degrees, simply based on what sounded the best to me. You can apply purer Greek if that is your preference, of course. So if you want to change "-us" back to "-os," and Cycnus back to Kyknos, and so on and so forth, no one is going to stop you!



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2-1-1-1

GREEK NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Achaia	**[02]**	Acte or Adeia
[03]	Aedon or Aegle	**[04]**	Aerope
[05]	Aethre	**[06]**	Aganippe or Agarista
[07]	Aithra	**[08]**	Alcandre
[09]	Alcestis	**[10]**	Althaea
[11]	Amalthea or Amphitrite	**[12]**	Anastasia
[13]	Andromeda	**[14]**	Antheia
[15]	Antiochis or Anysia	**[16]**	Ariadne
[17]	Artemisia or Auxesia	**[18]**	Axiothea
[19]	Calliphana or Calypso	**[20]**	Charis
[21]	Chione	**[22]**	Chryseis or Cilissa
[23]	Circe	**[24]**	Clio or Clymene
[25]	Corythia	**[26]**	Crisa
[27]	Cybele or Cyrene	**[28]**	Cytheris
[29]	Damaris	**[30]**	Danae
[31]	Deineira	**[32]**	Demetria
[33]	Elcmene	**[34]**	Electra

[35]	Enyo	**[36]**	Eos or Eris
[37]	Euphrosyne or Europa	**[38]**	Eurydice
[39]	Evadne or Galatea	**[40]**	Glauce
[41]	Harmonia	**[42]**	Hecuba or Hekate
[43]	Hesione	**[44]**	Hippodamia
[45]	Hippolyta	**[46]**	Iaera
[47]	Ianeira or Ianthe	**[48]**	Ino
[49]	Iolanthe	**[50]**	Iphigenia
[51]	Iphis	**[52]**	Iris
[53]	Isadora	**[54]**	Ismene
[55]	Jocasta or Kallisto	**[56]**	Kassandra
[57]	Kharmion	**[58]**	Kypris
[59]	Lais or Lanike	**[60]**	Laodamia or Laodice
[61]	Lasthena	**[62]**	Leda
[63]	Leucothoe	**[64]**	Limnoreia or Lyra
[65]	Maera or Maia	**[66]**	Medea
[67]	Megara or Mykale	**[68]**	Myrine
[69]	Nausicaa or Neaera	**[70]**	Nephele
[71]	Niko	**[72]**	Niobe
[73]	Olympias	**[74]**	Omphale
[75]	Orithyia	**[76]**	Panope
[77]	Parthenia	**[78]**	Pasiphae
[79]	Persephone	**[80]**	Phaedra
[81]	Phaia	**[82]**	Phylace

[83]	Polyxena	**[84]**	Procne
[85]	Psyche or Pyrrha	**[86]**	Raisa
[87]	Rhea	**[88]**	Sappho
[89]	Scylla	**[90]**	Sophia
[91]	Thais	**[92]**	Themis
[93]	Theophania	**[94]**	Theresa
[95]	Thessala	**[96]**	Thyia
[97]	Timandra or Tyro	**[98]**	Xanthe
[99]	Xena	**[00]**	Xene or Zenobia

End of Step 1. After you have chosen a Greek first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Greek family name table

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2 - 1 - 1 - 2

GREEK NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Abantes or Abderos	**[02]**	Acaeus or Acestes
[03]	Achilles or Acrisius	**[04]**	Admetus or Adrastus
[05]	Aegaeon or Aegon	**[06]**	Aeolus or Aeschreas
[07]	Aeson or Aethon	**[08]**	Agamedes or Agamemnon

[09]	Agapenor or Agathocles	**[10]**	Agethon or Agelaus
[11]	Agenor or Agesilaus	**[12]**	Agrias or Aischylos
[13]	Akamas or Alastor	**[14]**	Alcandros or Alcon
[15]	Alector or Alexandros	**[16]**	Alexon
[17]	Alkiphron or Alphaeus	**[18]**	Amarinceus or Amphion
[19]	Amphitrion or Amyntor	**[20]**	Amythaon or Anacharsis
[21]	Anakreon or Anaxagoras	**[22]**	Anaxilaus or Anaximander
[23]	Andraemon or Antaeus	**[24]**	Antichares or Argaeus
[25]	Argos or Arion	**[26]**	Aristarchus or Asterion
[27]	Atreus or Autolycus	**[28]**	Bacenor or Briareus
[29]	Cepheus or Ceyx	**[30]**	Charax or Charon
[31]	Chrysaor or Cinyras	**[32]**	Corydon or Crios
[33]	Cycnus or Daedalos	**[34]**	Damian or Damon
[35]	Demetrios or Demonax	**[36]**	Demosthenes or Deukalion
[37]	Diomedes or Dioscuros	**[38]**	Dolon or Dorian
[39]	Duris or Elatreus	**[40]**	Endymion or Eos
[41]	Ephialtes or Eryx	**[42]**	Eudoxus or Eurydemon
[43]	Eudoxus or Eurydemon	**[44]**	Eurythion
[45]	Galenus or Glaukos	**[46]**	Glycon or Gyras
[47]	Haemon or Heirax	**[48]**	Hektor or Helios
[49]	Herodion or Hieronymus	**[50]**	Hyperenor or Hyperion
[51]	Hyrcanus or Icarion	**[52]**	Icarus or Idaeus
[53]	Imbrasus or Imbrus	**[54]**	Ion or Irus
[55]	Isidor or Ision	**[56]**	Isocrates or Kaletor

[57]	Korax or Krateros	**[58]**	Kritias or Laertes
[59]	Laomedon or Leonidas	**[60]**	Lycomedes or Lycoris
[61]	Lykon or Lysagoras	**[62]**	Machaon or Marsyas
[63]	Medon or Megareus	**[64]**	Megasthenes or Meleagros
[65]	Memnon or Mentor	**[66]**	Moeris or Mygdon
[67]	Nicanor or Nicias	**[68]**	Nothon or Odysseus
[69]	Oedipus or Olympicus	**[70]**	Orcus or Orestes
[71]	Orion or Orpheus	**[72]**	Otus or Pallas
[73]	Pandion or Pantares	**[74]**	Patroclus
[75]	Perdix or Perimedes	**[76]**	Phaestus or Phalanthus
[77]	Philostratus or Phoenix	**[78]**	Plutarch or Polyctor
[79]	Polydectes or Polymedes	**[80]**	Polydectes or Polymedes
[81]	Porphyrius or Praxites	**[82]**	Proetus or Protagoras
[83]	Pylenor or Pyrrhus	**[84]**	Pythagoras or Pytheas
[85]	Rhadamanthos or Rhexenor	**[86]**	Sarpedon or Scamandrius
[87]	Scylax or Sinon	**[88]**	Sisyphus or Skiron
[89]	Strachys or Strophius	**[90]**	Talos or Tarchon
[91]	Tecton or Teiresias	**[92]**	Telemachus or Tenthedron
[93]	Tereus, Teukros or Thaulos	**[94]**	Themocles, Theophrastus or Theron
[95]	Thrasius, Tirynthius or Tisandros	**[96]**	Tithonius or Triptolemus
[97]	Tychaeus or Tyndaerus	**[98]**	Xanthus or Xenophon
[99]	Zagreus or Zamolxis	**[00]**	Zephyrinus or Zethus

End of Step 1. After you have chosen a Greek first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Greek family name table

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2 - 1 - 2

CLASSICAL ROMAN NAMES

Historically speaking, the rules for genuine Roman nomenclature became laborious and labyrinthine once you delve into the topic with any degree of seriousness. That is the exact opposite effect of what I want in this book, so *this* system has been designed provide the full flavor of Roman names without bogging down in the rules, restrictions, cognomina and particulars. The essential conventions are reflected here although many of these names would *not* pass muster in a strictly Roman historical RPG.

There is also the interesting problem of name loss in Roman history: from the Republic to the Empire, the number of given names shrank dramatically until there were fewer than twenty names being used by most men in the Empire.

Can you imagine if 5% of the known world shared your name? Bleh!

To improve this situation — which is tedious, from a gaming perspective — I have included a fair number of rare, unique and modified-derivative names for variety's sake.

~

2 - 1 - 2 - 1

ROMAN NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Aconia	**[02]**	Aelia
[03]	Aemilia	**[04]**	Agrippina
[05]	Ancharia	**[06]**	Annia
[07]	Antistia	**[08]**	Antonia
[09]	Appia	**[10]**	Aquilia
[11]	Arria	**[12]**	Aula
[13]	Aurelia	**[14]**	Caecilia
[15]	Caesa	**[16]**	Caesonia
[17]	Caia	**[18]**	Calpurnia
[19]	Claudia	**[20]**	Cornelia
[21]	Decima	**[22]**	Domitia
[23]	Drusilla	**[24]**	Euphemia
[25]	Eutropia	**[26]**	Fabia

[27]	Fausta	**[28]**	Flavia
[29]	Gaia	**[30]**	Galeria
[31]	Gnaea	**[32]**	Helena
[33]	Honoria	**[34]**	Hosta
[35]	Julia	**[36]**	Justina
[37]	Leontia	**[38]**	Lepida
[39]	Livia	**[40]**	Lucia
[41]	Maecia	**[42]**	Magia
[43]	Mamerca	**[44]**	Marcella
[45]	Matidia	**[46]**	Maxima
[47]	Melissa or Mellisa	**[48]**	Mettia
[49]	Nona	**[50]**	Numeria
[51]	Ocellina	**[52]**	Octavia
[53]	Orbiana	**[54]**	Otacilia
[55]	Paccia	**[56]**	Papiria
[57]	Paulina	**[58]**	Placidia
[59]	Plautia	**[60]**	Plautilla
[61]	Plotina	**[62]**	Pompeia
[63]	Postuma	**[64]**	Prima
[65]	Prisca	**[66]**	Procula
[67]	Publia	**[68]**	Pulcheria
[69]	Quarta	**[70]**	Quinta
[71]	Sabina	**[72]**	Sempronia
[73]	Septima	**[74]**	Sertoria

[75]	Servia	**[76]**	Severa
[77]	Severina	**[78]**	Spuria
[79]	Statia	**[80]**	Sulpicia
[81]	Terentia	**[82]**	Theodora
[83]	Tiberia	**[84]**	Titania
[85]	Tulla	**[86]**	Turia
[87]	Ulpia	**[88]**	Valeria
[89]	Veloria	**[90]**	Verina
[91]	Vesta	**[92]**	Vibia
[93]	Violentilla	**[94]**	Vispania
[95]	Volesia	**[96]**	Volusa
[97-98]	Volusiana	**[99-00]**	Vopisca

End of Step 1. After you have chosen a Roman first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Roman family name table

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2 - 1 - 2 - 2

ROMAN NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Aconius	**[02]**	Aelius

[03]	Aemilius	**[04]**	Agrippa
[05]	Ancharius	**[06]**	Antistius
[07]	Antonius	**[08]**	Appius
[09]	Aquilius	**[10]**	Arrius
[11]	Aulus	**[12]**	Aurelius
[13]	Caecilius	**[14]**	Caeso
[15]	Caesonius	**[16]**	Caius
[17]	Calpurnius	**[18]**	Claudius
[19]	Cornelius	**[20]**	Decimus
[21]	Domitius	**[22]**	Drusillus
[23]	Euphemius	**[24]**	Eutropius
[25]	Fabius	**[26]**	Faustus
[27]	Flavius	**[28]**	Gaius
[29-30]	Galerius	**[31-32]**	Gnaeus
[33]	Honorius	**[34]**	Hostus
[35-36]	Julius	**[37-38]**	Leontius
[39]	Lepidus	**[40-41]**	Livius
[42-43]	Lucius	**[44]**	Mamercus
[45]	Manius	**[46]**	Marcellus
[47-48]	Marcus	**[49-50]**	Maximus
[51]	Mettius	**[52]**	Nonus
[53]	Ocellinus	**[54]**	Octavius
[55]	Opiter	**[56]**	Orbianus
[57]	Otacilius	**[58]**	Paccius

[59]	Paulinus	**[60]**	Paullus
[61]	Placidius	**[62]**	Plautius
[63]	Plotinus	**[64]**	Postumus
[65]	Priscus	**[66]**	Proculus
[67]	Publius	**[68]**	Quartus
[69-70]	Quintus	**[71]**	Sabinus
[72]	Sempronius	**[73]**	Septimus
[74]	Sertor	**[75]**	Servius
[76-77]	Severus	**[78]**	Sextus
[79]	Spurius	**[80]**	Statius
[81]	Sulpicius	**[82]**	Terentius
[83]	Theodorus	**[84]**	Thracius
[85-86]	Tiberius	**[87-88]**	Titus
[89]	Tullus	**[90]**	Turius
[91]	Ulpius	**[92]**	Valerius
[93]	Veloro	**[94]**	Verinus
[95]	Vibius	**[96]**	Vispanius
[97]	Volesus	**[98]**	Volusianus
[99]	Volusus	**[00]**	Vopiscus

End of Step 1. After you have chosen a Roman first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Roman family name table

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2-1-3
MEDIEVAL ENGLISH NAMES

The names provided here include those which were known prior to the Norman invasion, as well as early medieval names with various influences (French, Irish, Roman, Scandinavian etc.). This effect is intentional, because I regard the Arthurian legends and Celtic myth as the strongest English setting for fantasy role-playing. Game Masters are encouraged to research late medieval and even Elizabethan names if they disagree.



~

2 - 1 - 3 - 1

ENGLISH NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Adelina or Aeditha	**[02]**	Aelina or Agnes
[03]	Aileth or Alainne	**[04]**	Aldeth or Aldreda
[05]	Alicia or Alienora	**[06]**	Amabillia or Amanda
[07]	Ameline or Amicia	**[08]**	Amphelisia or Anabel
[09]	Anachorita or Anastasia	**[10]**	Andrie or Anna
[11]	Anora or Ascelina	**[12]**	Avina or Barbata
[13]	Basilia or Beatrix	**[14]**	Bertha or Bibele
[15]	Blanche or Brise	**[16]**	Brithwen or Camilla
[17]	Cassandra	**[18]**	Caterina or Cecily
[19]	Celestine or Celestria	**[20]**	Chloe or Christiana
[21]	Clara or Clariandra	**[22]**	Clarice or Clementia
[23]	Constancia	**[24]**	Dameta or Dametta
[25]	Decima or Desdemona	**[26]**	Desiderata or Diamanda
[27]	Drusilla or Edelina	**[28]**	Edild or Edithe
[29]	Edolina or Ellaria	**[30]**	Eleanora
[31]	Elizabeth	**[32]**	Emelina or Emeloth
[33]	Emmelina or Esa	**[34]**	Estienne or Eularia

[35]	Eustachia or Eva	**[36]**	Felicia or Floria
[37]	Fortunata or Galiene	**[38]**	Gemma or Giliane
[39]	Gillota or Ginnade	**[40]**	Gode or Goderun
[41]	Godeva	**[42]**	Goditha or Godiva
[43]	Golderon or Goldhen	**[44]**	Gratia or Greta
[45]	Gunnora or Gunnota	**[46]**	Hegelina or Helena
[47]	Hendina or Hextilda	**[48]**	Hilde or Hildithe
[49]	Imagantia or Imedia	**[50]**	Ingeleth or Ingerid
[51]	Isabele	**[52]**	Ismenialsolda or Jessamine
[53]	Johanna or Joiha	**[54]**	Josina or Juliana
[55]	Justina or Katelina	**[56]**	Kima or Langlaua
[57]	Laurencia or Lauretta	**[58]**	Lecenta or Leda
[59]	Lefquen or Lefquena	**[60]**	Lena or Lewena
[61]	Lia or Ligarda	**[62]**	Loretta or Lovechild
[63]	Luce or Mabella	**[64]**	Magge or Margareta
[65]	Margery or Maria	**[66]**	Marioth or Mathild
[67]	Maysant or Melisant	**[68]**	Melodie or Merilda
[69]	Mirabell or Miriel	**[70]**	Mitri or Moelle
[71]	Muriella or Nog	**[72]**	Nycaise or Odolina
[73]	Oliva or Orable	**[74]**	Orella or Oriold
[75]	Pandonia or Parisete	**[76]**	Paulina or Pavia
[77]	Pentecost	**[78]**	Philomena or Plente
[79]	Pollekin or Preciosa	**[80]**	Prudence or Quenilla
[81]	Quenylda or Ragenhild	**[82]**	Regina or Rimilde

[83]	Roana or Rosamunda	**[84]**	Rothais or Runild
[85]	Ryngewar or Sabeline	**[86]**	Sabina or Salerna
[87]	Sarra or Scolace	**[88]**	Sedania or Sedehanna
[89]	Sephare or Sibile	**[90]**	Sibry or Splendora
[91]	Stanilde or Susanna	**[92]**	Swanhild or Sybil
[93]	Thora	**[94]**	Tiece or Udeline
[95]	Ulia or Urie	**[96]**	Wakerild or Wolfeda
[97]	Wulfrun or Yda	**[98]**	Ydonea or Ylaria
[99]	Ysane or Ysenda	**[00]**	Ysolt

End of Step 1. After you have chosen an English first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the English family name table

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2 - 1 - 3 - 2

ENGLISH NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Abelard or Absolon	**[02]**	Achard or Adam
[03]	Aignen	**[04]**	Alain or Albinus
[05]	Aldebrand or Aldemund	**[06]**	Alexander
[07]	Aloysius or Amadeus	**[08]**	Amalric or Amalvis

[09]	Andrew	**[10]**	Anthony or Arbert
[11]	Arnald or Arnulf	**[12]**	Arthur
[13]	Avenel or Baderon	**[14]**	Baldric or Baldwin
[15]	Bardin	**[16]**	Barnard or Barnier
[17]	Bartholomew or Baut	**[18]**	Benedict
[19]	Bernard or Bochard	**[20]**	Bryan or Burnel
[21]	Centule	**[22]**	Charles or Chartain
[23]	Christopher	**[24]**	Cuthbert
[25]	Cyon	**[26]**	Cyriac or Daimbert
[27]	Damian or Darius	**[28]**	David
[29]	Delion or Edmund	**[30]**	Edward or Engelard
[31]	Esdelot	**[32]**	Estout or Ethelred
[33]	Eustace or Fangeaux	**[34]**	Fiebras
[35]	Flambard or Fortin	**[36]**	Forcaut or Fray
[37]	Fremin	**[38]**	Freskin or Gabriel
[39]	Ganelon or Geerardt	**[40]**	Gentian
[41]	Geoffrey or George	**[42]**	Gerard or Gerland
[43]	Gilbert	**[44]**	Gildon or Giles
[45]	Gobin or Godfrey	**[46]**	Golias
[47]	Gontier or Gourdet	**[48]**	Granville or Griffin
[49]	Guermont	**[50]**	Guy or Gyles
[51]	Habreham or Halinard	**[52]**	Henrius
[53]	Honore or Honot	**[54]**	Huart or Huebald
[55]	Hugh	**[56]**	Humbert or Humphrey

[57]	Ingham or Isore	**[58]**	Ivo
[59]	James or Jevan	**[60]**	Jon or Jorin
[61]	Kerrich	**[62]**	Laurence or Leavold
[63]	Leigh or Lewis	**[64]**	Luke
[65]	Maillart or Marin	**[66]**	Matthew or Maulore
[67]	Mervyn	**[68]**	Michael
[69]	Nathaniel	**[70]**	Nicholas or Obert
[71]	Olever	**[72]**	Ondart or Orderic
[73]	Orland	**[74]**	Orrick
[75]	Peter	**[76]**	Philip or Piers
[77]	Pricion or Quabin	**[78]**	Quenall
[79]	Rahier or Ralf	**[80]**	Rauve
[81]	Renost	**[82]**	Reynard
[83]	Richard or Robert	**[84]**	Roderick or Rodolph
[85]	Roger	**[86]**	Rosser or Rostand
[87]	Rowland or Russell	**[88]**	Savaric
[89]	Sevrin or Sigan	**[90]**	Simon or Sirion
[91]	Stephen	**[92]**	Symond
[93]	Talon	**[94]**	Thomas or Turquan
[95]	Ulger	**[96]**	Valentine
[97]	Vane	**[98]**	Victor or Vyncent
[99]	Waleran	**[00]**	Walter or William

End of Step 1. After you have chosen an English first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the English family name table

~

2 - 1 - 4

MEDIEVAL FRENCH NAMES

The names provided here are primarily early medieval, with some uniquely regional names added for interest and variety's sake. History buffs will likely notice that I borrowed a few beautiful names from later centuries as well.

~

2 - 1 - 4 - 1

FRENCH NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Aalis	**[02]**	Aceline
[03]	Achillande	**[04]**	Adatte
[05]	Adelais	**[06]**	Adelet
[07]	Agace	**[08]**	Agnes
[09]	Alainne	**[10]**	Alaire
[11]	Alays	**[12]**	Alison
[13]	Alixente	**[14]**	Amelot

[15]	Angelline	**[16]**	Armanda
[17]	Basina	**[18]**	Belaset
[19]	Bertrande	**[20]**	Bianca
[21]	Blancheflor	**[22]**	Catharina
[23]	Chrestienne	**[24]**	Claria
[25]	Collette	**[26]**	Crespine
[27]	Domenge	**[28]**	Dulcelina
[29]	Elisanna	**[30]**	Emelisse
[31]	Felise	**[32]**	Francesca
[33]	Geraldesse	**[34]**	Gerarda
[35]	Gisa	**[36]**	Guillemette
[37]	Guillerma	**[38]**	Guiote
[39]	Iolente	**[40]**	Isabel
[41]	Ismae	**[42]**	Jachet
[43-44]	Jaqueline	**[45-46]**	Jaquette
[47]	Jehanne	**[48]**	Joana
[49]	Liedgarde	**[50]**	Lisette
[51]	Livrade	**[52]**	Loise
[53]	Maalot	**[54]**	Macee
[55-56]	Mahault	**[57-58]**	Margarite
[59-60]	Margot	**[61-62]**	Maria
[63]	Marieta	**[64]**	Martine
[65]	Mateline	**[66]**	Maurisia
[67]	Mondette	**[68]**	Naudina

[69-70]	Nicole	**[71-72]**	Ombeline
[73]	Osane	**[74]**	Oudine
[75]	Parette	**[76]**	Pasquette
[77]	Perrette	**[78]**	Peyrinne
[79]	Philpote	**[80]**	Pieret
[81]	Plesance	**[82]**	Quatalina
[83]	Quataryna	**[84]**	Ramonda
[85]	Rixende	**[86]**	Robine
[87-88]	Sanceline	**[89-90]**	Sancta
[91-92]	Symonne	**[93-94]**	Tiephaine
[95]	Toussaine	**[96]**	Tyfainne
[97]	Valentina	**[98]**	Ysabeau
[99]	Ysabel	**[00]**	Ysmaine

End of Step 1. After you have chosen a French first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the French family name table

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2 - 1 - 4 - 2

FRENCH NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Acelin	**[02]**	Adam
[03]	Adalberon	**[04]**	Adenet
[05]	Aemar or Alain	**[06]**	Aleaume
[07]	Alixandre	**[08]**	Ambroisin
[09]	Andriet	**[10]**	Archambaut
[11]	Arna	**[12]**	Arnould
[13]	Audric	**[14]**	Aufondet
[15]	Augustin	**[16]**	Balthazar
[17]	Bastien	**[18]**	Baudrain
[19]	Bertran	**[20]**	Brion
[21]	Brodier	**[22]**	Caisin
[23]	Colin	**[24]**	Daniel
[25]	Domin or Estienne	**[26]**	Eustace
[27]	Evrard	**[28]**	Evrart
[29]	Ferrant	**[30]**	Fochier
[31]	Gabriel	**[32]**	Galois
[33]	Gaufroi	**[34]**	Gaultier
[35]	Gerard	**[36]**	Germain
[37]	Gilles	**[38]**	Gillot
[39]	Gobin	**[40]**	Godefroy or Gracien
[41]	Guilhem	**[42]**	Guillaume
[43]	Hannequin	**[44]**	Hebert or Hennequin
[45]	Henry	**[46]**	Herman

[47]	Huchon	**[48]**	Huet
[49]	Hugo	**[50]**	Innocent
[51]	Jacquet	**[52]**	Jaques
[53]	Jaquet	**[54]**	Jaspar
[55]	Jean	**[56]**	Jehan
[57]	Joffroy or Lambert	**[58]**	Lancelot
[59]	Laurens	**[60]**	Loys
[61]	Lucas	**[62]**	Mace or Mahiet
[63]	Marc	**[64]**	Martin
[65]	Michael	**[66]**	Michault
[67]	Nicolas	**[68]**	Olivier
[69]	Oudin	**[70]**	Pascaut
[71]	Pasquier	**[72]**	Perrin
[73]	Philippe	**[74]**	Pierre
[75]	Quentin	**[76]**	Raolf
[77]	Raoul	**[78]**	Rasse
[79]	Raymon	**[80]**	Regnault
[81]	Regnier	**[82]**	Remon
[83]	Remy	**[84]**	Richard
[85]	Robert	**[86]**	Robin or Rogier
[87]	Rolet	**[88]**	Sicart
[89]	Simon	**[90]**	Tassin
[91]	Thevenin	**[92]**	Thevot
[93]	Thibault or Thomas	**[94]**	Verain

[95]	Vincent	**[96]**	Voulo
[97]	Waleran	**[98]**	Willelmot
[99]	Ymbelot	**[00]**	Ymbert

End of Step 1. After you have chosen a French first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the French family name table

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2 - 1 - 5

MEDIEVAL GERMAN NAMES

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2 - 1 - 5 - 1

GERMAN NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Adalsinda	**[02]**	Adelheidis
[03]	Agnes	**[04]**	Alawich
[05]	Alberadis	**[06]**	Albrade
[07]	Albreda	**[08]**	Aleidis
[09]	Anne	**[10]**	Ansila
[11]	Apollonia	**[12]**	Ayla

[13]	Basina	**[14]**	Beatrisia
[15]	Bechte	**[16]**	Berchte
[17]	Berta	**[18]**	Bertrude
[19]	Binhildis	**[20]**	Bytzel
[21]	Chunegundis	**[22]**	Clare
[23]	Constantia	**[24]**	Contzel
[25]	Cristina	**[26]**	Cristyne
[27]	Demut	**[28]**	Demuth
[29]	Dorothye	**[30]**	Durade
[31]	Elisabeth	**[32]**	Else
[33]	Elsebeth	**[34]**	Emeludt
[35]	Emnilda	**[36]**	Ennlin
[37]	Eue	**[38]**	Evfemia
[39]	Frena	**[40]**	Fye
[41]	Galiana	**[42]**	Gele
[43]	Gepa	**[44]**	Gerburg
[45]	Gerhild	**[46]**	Gerlin
[47]	Gertruda	**[48]**	Gertrudis
[49]	Grede	**[50]**	Gredechin
[51]	Guda	**[52]**	Gude
[53]	Gyszel	**[54]**	Hazecha
[55]	Hedewigis	**[56]**	Heidindrudis
[57]	Heilken	**[58]**	Herlinde
[59]	Heske	**[60]**	Hette

[61]	Hildeburge	**[62]**	Hildeburgis
[63]	Irmele	**[64]**	Irmla
[65]	Isentrud	**[66]**	Jonatha
[67]	Judda	**[68]**	Judith
[69]	Kaetherlin	**[70]**	Katherine
[71]	Ketha	**[72]**	Kungund
[73]	Libestse	**[74]**	Liepmayt
[75]	Lugardis	**[76]**	Lucardis
[77]	Lype	**[78]**	Lyse
[79]	Madlen	**[80]**	Margarete
[81]	Margred	**[82]**	Marhaus
[83]	Meckil	**[84]**	Methildis
[85]	Nethe	**[86]**	Niesenn
[87]	Osterhilde	**[88]**	Othilia
[89]	Petternel	**[90]**	Reglindis
[91]	Reinhedis	**[92-93]**	Sophia
[94]	Syele	**[95-96]**	Wulfhild
[97]	Wulfhilda	**[98-99]**	Yrmengardis
[00]	Ysentrud		

End of Step 1. After you have chosen a German first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the German family name table

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2 - 1 - 5 - 2

GERMAN NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Albert or Albertus	**[02]**	Andreas or Anshelmus
[03]	Arnold or Arnoldus	**[04]**	Augustinus or Baldemarus
[05]	Bernardus or Bertholdus	**[06]**	Berwelfus
[07]	Burkardus or Ciprianus	**[08]**	Clement or Cristianus
[09]	Cuno or Cunradus	**[10]**	Dammo or Daniel
[11]	Deigenhardus or Didericus	**[12]**	Dietrich or Dimarus
[13]	Dionysius or Ditmarus	**[14]**	Ditwinus or Dudo
[15]	Eberhardus or Eberhart	**[16]**	Eckardus
[17]	Eckehart or Eginolf	**[18]**	Eherhart or Embrico
[19]	Emelricus	**[20]**	Emercho or Emicho
[21]	Endemannus or Ermenoldus	**[22]**	Everwinus or Eys
[23]	Franciscus or Franz	**[24]**	Fridebertus
[25]	Fridebraht	**[26]**	Fridericus or Friedrich
[27]	Gelfradus	**[28]**	Georg
[29]	Georgius or Gerbertus	**[30]**	Gerbotho
[31]	Gerhardus	**[32]**	Gerlacus or Gernandus
[33]	Giselberdus or Giso	**[34]**	Godesmannus or Godscalcus
[35]	Gottfried or Gotwinus	**[36]**	Gunterus

[37]	Guntramus or Gunzelinus	**[38]**	Hapertus
[39]	Harpernus or Hartmannus	**[40]**	Hartmudus or Heidenrich
[41]	Heidolfus	**[42]**	Heinrich or Heinricus
[43]	Helfricus or Helwig	**[44]**	Hermann or Hermannus
[45]	Hertwicus	**[46]**	Hetzkinus or Hildebold
[47]	Hildebrandus or Hugo	**[48]**	Hupertus or Ivanus
[49]	Jacobus	**[50]**	Jakob or Jobst
[51]	Jofridus	**[52]**	Johannes or Jordan
[53]	Konrad	**[54]**	Ladislaus or Laurentius
[55]	Lentfridus or Leonardus	**[56]**	Lorenz
[57]	Ludewicus	**[58]**	Ludoldus or Luitfridus
[59]	Lupoldus	**[60]**	Luther
[61]	Lufridus or Markwart	**[62]**	Marquardus
[63]	Martin	**[64]**	Matthaus or Meffridus
[65]	Meinfridus	**[66]**	Meingotus or Meinhart
[67]	Mengotus	**[68]**	Merel or Michael
[69]	Michel or Nibelungus	**[70]**	Nidungus
[71]	Nikolaus or Ortolfus	**[72]**	Ortwinus or Otto
[73]	Paul	**[74]**	Paulus or Peter
[75]	Petrus or Philippus	**[76]**	Reinboldus
[77]	Reinholdus or Richolf	**[78]**	Ripertus
[79]	Roricus or Rubertus	**[80]**	Rudegerus
[81]	Rudolf or Rudolfus	**[82]**	Ruprecht or Ruthardus
[83]	Sibertus	**[84]**	Siboldus or Siboto

[85]	Sibragtus or Siegfried	**[86]**	Sieghart or Silfridus
[87]	Sigenandus or Simon	**[88]**	Stephan or Stephanus
[89]	Swikerus or Thadeus	**[90]**	Theodericus
[91]	Ulmann or Ulrich	**[92]**	Ulricus or Walter
[93]	Wecelo	**[94]**	Werner or Wernerus
[95]	Widradus or Wigandus	**[96]**	Wikerus
[97]	Wilhelmus or Wintherus	**[98]**	Withekindus or Wittig
[99]	Wolf or Wolfgang	**[00]**	Wortwinus

End of Step 1. After you have chosen a German first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the German family name table

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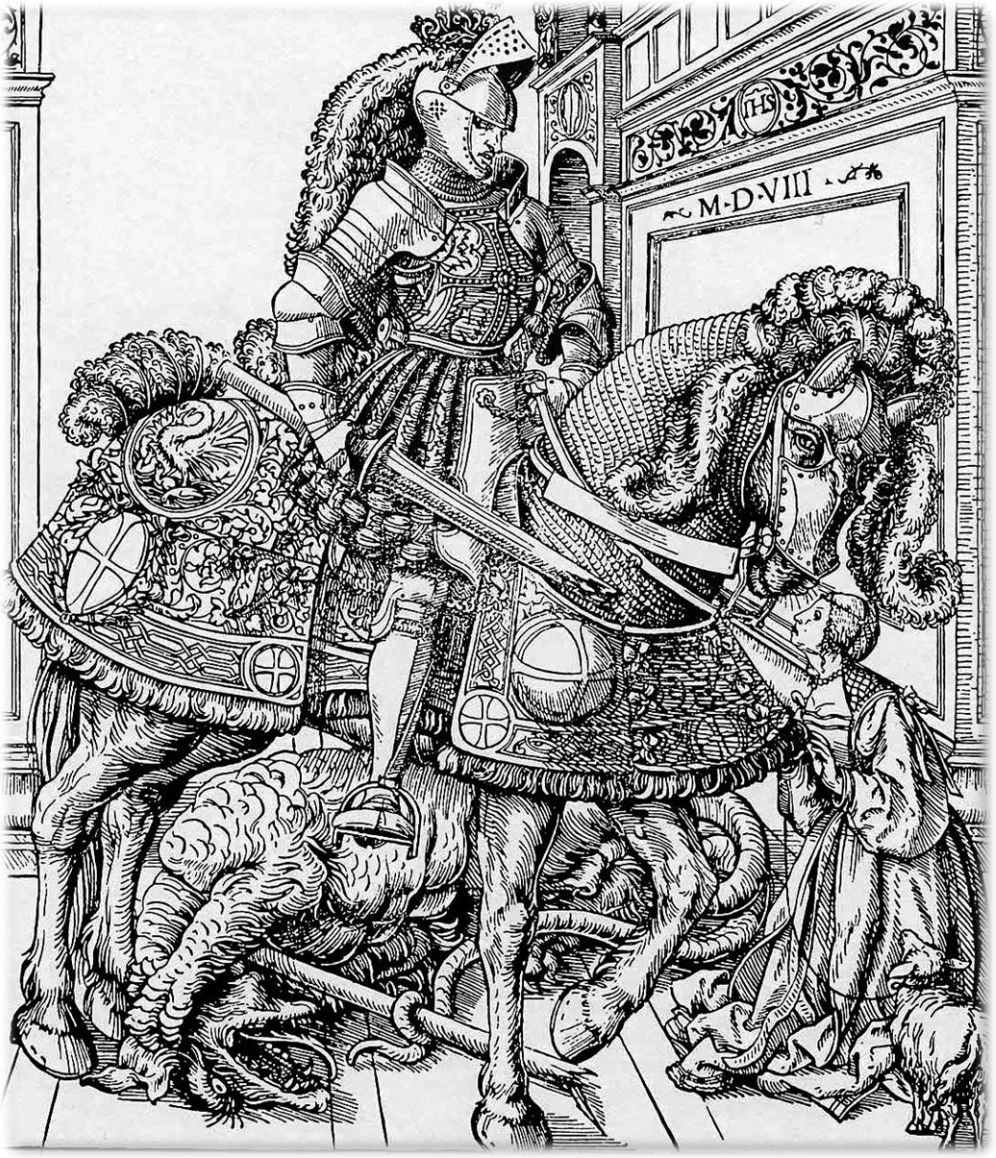

2 - 1 - 6

MEDIEVAL ITALIAN NAMES

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2 - 1 - 6 - 1

ITALIAN NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Adelasia	**[02]**	Agnella
[03]	Agnese	**[04]**	Agnola
[05]	Alagia	**[06]**	Albiera
[07]	Alegreza	**[08]**	Alessandra
[09]	Amellina	**[10]**	Anastasia
[11]	Andrea or Andreuola	**[12]**	Angela
[13]	Antonia	**[14]**	Baccia
[15]	Bandecca	**[16]**	Bartola
[17]	Bartolomea	**[18]**	Belcolore
[19]	Bella	**[20]**	Belladonna
[21]	Bellaflore	**[22]**	Belle
[23]	Belloza	**[24]**	Bice
[25]	Bona	**[26]**	Buona
[27]	Catalina	**[28]**	Caterina
[29]	Chola	**[30]**	Cicilia
[31]	Ciecherella	**[32]**	Ciosa
[33]	Ciuta	**[34]**	Cristina
[35]	Dea	**[36]**	Diana
[37]	Dolce	**[38]**	Druda
[39]	Elizabeta	**[40]**	Elizbeth
[41]	Fiametta	**[42]**	Filippa

[43]	Fiora	**[44]**	Flora
[45]	Francesca	**[46]**	Gemma
[47]	Ghinga	**[48]**	Ghita
[49]	Gianetta	**[50]**	Gilia
[51]	Ginevra	**[52]**	Giovanna
[53]	Giuliana	**[54]**	Gostanza
[55]	Grana	**[56]**	Isabetta
[57]	Jacopa	**[58]**	Joanna
[59]	Lagia	**[60]**	Lapa
[61]	Lena	**[62]**	Leonarda
[63]	Letta	**[64]**	Lippa
[65]	Lisa	**[66]**	Lisabetta
[67]	Lorenza	**[68]**	Lucia
[69]	Lucrezia	**[70]**	Madalena
[71]	Magdalena or Margherita	**[72]**	Maria
[73]	Marsilia	**[74]**	Martinella
[75]	Masina	**[76]**	Mea
[77]	Mella	**[78]**	Nanna
[79]	Nencia	**[80]**	Nezetta
[81]	Nicolosa	**[82]**	Novella
[83]	Nucca	**[84]**	Pasqua
[85]	Paula	**[86]**	Pia
[87]	Piera	**[88]**	Rigarda
[89]	Riguardatta	**[90]**	Salvaza

[91]	Sandra	**[92]**	Serena
[93]	Simona	**[94]**	Stella
[95]	Taddea	**[96]**	Tessa
[97]	Tita	**[98]**	Tomasia
[99]	Tommasa	**[00]**	Veronica

End of Step 1. After you have chosen an Italian first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Italian family name table

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2 - 1 - 6 - 2

ITALIAN NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Abandonatus or Abbate	**[02]**	Abramabene
[03]	Accattus	**[04]**	Albertus
[05]	Albiselius or Alexius	**[06]**	Alferius or Alfieri
[07]	Angiolerius or Angiolus	**[08]**	Angnellus or Arrus
[09]	Arzocchus or Ascianese	**[10]**	Assalitus or Astancollus
[11]	Astanova or Attanante	**[12]**	Attavianus or Avedutus
[13]	Avidutus or Baccione	**[14]**	Baccone or Baczolus
[15]	Barilis or Baroccius	**[16]**	Barone or Bellamuccius

[17]	Benevieni or Benincasa	**[18]**	Bennus or Benriviene
[19]	Bentaduce or Bentivegna	**[20]**	Bernardus or Bertalinus
[21]	Bertaloctus or Bertoldus	**[22]**	Biancus or Biccius
[23]	Biencivenne or Bosus	**[24]**	Bovellinus or Brasca
[25]	Brighinzone or Brocciardus	**[26]**	Brunaccius or Brunus
[27]	Bucellinus or Buenaff	**[28]**	Buonafidanza or Buonafides
[29]	Cagiolus or Calaffus	**[30]**	Calciscianus or Cannectus
[31]	Canonaccius or Capitinus	**[32]**	Capitone or Cappellus
[33]	Casanova or Cascetus	**[34]**	Cascischianus or Cascius
[35]	Castaldus or Castellanus	**[36]**	Constantinus or Conte
[37]	Contulinus or Corbinus	**[38]**	Corbizus or Cordenova
[39]	Cordinellus or Corsus	**[40]**	Dante or Fabianus
[41]	Falchimus or Falcone	**[42]**	Falconectus or Fantinus
[43]	Fascianus or Fede	**[44]**	Ferrante or Ferrectus
[45]	Ferro or Gaibene	**[46]**	Ganpiscianus or Garofanus
[47]	Garone or Garpinus	**[48]**	Gillione or Giollius
[49]	Gonfaniere or Gonnella	**[50]**	Gontolinus or Gostantius
[51]	Gottifredus or Gottolinus	**[52]**	Grancius or Granellus
[53]	Granus or Grassus	**[54]**	Gualganus or Guallaccha
[55]	Gualnerius or Gualterius	**[56]**	Gualteroctus or Guastalacqua
[57]	Guelfus or Guermignone	**[58]**	Guerrerius or Guerriscius
[59]	Guido or Guinizius	**[60]**	Inghilese or Inghilesscus
[61]	Inghirramus or Intelminus	**[62]**	Lanbertuccius or Lanbertus

[63]	Lixandrinus or Lonbardus	**[64]**	Maringnanus or Marinus
[65]	Marius or Martellus	**[66]**	Martinus or Marus
[67]	Marzaccus or Morellinus	**[68]**	Morellus or Navanzatus
[69]	Nazarius or Nectolus	**[70]**	Noccus or Noctus
[71]	Octinellus or Oddus	**[72]**	Odimondus or Orlandinus
[73]	Orlanduccius or Orlandus	**[74]**	Ormanninus or Ormannus
[75]	Passamonte or Passavante	**[76]**	Patus or Paulus
[77]	Pavese or Pedone	**[78]**	Pegoloctus or Picchius
[79]	Pieriaitus or Proficatus	**[80]**	Provencialis or Rabitus
[81]	Raffaldus or Raimondus	**[82]**	Rainaldus or Rainone
[83]	Ramondinus or Ranerius	**[84]**	Ranucci or Ranuccinus
[85]	Riparius or Ritornatus	**[86]**	Rubertinus or Rubertus
[87]	Rubeus or Ruffaldus	**[88]**	Saracinus or Scottus
[89]	Segardus or Seretinus	**[90]**	Servodeus or Spalliagranus
[91]	Spalliatus or Stiephanus	**[92]**	Stranbus or Stregiaporcus
[93]	Strenna or Talentus	**[94]**	Talliaferro or Tomascius
[95]	Tomasius or Ubaldus	**[96]**	Ubertellus or Useppus
[97]	Vaccarius or Valentinus	**[98]**	Vivianus or Vivolus
[99]	Zaparius or Zappacus	**[00]**	Zuccarus

End of Step 1. After you have chosen an Italian first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Italian family name table

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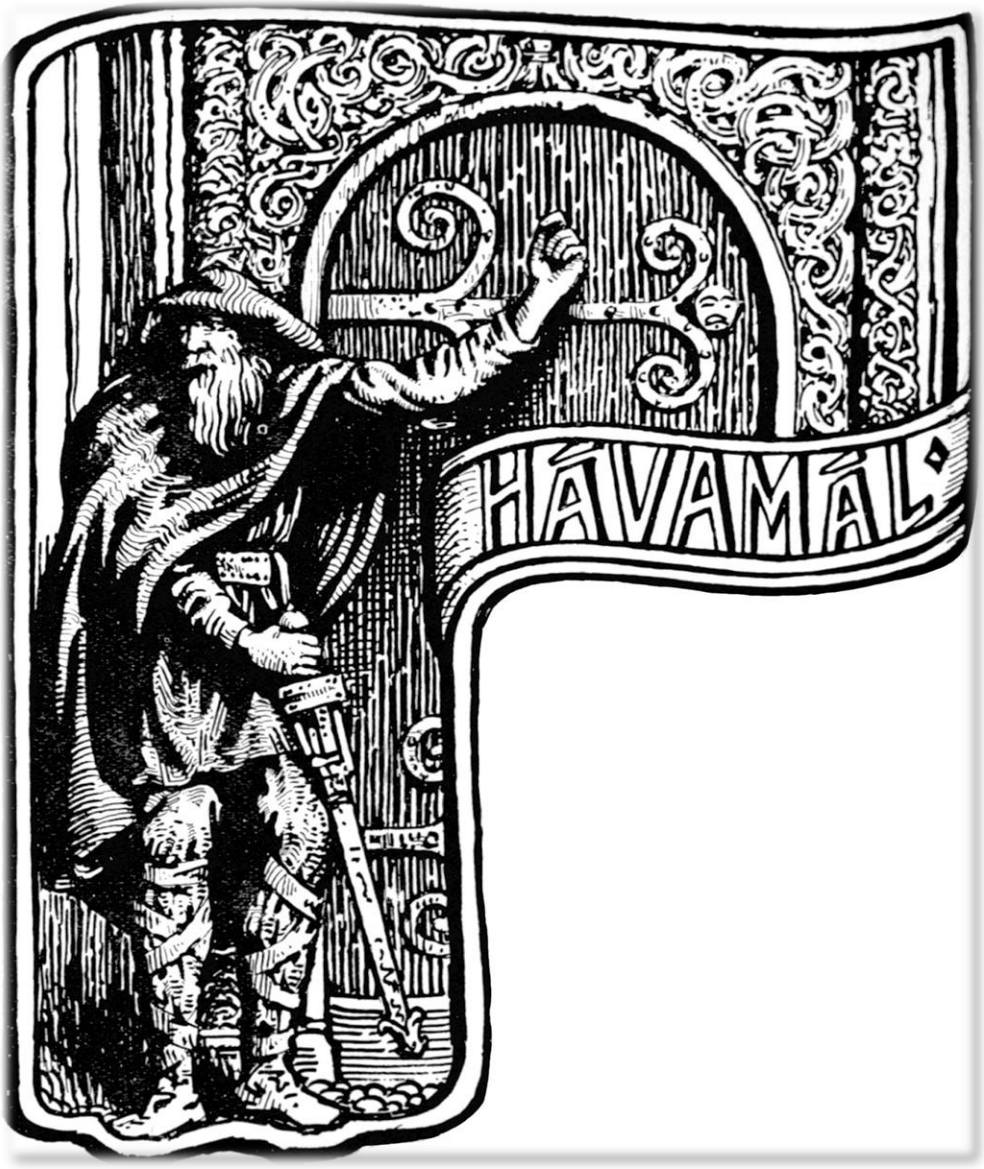
2-1-7

MEDIEVAL NORSE AND SCANDINAVIAN NAMES



Dwarven and "northern" names as provided here are primarily Norse and Scandinavian. After all, if it's good enough for Tolkien, it's good enough for an old school fantasy campaign! Beyond dwarves these names can also be used for Nordic and Viking characters of other races, particularly humans.

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2 - 1 - 7 - 1

NORSE AND SCANDINAVIAN NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Aile	**[02]**	Alivia
[03]	Almir	**[04]**	Arnbjorg
[05]	Arnora	**[06]**	Asa
[07]	Asdis	**[08]**	Aslaug
[09]	Asta	**[10]**	Astrid
[11]	Astridir	**[12]**	Aud
[13]	Audhild	**[14]**	Audrhildr
[15]	Bergljot	**[16]**	Brigitta
[17]	Borghildir	**[18]**	Bothildir
[19]	Brynja	**[20]**	Dagmaer
[21]	Dagrun	**[22]**	Eir
[23]	Eydis	**[24]**	Eyvindir
[25]	Fastvi	**[26]**	Frea
[27]	Freja	**[28]**	Freydis
[29]	Githa	**[30]**	Grid
[31]	Grimhild	**[32]**	Groa
[33]	Gudlaug	**[34]**	Gudrid

[35]	Gudrun	**[36]**	Gunborga
[37]	Gunhild	**[38]**	Halldis
[39]	Hallfrid	**[40]**	Halveig
[41]	Heidrun	**[42]**	Hekja
[43]	Helge	**[44]**	Hertha
[45]	Hlif	**[46]**	Hulda
[47]	Idunn	**[48]**	Inge
[49]	Ingrid	**[50]**	Ingridir
[51]	Jorun	**[52]**	Jorunn
[53]	Kolfinna	**[54]**	Kolgrima
[55]	Kori	**[56]**	Laila
[57]	Magnhildir	**[58]**	Nanna
[59]	Odindisa	**[60]**	Olga
[61]	Olya	**[62]**	Oydis
[63]	Pirjo	**[64]**	Pritta
[65]	Ragna	**[66]**	Ragnhild
[67]	Rjupa	**[68]**	Runa
[69]	Saga	**[70]**	Sif
[71]	Sigrid	**[72]**	Sigrun
[73]	Siiri	**[74]**	Skadi
[75]	Skuld	**[76]**	Solvi
[77]	Svenja	**[78]**	Sylvi
[79]	Thjodhild	**[80]**	Thora
[81]	Thorbjorg	**[82]**	Thorgerd

[83]	Thorgunna	**[84]**	Thorunn
[85]	Thurid	**[86]**	Thyra
[87]	Thyre	**[88]**	Tofa
[89]	Tola	**[90]**	Tordis
[91]	Torhild	**[92]**	Tova
[93]	Tove	**[94]**	Tuva
[95]	Unnir	**[96]**	Urdir
[97]	Valdis	**[98]**	Viborg
[99]	Vigdis	**[00]**	Yngvild or Yngvildir

End of Step 1. After you have chosen a Norse / Scandinavian first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Norse / Scandinavian family name table

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2 - 1 - 7 - 2

NORSE AND SCANDINAVIAN NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Aghi	**[02]**	Agmundur
[03]	Ake	**[04]**	Aki or Alvis

[05]	Andor	**[06]**	Anwend or Ari
[07]	Aric or Arne	**[08]**	Asbjorn or Asgot
[09]	Askur	**[10]**	Aslak
[11]	Asmundur	**[12]**	Asvald or Asvaldur
[13]	Baldur	**[14]**	Bard
[15]	Bardur	**[16]**	Birgir or Bjartur
[17]	Bjorn	**[18]**	Brand or Brandr
[19]	Brynjar	**[20]**	Bui
[21]	Cnut or Dagur	**[22]**	Egil or Einar
[23]	Einarr or Eirik	**[24]**	Eirikur
[25]	Ejulf or Erik	**[26]**	Eyjolf
[27]	Finnbogi	**[28]**	Floki
[29]	Freyr or Fridrek	**[30]**	Frobjorn or Frodur
[31]	Gamli or Gandur	**[32]**	Gardi or Gautstafur
[33]	Geirr	**[34]**	Geirstein or Gosta
[35]	Gudmund or Gudmundur	**[36]**	Gulbrandur
[37]	Gunnbjorn	**[38]**	Gunnvor
[39]	Haakon or Hafgrim	**[40]**	Hakon
[41]	Haldor or Hallad	**[42]**	Hallur or Halvar
[43]	Harald or Havardur	**[44]**	Hemingur
[45]	Herjolf or Hjalmar	**[46]**	Holmgeirr
[47]	Hove	**[48]**	Hroaldur or Hrolf
[49]	Hrollaug	**[50]**	Hugleikur
[51]	Ingimarr	**[52]**	Ingjald or Ingolf

[53]	Ingolfur or Isleif	**[54]**	Ivar or Ivor
[55]	Jarl	**[56]**	Keld or Ketil
[57]	Kjallakr	**[58]**	Kjeld or Kjell
[59]	Knud	**[60]**	Kolbjorn
[61]	Leif	**[62]**	Njal or Njall
[63]	Njordur	**[64]**	Oden or Olaf
[65]	Olafur	**[66]**	Olav
[67]	Olov	**[68]**	Orlendur
[69]	Orm or Orvar	**[70]**	Osvaldur
[71]	Ragnar	**[72]**	Rolf
[73]	Rune or Runolf	**[74]**	Samr
[75]	Sigurd	**[76]**	Sindri
[77]	Snorri or Solvi	**[78]**	Steinn
[79]	Stigandur	**[80]**	Stigur
[81]	Styr	**[82]**	Svein
[83]	Svend	**[84]**	Sverrir
[85]	Tallak	**[86]**	Thorbjorn
[87]	Thorbrand	**[88]**	Thore
[89]	Thorgeir or Thorlak	**[90]**	Thormod
[91]	Thorvald or Thorvaldur	**[92]**	Torgeir
[93]	Tyr	**[94]**	Tyrkir or Ulf
[95]	Ulfur	**[96]**	Valthjof or Vidarr
[97]	Vikingur	**[98]**	Wulf
[99]	Wulfstan	**[00]**	Yngvarr

End of Step 1. After you have chosen a Norse / Scandinavian first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Norse / Scandinavian family name table

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2 - 1 - 8

MEDIEVAL GAELIC NAMES

Dwarven and "northern" names as provided here are primarily Norse and Scandinavian. After all, if it's good enough for Tolkien, it's good enough for an old school fantasy campaign! Beyond dwarves these names can also be used for Nordic and Viking characters of other races, particularly humans.

~

2 - 1 - 8 - 1

GAELIC NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Ablach	**[02]**	Affraic
[03]	Aibinn	**[04]**	Aileann
[05]	Ailionora	**[06]**	Aroc
[07]	Barrdub or Barrfind	**[08]**	Beafail
[09]	Beathag	**[10]**	Bebinn

[11]	Ben Laigen	**[12]**	Ben Muman
[13]	Borgach	**[14]**	Brianag
[15]	Brighde	**[16]**	Cainnech
[17]	Caintigern	**[18]**	Caissene
[19]	Caiterina	**[20]**	Caitir
[21]	Caoimhe	**[22]**	Caointiorn
[23]	Ceana	**[24]**	Ceanag
[25]	Cecily	**[26]**	Cellach or Coblaith
[27]	Crinoc	**[28]**	Dearbhail
[29]	Dearshul	**[30]**	Derbail
[31]	Dianaim	**[32]**	Doileag
[33]	Doirend	**[34]**	Dolidh
[35]	Dub Essa	**[36]**	Dub Lemna
[37]	Dubchoblaig	**[38]**	Dubgilla
[39]	Dunlaith	**[40]**	Eamhhair
[41]	Echard	**[42]**	Eimhir
[43]	Eithne	**[44]**	Etain
[45]	Failenn	**[46]**	Fine or Finnecht
[47]	Fionnaghal	**[48]**	Fionnghuala
[49]	Flann	**[50]**	Forbflaith
[51]	Garb	**[52]**	Geraldine
[53]	Gerroc	**[54]**	Gormal
[55]	Gormlaith	**[56]**	Grainne
[57]	Greudach	**[58]**	Latharna

[59]	Lerben	**[60]**	Ligach
[61]	Mael Muire	**[62]**	Maire
[63]	Malamhin	**[64]**	Malmhin
[65]	Margreg	**[66]**	Martha
[67]	Meadhbh	**[68]**	Mor
[69]	Morag	**[70]**	Mordag
[71]	Muireall	**[72]**	Muirenn
[73]	Muirgel	**[74]**	Muirne
[75]	Narbflaith	**[76]**	Nuala
[77]	Oighrig	**[78]**	Orlaith
[79]	Ornat	**[80]**	Ragnailt
[81]	Rois	**[82]**	Ros
[83]	Sadb	**[84]**	Searlaid
[85]	Setach	**[86]**	Sidheag
[87]	Sileas	**[88]**	Sithmaith
[89]	Slaine	**[90]**	Slainidh
[91]	Slainte	**[92]**	Sorcha
[93]	Suaibsech	**[94]**	Tailefhlaith
[95]	Tailltiu	**[96]**	Tearlag
[97]	Temair	**[98]**	Tuathflaith
[99]	Uallach	**[00]**	Una



End of Step 1. After you have chosen a Gaelic first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Gaelic family name table

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2 - 1 - 8 - 2

GAELIC NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Abel	**[02]**	Adomnan
[03]	Aed or Aedgen	**[04]**	Ailde or Ailean
[05]	Aileran or Ailill	**[06]**	Ainmere or Airard
[07]	Airbertach or Airril	**[08]**	Anfudan or Angaidh
[09]	Aoidhean or Aonghas	**[10]**	Artagan or Artair
[11]	Baethgalach or Baethine	**[12]**	Baodan or Baoithein
[13]	Beathan or Beisdean	**[14]**	Beollan or Blar
[15]	Blathan or Boisil	**[16]**	Breannan or Bresal
[17]	Cairbre	**[18]**	Caireall or Caoilte
[19]	Caorall or Carmag	**[20]**	Catan or Ceallach
[21]	Cellachan or Cenn	**[22]**	Cennetig or Cerball
[23]	Cernach or Cian	**[24]**	Ciaran or Cinaed
[25]	Cobthach or Comhall	**[26]**	Comhan or Conaing
[27]	Conall or Corcc	**[28]**	Cormac or Cormacan
[29]	Cormag or Crinan	**[30]**	Cu Dub or Cu Luachra
[31]	Cu Mara or Cu Roi	**[32]**	Cuan or Cuilen
[33]	Cuirealan or Diarmait	**[34]**	Dicuill or Diglach
[35]	Dinertach or Domhnallan	**[36]**	Domnall
[37]	Donaidh or Donnach	**[38]**	Donnchadh or Donnchaidh
[39]	Dubhagan or Dubhshith	**[40]**	Dughlas or Duibhne
[41]	Eachainn or Eachann	**[42]**	Eacharn or Eadan
[43]	Earc or Earnan	**[44]**	Eochagan or Eochaid
[45]	Eoghanan or Eoghann	**[46]**	Eoran or Erennach
[47]	Failbhe or Failge	**[48]**	Faolagan or Faolan

[49]	Fearghas or Fechtnach	**[50]**	Feradach or Ferchertne
[51]	Finghin or Fingin	**[52]**	Finguine or Finnchad
[53]	Finnchu or Finnean	**[54]**	Fionnchan or Fionnghal
[55]	Fionntan or Flaithbertach	**[56]**	Flaithem or Flaithri
[57]	Forbassach or Fotadh	**[58]**	Fothad or Friseal
[59]	Garbhan or Gebennach	**[60]**	Gerald or Geralt
[61]	Gilleasbaig or Gilleasp	**[62]**	Glassan or Gormal
[63]	Gorman or Gormgilla	**[64]**	Indrechtach or Iurnan
[65]	Labraid or Lachaidh	**[66]**	Lachann or Lachlainn
[67]	Laise or Latharn	**[68]**	Lennan or Liber
[69]	Macrath	**[70]**	Madabh or Manachan
[71]	Maoilios or Moireach	**[72]**	Morand
[73]	Morrann or Mugron	**[74]**	Muireachan or Muiredach
[75]	Murchard or Murchadh	**[76]**	Neachdainn or Neas
[77]	Niallghas or Nicholas	**[78]**	Odar
[79]	Odhran or Oissene	**[80]**	Olchobar or Olibhear
[81]	Onchu or Paitin	**[82]**	Petran or Rechtabra
[83]	Rigbarddan or Robartach	**[84]**	Rodachan
[85]	Ruarachan or Ruissine	**[86]**	Scandlan or Scotaidh
[87]	Senchan or Siacas	**[88]**	Sleimhne or Solas
[89]	Tadc or Tairdelbach	**[90]**	Tanaide
[91]	Taog	**[92]**	Tearlach
[93]	Tearlaidh	**[94]**	Tigernan
[95]	Tipraite or Tomag	**[96]**	Tomas

[97]	Uaithne	**[98]**	Uallas
[99]	Ualraig	**[00]**	Uillec

End of Step 1. After you have chosen a Gaelic first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Gaelic family name table

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2 - 1 - 9

LATINIZED SWISS NAMES

These names — reflecting Swiss history with a strong Roman and Latin influence — tend to have a noble oddity to them, which (in my opinion) makes them worthwhile for gnomes, intellectuals, dimensional travelers from beyond, steampunk-inspired characters, and so forth.

~

2 - 1 - 9 - 1

LATINIZED SWISS NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Agenxona	**[02]**	Agna
[03]	Agnes	**[04]**	Aldessa
[05]	Alesia	**[06]**	Alixia
[07]	Amadea	**[08]**	Anillia

[09]	Anserma	**[10]**	Ansermoda
[11]	Anthonia	**[12]**	Ardigia
[13]	Aymoneta	**[14]**	Azonia
[15]	Bacinoda	**[16]**	Barbilia
[17]	Bartholomea	**[18]**	Bastiana
[19]	Beatrisia	**[20]**	Bellona
[21]	Benedicta	**[22]**	Berthoda
[23]	Binfa	**[24]**	Blanchia
[25]	Caterina	**[26]**	Chrispina
[27]	Claudia	**[28]**	Colleta
[29]	Cristina	**[30]**	Desideria
[31]	Dinysia	**[32]**	Egidia
[33]	Eligia	**[34]**	Francisca
[35]	Francza	**[36]**	Galtheria
[37]	Girarda	**[38]**	Girolda
[39]	Glaudia	**[40]**	Gotefreda
[41]	Greda or Guillerma	**[42]**	Henrioda
[43]	Hudria	**[44]**	Hudrica
[45]	Hugoneta	**[46]**	Hugueta
[47]	Humberta	**[48]**	Jacoba
[49]	Jacqueta	**[50]**	Jana
[51]	Jaquemeta	**[52]**	Jaqueta
[53]	Jeneta	**[54]**	Johanneta
[55]	Joria	**[56]**	Leonetta

[57]	Ludovica	**[58]**	Mabilia
[59]	Markisia	**[60]**	Martina
[61]	Martinoda	**[62]**	Mathioda
[63]	Mauricia	**[64]**	Maurisia
[65]	Meremtia	**[66]**	Mermeta
[67]	Michoda	**[68]**	Murisoda
[69]	Nantermia	**[70]**	Nycholeta
[71]	Nycodia	**[72]**	Nycola
[73]	Nycoleta or Nycolinia	**[74]**	Octhete
[75]	Parisia	**[76]**	Pedrisia
[77]	Peronnetta	**[78]**	Perreta
[79]	Perrina	**[80]**	Perrona
[81]	Perroneta	**[82]**	Petermandia
[83]	Petra	**[84]**	Reymunda
[85]	Rodulpha	**[86]**	Roleta
[87]	Salomea	**[88]**	Sincillia or Stephaneta
[89]	Stephansia	**[90]**	Stevina
[91]	Termoda	**[92]**	Trina
[93]	Udrieta	**[94]**	Uldricia
[95]	Vioneta	**[96]**	Vuillerma
[97]	Wiberta	**[98]**	Yanina
[99]	Ypolita	**[00]**	Ysabella

End of Step 1. After you have chosen a Latinized Swiss first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Latinized Swiss family name table

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2 - 1 - 9 - 2

LATINIZED SWISS NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Agenxonus	**[02]**	Agnus
[03]	Aldessus	**[04]**	Alesius
[05]	Alixius	**[06]**	Amadeus
[07]	Anillius	**[08]**	Ansermodus
[09]	Ansermus	**[10]**	Anthonius
[11]	Ardigus	**[12]**	Aymonetus
[13]	Azonus	**[14]**	Bacinodus
[15]	Barbilius	**[16]**	Bartholomeus
[17]	Bastianus	**[18]**	Bellonus
[19]	Benedictus	**[20]**	Berthodus
[21]	Blanchius	**[22]**	Caterinus
[23]	Claudius	**[24]**	Coletus
[25]	Colletus	**[26]**	Cristinus

[27]	Desiderius	**[28]**	Dinysus
[29]	Egidius	**[30]**	Eligius
[31]	Franciscus	**[32]**	Galtherius
[33]	Girardus	**[34]**	Giroldus
[35]	Glaudius	**[36]**	Gotefredus
[37]	Guillermus	**[38]**	Heneglinus
[39]	Henricus	**[40]**	Henriodus
[41]	Hudricus	**[42]**	Hugonetus
[43]	Huguetus	**[44]**	Humbertus
[45]	Jacobus	**[46]**	Jacquetus
[47]	Janus	**[48]**	Jaquemetus
[49]	Jaquetus	**[50]**	Johannodus
[51]	Jorius	**[52]**	Leonettus
[53]	Ludovicus	**[54]**	Mabilius
[55]	Markisius	**[56]**	Martinodus
[57]	Martinus	**[58]**	Matheus
[59]	Mathiodus	**[60]**	Mauricius
[61]	Maurisius	**[62]**	Mermetus
[63]	Mermodus	**[64]**	Michodus
[65]	Murisodus	**[66]**	Nantermus
[67]	Nycholetus	**[68]**	Nycodus
[69]	Nycoletus	**[70]**	Nycolus
[71]	Octhetus	**[72]**	Parisius
[73]	Pedrisius	**[74]**	Perretus

[75]	Perrinus	**[76]**	Perrodus
[77]	Perronetus	**[78]**	Perronus
[79]	Petermandus	**[80]**	Petrus
[81]	Reymundus	**[82]**	Rodulphus
[83]	Roletus	**[84]**	Sincillius
[85]	Stephansus	**[86]**	Stephanus
[87]	Stevinus	**[88]**	Termodus
[89]	Theobaldus	**[90]**	Theodulus
[91]	Udrietus	**[92]**	Uldricus
[93]	Vionetus	**[94]**	Vuillermus
[95]	Walterus	**[96]**	Wibertus
[97-98]	Yaninus	**[99-00]**	Ypolitus
[99]	Ypolita	**[00]**	Ysabella

End of Step 1. After you have chosen a Latinized Swiss first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Latinized Swiss family name table

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2 - 1 - 10

GUTTURAL ORCISH NAMES

Orcish names, lacking a coherent mythic foundation, are here chiefly derived from the "Black Tongue" and split into two pieces. For example, random rolls resulting in (table 1) "Akh-" and (table 2) "-lom" give the orcish name "Akhlom." You can also use hyphenation, apostrophes, spacing, or respelling as appropriate to turn the name into something a bit different: Akh-lom, Akh Kha'lom, and so forth.

(By the way, in deriving these bits of the orcish Black Tongue from linguistic history I may — or may not — have been partly inspired by the extensive writings of a certain 20th-century professorial fantasist, whose estate tends to be rather litigious beyond the means of reason. Who knows?)

If you as the GM are feeling especially ambitious, you can come up with appropriately orcish definitions for each of these of name fragments; perhaps for example "akh" means "gore" and "lom" means "cleaver." Whether you want to detail humanoids in your campaign to this degree is entirely up to you.

~

2 - 1 - 10 - 1

ORCISH NAMES FOR FEMALE CHARACTERS

Uniquely among names, there are no names which are solely feminine and also solely orcish. When naming female half-orcs, please use the male half-orc naming system (immediately following hereafter), and then roll on the table below to determine which final name fragment you should add to the name.

[01-13]	-a	**[14-26]**	-ai
[27-38]	-ara	**[39-51]**	-ga
[52-63]	-hai	**[64-75]**	-shra

Continuing the prior example, if I roll d100 and use the name "Akhlom" for a female half-orc, her feminized orcish name then becomes "Akhlomai."

End of Step 1. After you have chosen an Orcish / Tribal first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Orcish / Tribal family name table

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2 - 1 - 10 - 2

ORCISH NAMES FOR MALE CHARACTERS

To create an orcish name for a male half-orc character, roll once on table 1 and once on table 2, then combine the names together. Feel free to leave the hyphenation if it looks better.

You can even reverse the frements if you like; for example, if the name Grish-dush looks too silly to you but Du Sh'grish works a little better, go with that. The sounds are interchangeable to a moderate degree with a bit of tinkering.

Orcish Name Table 1: Initial Fragment

[01-03]	Akh-	**[04-06]**	Az-
[10-12]	Bas-	**[13-15]**	Bol-
[16-18]	Brol-	**[19-21]**	Dra-
[22-24]	Fol-	**[25-27]**	Gol-
[28-30]	Gor-	**[31-33]**	Grish-
[34-36]	Hra-	**[37-39]**	Ikh-
[40-42]	Jol-	**[43-45]**	Kol-
[46-48]	Lag-	**[49-51]**	Lug-
[52-54]	Mau-	**[55-57]**	Muz-
[58-60]	Nrath-	**[61-63]**	Orco-
[64-66]	Orth-	**[67-69]**	Oth-
[70-72]	Rad-	**[73-75]**	Orth-
[67-69]	Oth-	**[70-72]**	Rad-
[73-75]	Shag-	**[76-78]**	Snag-
[79-81]	Tor-	**[82-84]**	Uft-
[85-87]	Ug-	**[88-90]**	Vrakh-

[91-93]	War-	**[94-96]**	Xol-
[97-98]	Yath-	**[99-00]**	Zolg-

Orcish Name Table 1: Ending Fragment

[01-03]	-ag	**[05-08]**	-bag(h)
[09-12]	-bal	**[13-16]**	-bog or –bug
[17-20]	-bul	**[21-24]**	-dag or -dog
[25-28]	-duf	**[29-32]**	-dush
[33-36]	-gash	**[37-40]**	-gol
[41-44]	-hak	**[48-48]**	-hul or –hur
[49-52]	-iak	**[53-56]**	-imbul
[57-60]	-lom	**[61-64]**	-lor
[65-68]	-luk	**[69-72]**	-meg or –mug
[73-76]	-nakh	**[77-80]**	-og
[81-84]	-rat	**[85-88]**	-rath
[89-92]	-rod	**[93-96]**	-shol
[97-98]	-ung	**[99-00]**	-zol or -zul

End of Step 1. After you have chosen an Orcish / Tribal first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Orcish / Tribal family name table

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2 - 1 - II

PASTORAL AND TRADITIONAL SHIRE NAMES

Similar to the orcish Black Tongue, a fair amount of these names might have been partly inspired by a certain race of hairy-footed burglaring ankle-biters who smoke a lot, eat more, and tend to dwell in tidy, round-doored subterranean domiciles. Or not.

A few of the names have also been derived from pastoral fairy tales, and a bit of early 20th century fantasy as well. These worthy appellations run the gamut from quaint, to charming, to fairly silly. I hope you enjoy them.

~

2 - 1 - II - 1

PASTORAL NAMES FOR FEMALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Adaldri	**[02]**	Adaldrida
[03]	Adamanta	**[04]**	Adamante
[05]	Amara	**[06]**	Amaranth
[07]	Angelica	**[08]**	Asphodel
[09]	Belba	**[10]**	Belbanthe
[11]	Bell	**[12]**	Bella
[13]	Belladonna	**[14]**	Beryl
[15]	Berylla	**[16]**	Bimbra
[17]	Bimbrathe	**[18]**	Camellia
[19]	Cammeline	**[20]**	Celande

[21]	Celandine	**[22]**	Chira
[23]	Chiralle	**[24]**	Cora
[25]	Coraline	**[26]**	Diaman
[27]	Diamonde	**[28]**	Donnamir
[29]	Donnamira	**[30]**	Dora
[31]	Doraline	**[32]**	Eglante
[33]	Eglantine	**[34]**	Elea
[35]	Eleanor	**[36]**	Esmeralda
[37]	Esmerelda	**[38]**	Estella
[39]	Firi	**[40]**	Firiel
[41]	Frida	**[42]**	Fride
[43]	Froda	**[44]**	Frodala
[45]	Golde	**[46]**	Goldelocks
[47]	Hanna	**[48]**	Hannahilde
[49]	Hilda	**[50]**	Hildegarde
[51]	Lilia	**[52]**	Lily
[53]	Linde	**[54]**	Lobelia
[55]	Malva	**[56]**	Malvine
[57]	Mareth	**[58]**	Marigold
[59]	May	**[60]**	Maya
[61]	Melile	**[62]**	Melilot
[63]	Menegilda	**[64]**	Menegilde
[65]	Mentha	**[66]**	Menthe
[67]	Mimora	**[68]**	Mirabella

[69]	Mirabelle	**[70]**	Myrtle
[71]	Nina	**[72]**	Panse
[73]	Pearla	**[74]**	Peony
[75]	Pervinca	**[76]**	Pimpernel
[77]	Poppy	**[78]**	Primrose
[79]	Prima	**[80]**	Primula
[81]	Prisca	**[82]**	Priscilaa
[83]	Rosa	**[84]**	Rosamund
[85]	Rosamunda	**[86]**	Rose
[87]	Rowan	**[88]**	Rubina
[89]	Ruby	**[90]**	Salvia
[91]	Salviana	**[92]**	Tanta
[93-94]	Tante	**[95-96]**	Willow
[97-98]	Willowbrook	**[99-00]**	Willowind

End of Step 1. After you have chosen a Pastoral first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Pastoral family name table

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2 - 1 - 11 - 2

PASTORAL NAMES FOR MALE CHARACTERS

Roll 1d100, and refer to the following table:

[01]	Adalgrim	**[02]**	Adelard
[03]	Andwise	**[04]**	Balbo
[05]	Bandobras	**[06]**	Belgo
[07]	Berilac or Bilbo	**[08]**	Bodo or Boffo
[09]	Bowman	**[10]**	Bruno
[11]	Bulbon	**[12]**	Bumbo or Bungo
[13]	Danand	**[14]**	Deagol or Dinodas
[15]	Doderick	**[16]**	Drago
[17]	Drogo	**[18]**	Dulm
[19]	Erling	**[20]**	Everard
[21]	Falco	**[22]**	Fastolph
[23]	Fastren	**[24]**	Ferdibrand
[25]	Ferdinand	**[26]**	Ferdon
[27]	Ferumbras	**[28]**	Filibert
[29]	Flambard	**[30]**	Folco
[31]	Fosco	**[32]**	Fredegar
[33]	Frodo	**[34]**	Gaffen
[35]	Gerontius	**[36]**	Gorbadoc
[37]	Gorbulas	**[38]**	Gorhen
[39]	Gorhden	**[40]**	Gormadoc
[41]	Griffo	**[42]**	Grubb
[43]	Gundabald	**[44]**	Gundal
[45]	Halfred	**[46]**	Hamfast

[47]	Hamson	**[48]**	Hending
[49]	Hildibrand	**[50]**	Hildifons
[51]	Hildigrim	**[52]**	Hobbe
[53]	Hobson	**[54]**	Hugo
[55]	Ilberic	**[56]**	Isembold
[57]	Isengar	**[58]**	Isengrim
[59]	Isumbras	**[60]**	Largo
[61]	Longo or Lotho	**[62]**	Madoc
[63]	Marmadas	**[64]**	Marmadoc
[65]	Marroc	**[66]**	Matta
[67]	Meriadoc	**[68]**	Merimac
[69]	Merimas	**[70]**	Merriam
[71]	Milo	**[72]**	Minto
[73]	Mongo	**[74]**	Moro
[75]	Mosco	**[76]**	Moto
[77]	Mungo	**[78]**	Odo
[79]	Odovacar	**[80]**	Olo or Orgulas
[81]	Otho	**[82]**	Paladin
[83]	Peregrin	**[84]**	Pipswich
[85]	Polmo	**[86]**	Ponto
[87]	Porto	**[88]**	Posco
[89]	Puck	**[90]**	Reginard
[91]	Robin	**[92]**	Rorimac
[93]	Rudigar	**[94]**	Rufus

[95]	Sadoc	**[96]**	Samson
[97]	Samwise	**[98]**	Sando
[99]	Saradas	**[00]**	Saradoc

End of Step 1. After you have chosen a Pastoral first name, you can select one of these links to skip the other name chapters, and to continue on to Step 2, selecting a family name.

- Continue to Step 2, Introduction
- Skip the Step 2 Introduction, and proceed to the Pastoral family name table

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2 - 2

STEP 2: SELECTING A FAMILY NAME

Once you have rolled your character's given name, simply use an additional random roll to determine the character's family, bloodline or clan name. These name lists are identical for male and female characters. You will usually want to use the appropriate family name list which corresponds to the character's given name culture (English family names for characters with English given names, French for French, etc.).

There are instances where a character might have, say, an English first name and a French family name. Here are a few example scenarios which could be used to explain the situation:

The married character. A woman from an English-themed realm, marrying a man from a French-themed realm, might replace her maiden name with her husband's name. And this certainly goes both ways: in a matriarchy, or an Amazon-themed nation, the male would drop his family name and adopt the family name of his wife.

The expatriate character of a noble bloodline. The character belongs to a noble French-themed house, for example an elven forest barony. The baronial house was betrayed during a war two centuries ago, and the family was exiled and embraced by the barony's former enemy realm: an English-themed kingdom. Out of respect to the lineage, the house retained its noble name; but also, out of respect to the new kingdom, the family adopted English-themed first names for children born from that day forward.

A nation of hybridized culture. There is no need to have the national influences of the real world in the fantasy world, if the GM finds it more interesting to mix and match. For example, if the GM decides that a certain kingdom has both English-themed and French-themed influences (say, a fantasy version of Normandy), then characters hailing from that kingdom would frequently have English first names and French family names, or vice versa.

There are many other situations which could cause such an interesting situation; these are just examples from my own campaign.

~

2 - 2 - 1

GREEK FAMILY NAMES

In Greek myth, family and surnames are quite poorly documented. It certainly didn't help that every single city state wanted the very best heroes to hail from their own precincts! There are quite a few different families of nymphs and dynasties, but many of the commonly accepted names we know are simply patronymic labels. (For example, the nymph daughters of the river Achelous are simply named "the Acheloids." Ha, nice. Maybe I should rename my son "the Kentoid" …)

Therefore, for good Greek fantasy names I recommend that you consider rolling a random name for the character's parent. For a male character, roll again on the male name table to determine the name of the father. An example name would then be "Alastor, son of Hector." Similarly, for female characters roll again on the female name table to determine the name of the mother. An example name would be "Xanthe, daughter of Psyche."

Alternately, you can use the list of late medieval family names (with some achronological entries) which I provide hereafter. I admit it's a bit odd — from a real-world sense, mind you — to have a character named Odysseus Kamateros (Mr. Kamateros? Sir Kamateros?), simply because we Westerners are so accustomed to equating "Greece" with "Greek mythology." But if we consider that we're creating a fantasy medieval version of Greek-themed realms for RPG play, it's really not so bad or out of line.

Roll 1d100, and refer to the following table:

[01]	Aboures	**[02]**	Adrianos
[03]	Agallon	**[04]**	Akropolites
[05]	Angelos	**[06]**	Aoionos
[07]	Apokaukos	**[08]**	Aprenos
[09]	Arbantenos	**[10]**	Argyros
[11]	Arianites	**[12]**	Asanes
[13]	Atrapes	**[14]**	Balsamon

[15]	Batatzes	**[16]**	Botaneiates
[17]	Boumbalis	**[18]**	Bourtzes
[19]	Branas	**[20]**	Bryennios
[21]	Chandrenos	**[22]**	Choniates
[23]	Choumnos	**[24]**	Chrysaphes
[25]	Chrysoloras	**[26]**	Dalassenos
[27]	Dermokaites	**[28]**	Diasorenos
[29]	Dokeianos	**[30]**	Doukas
[31]	Doux	**[32]**	Eirenikos
[33]	Exazenos	**[34]**	Gabras
[35]	Glabas	**[36]**	Iagaris
[37]	Kabakes	**[38]**	Kabasilas
[39]	Kalamanos	**[40]**	Kaloethes
[41]	Kalothetos	**[42]**	Kamateros
[43]	Kantakouzenos	**[44]**	Katrares
[45]	Kaukadenos	**[46]**	Komnenos
[47]	Kontostephanos	**[48]**	Koresses
[49]	Kourkouas	**[50]**	Kourtikes
[51]	Laskaris	**[52]**	Limpidares
[53]	Machoneos	**[54]**	Makrembolites
[55]	Malakes	**[56]**	Maliasenos
[57]	Mamalis	**[58]**	Mandromenos
[59]	Manouelites	**[60]**	Melachrinos
[61]	Mourtzouphlos	**[62]**	Mouzakios

[63]	Mouzalon	**[64]**	Neokaisareites
[65]	Nestongos	**[66]**	Palaiologos
[67]	Pantechnes	**[68]**	Paraspondylos
[69]	Petraliphas	**[70]**	Petzikopoulos
[71]	Philanthropenos	**[72]**	Phokas
[73]	Pleustes	**[74]**	Prasomales
[75]	Prinkips	**[76]**	Psellos
[77]	Radenos	**[78]**	Raoul
[79]	Rossatas	**[80]**	Sarantenos
[81]	Sebastopoulos	**[82]**	Sgouropoulos
[83]	Sgouros	**[84]**	Skleros
[85]	Spartenos	**[86]**	Sphrantzes
[87]	Strabomytes	**[88]**	Synadenos
[89]	Syraneres	**[90]**	Syropoulos
[91]	Tagaris	**[92]**	Tarchaneiotes
[93]	Tornikes	**[94]**	Trichas
[95]	Tsaphas	**[96]**	Tzamplakon
[97-98]	Tzykandeles	**[99-00]**	Zarides

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 2 - 2

ROMAN FAMILY NAMES

The Roman family names listed here are mostly from historical *gentes* of the Imperial period. The names below are listed in masculine format; for female characters, in most cases you should replace "-ius" with "-ia" to arrive at a reasonable feminine equivalent. For example, the gens name "Vispanius" would be appropriate for a man, but would be changed to "Vispania" for a woman.

The gamist purpose of this list is to provide evocative names that "sound Roman," for use with the Roman-themed realms and peoples in your campaign. Again, armchair historians will probably blanch at the mere thought of my mashing the *gentes* and *cognomina* concepts to supplement the long lists of male and female *praenomina* and *cognomina*, which I provided earlier (in a very simplified format) to represent my own favored mishmash of "personal names" … but fortunately, I don't care, so it's all good! If it's good enough for Robert E. Howard, Hollywood and the pulps, it's good enough for me.

Roll 1d100, and refer to the following table:

[01]	Aburius	**[02]**	Accius
[03]	Acilius	**[04]**	Aedinius
[05]	Aelius	**[06]**	Aemilius or Allectius
[07]	Amatius	**[08]**	Antius
[09]	Antonius or Aquillius	**[10]**	Armenius
[11]	Arrius	**[12]**	Arsinius
[13]	Artorius or Aurelius	**[14]**	Aurius or Ausonius
[15]	Avidius	**[16]**	Axius or Bantius
[17]	Barbatius	**[18]**	Blossius
[19]	Bruttius	**[20]**	Burrienus
[21]	Caecinus	**[22]**	Caeparius or Caesius

[23]	Caesonius	**[24]**	Caetronius
[25]	Calavius	**[26]**	Calpurnius
[27]	Canius	**[28]**	Cantius
[29]	Carisius	**[30]**	Cassius or Centenius
[31]	Cestius	**[32]**	Claudius
[33]	Cominius or Cornelius	**[34]**	Cosconius
[35]	Cotius	**[36]**	Critonius or Curius
[37]	Decius	**[38]**	Decimus
[39]	Domitius	**[40]**	Durmius
[41]	Egnatius	**[42]**	Eppius
[43]	Equitius	**[44]**	Erucius
[45]	Fabius	**[46]**	Fabricius
[47]	Faucius	**[48]**	Flaminius or Flavius
[49]	Fulvius	**[50]**	Gabinius
[51]	Geganius or Granius	**[52]**	Gratidius
[53]	Haterius	**[54]**	Helvius
[55]	Herdonius orHoratius	**[56]**	Hotensius
[57]	Icilius	**[58]**	Julius
[59]	Junius	**[60]**	Juventius
[61]	Laelius	**[62]**	Licinius
[63]	Livius	**[64]**	Lucilius or Lucretius
[65]	Marcius	**[66]**	Marius
[67]	Modius or Naevius	**[68]**	Nonius
[69]	Norbanus or Numicius	**[70]**	Octavius

[71]	Opimius	**[72]**	Ovidius
[73]	Papirius	**[74]**	Pinarius
[75]	Pompeius	**[76]**	Pomponius or Postumius
[77]	Publicius	**[78]**	Quinctius
[79]	Rabirius	**[80]**	Romilius
[81]	Sempronius	**[82]**	Septimius or Sergius
[83]	Sertorius	**[84]**	Servilius
[85]	Sestius	**[86]**	Sosius
[87]	Sulpicius	**[88]**	Sicinius
[89]	Tarpeius	**[90]**	Tarquinius
[91]	Tarquitius	**[92]**	Terentius
[93]	Titius	**[94]**	Tullius or Ulpius
[95]	Ummidius	**[96]**	Valerius
[97]	Verginius	**[98]**	Veturius
[99]	Vipsanius	**[00]**	Visellius

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 2 - 3

ENGLISH FAMILY NAMES

Roll 1d100, and refer to the following table:

[01]	Achard	**[02]**	Albelin
[03]	Alevi	**[04]**	Alis
[05]	Anzeray or Arundel	**[06]**	Aubert
[07]	Auvray	**[08]**	Azor or Bachlier
[09]	Bainard	**[10]**	Baliol
[11]	Ballard	**[12]**	Barkentin or Basnage
[13]	Basset	**[14]**	Baudry
[15]	Bavent	**[16]**	Beaumont
[17]	Beringar	**[18]**	Bolam
[19]	Bolbec or Boleyn	**[20]**	Bondeville
[21]	Boneth	**[22]**	Bossard
[23]	Boterel or Braund	**[24]**	Brinon
[25]	Buron	**[26]**	Caen
[27]	Cairon or Cambrai	**[28]**	Caradas
[29]	Challenge	**[30]**	Chandos
[31]	Cruell or Danneville	**[32]**	Danvers
[33]	Darell	**[34]**	Destain
[35]	Duhamel	**[36]**	Dumont
[37]	Durandal or Engerrand	**[38]**	Faintree
[39]	Fairfax	**[40]**	Fitzhugh or Fitzroy
[41]	Furnival	**[42]**	Gael
[43]	Gand	**[44]**	Garin
[45]	Godefroy	**[46]**	Grai

[47]	Grancourt	**[48]**	Greslet or Griffin
[49]	Gurney	**[50]**	Harcourt
[51]	Hue	**[52]**	Ide or Jolland
[53]	Lile	**[54]**	Lorz
[55]	Lovell	**[56]**	Machault
[57]	Mallory or Mandeville	**[58]**	Mantel
[59]	Margas	**[60]**	Martel
[61]	Mathan or Medley	**[62]**	Mobec
[63]	Monceaux or Montacute	**[64]**	Montague
[65]	Montbrai	**[66]**	Montfort
[67]	Montgomery	**[68]**	Mortagne
[69]	Murdac	**[70]**	Musard
[71]	Nelond or Neuville	**[72]**	Ormond
[73]	Parry	**[74]**	Peccoth or Pennant
[75]	Porte or Prestcote	**[76]**	Quincarnon
[77]	Quincey	**[78]**	Rainecourt
[79]	Raleigh	**[80]**	Restault
[81]	Rosai	**[82]**	Scolland
[83]	Simnel	**[84]**	Stafford
[85]	Tabraham	**[86]**	Thaon
[87]	Thibault	**[88]**	Tournai
[89]	Tranchant	**[90]**	Valance
[91]	Vane or Vaughan	**[92]**	Vaux
[93]	Vernold	**[94]**	Verrall

[95]	Villon	**[96]**	Vitalis
[97]	Wadard	**[98]**	Willoughby
[99]	Wissant	**[00]**	Woodville or Ygou

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 2 - 4

FRENCH FAMILY NAMES

French locale-specific family names ("of Paris," "of Calais," "de Leon," etc.) are very common, but have mostly been ignored here so that the GM is not faced with situations where a character might be from a city that does not exist in the game world.

A few locale-specific names which have a nice fantasy-friendly sound to them have been retained. For these places, you can safely create a village or hamlet in an obscure corner of the borderlands, which serves as the home the named character and / or his or her immediate family.

Roll 1d100, and refer to the following table:

[01]	Able	**[02]**	Abreo
[03]	Albinet	**[04]**	Alleman
[05]	Aragon	**[06]**	Archambeau
[07]	Astre	**[08]**	Atelier
[09]	au Coste	**[10]**	Aubuchon
[11]	Auclair	**[12]**	Babel
[13]	Barbon	**[14]**	Barteaux
[15]	Baudric	**[16]**	Becquet
[17]	Begon	**[18]**	Bergeron
[19]	Bernade	**[20]**	Bertrand
[21]	Blanc	**[22]**	Borne
[23]	Boussart	**[24]**	Braque
[25]	Campion	**[26]**	Carne
[27]	Cassaigne	**[28]**	Castillon

[29]	Catine	**[30]**	Cerbadas
[31]	Coullard	**[32]**	d'Araines
[33]	d'Aumale	**[34]**	Dameron
[35]	de Beumont	**[36]**	de Biencourt
[37]	de Cahon	**[38]**	de Camrebon
[39]	de Caumont	**[40]**	de Feurillet
[41]	de Gorges	**[42]**	de Laniers
[43]	de Latre	**[44]**	de Sartaigne
[45]	de Valencia	**[46]**	Demestre
[47]	Desquais	**[48]**	Dormon
[49]	du Pont	**[50]**	Durand
[51]	Engignon	**[52]**	Ferrand
[53]	Foucault	**[54]**	Fournier
[55]	Gallant	**[56]**	Germond
[57]	Gorbet	**[58]**	Guillard
[59]	Hargier	**[60]**	Imbert
[61]	Jourdine	**[62]**	la Lyonnesa
[63]	la Vinhal	**[64]**	Laurent
[65]	le Canu	**[66]**	le Caron
[67]	le Grant	**[68]**	le Machon
[69]	le Potier	**[70]**	le Prevost
[71]	le Ver	**[72]**	Lerique
[73]	Loste	**[74]**	Maillart
[75]	Martel	**[76]**	Moreau

[77]	Opin	**[78]**	Patin
[79-80]	Picquelin	**[81-82]**	Pinchon
[83-84]	Quinepaie	**[85-86]**	Reche
[87-88]	Rousseau	**[89-90]**	Roux
[91-92]	Tabarie	**[93-94]**	Toutain
[95-96]	Vadoul	**[97-98]**	Vendomes
[99-00]	Yaunart		

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 2 - 5
GERMAN FAMILY NAMES

Roll 1d100, and refer to the following table:

[01]	Alt	**[02]**	Amur
[03]	Angest	**[04]**	Bart
[05]	Belliz or Blatere	**[06]**	Blicze
[07]	Blint	**[08]**	Bluome
[09]	Boese	**[10]**	Brotelin or Bulstrich
[11]	Buole	**[12]**	Chegere
[13]	Comes	**[14]**	Cromer or Czothmar

[15]	Czypsser	**[16]**	Dorrholtz
[17]	Dytel	**[18]**	Eninkel or Esel
[19]	Eselin	**[20]**	Fferber
[21]	Gabrielis	**[22]**	Geizbribe
[23]	Gelucke or Genufting	**[24]**	Gerstbri
[25]	Gir	**[26]**	Glockelin
[27]	Greniczer	**[28]**	Groz
[29]	Guot	**[30]**	Hane
[31]	Hebenstreit	**[32]**	Helbelinc
[33]	Herre or Herzoge	**[34]**	Holzapfel
[35]	Hunt	**[36]**	Huon
[37]	Institor	**[38]**	Irmesch
[39]	Junc	**[40]**	Kalp
[41]	Kienast or Kiliannus	**[42]**	Knobelouch
[43]	Knoblauch	**[44]**	Kolhupfer
[45]	Krouwel	**[46]**	Kukelbrecht
[47]	Kurz	**[48]**	Lanc
[49]	Lilje	**[50]**	Marschalc or Maze
[51]	Melde	**[52]**	Merze
[53]	Mocelare	**[54]**	Morsaere
[55]	Mul	**[56]**	Mussikgang
[57]	Nadele	**[58]**	Nothaft
[59]	Opitzer or Ovenlin	**[60]**	Rechboc
[61]	Riche	**[62]**	Rise or Rot

[63]	Roubaere	**[64]**	Ruch
[65]	Ruhe	**[66]**	Runne
[67]	Rusdorffer	**[68]**	Satel
[69]	Schade	**[70]**	Schecke
[71]	Schirben or Schwarcz	**[72]**	Schynnagel
[73]	Screivogel	**[74]**	Seligkint
[75]	Sellose	**[76]**	Sporlin
[77]	Stoyan or Strobel	**[78]**	Struchaere
[79]	Sture or Sturm	**[80]**	Sturmaere
[81]	Surman	**[82]**	Swarz
[83]	Sydenberger	**[84]**	Tockler
[85]	Torse	**[86]**	Tot
[87]	Trost or Ungesmac	**[88]**	Villicus
[89]	Vloch or Vochenze	**[90]**	Volarc
[91]	Vraz	**[92]**	Vuhselin
[93]	Wandelbaere	**[94]**	Wilde or Wirsinc
[95]	Wise	**[96]**	Wutan
[97]	Zagel	**[98]**	Zenthffeer
[99]	Zibolle	**[00]**	Zophilare

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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ITALIAN FAMILY NAMES

Medieval Italy was, to put it politely, a complete f**king mess. There were warring states, innumerable political factions, a papacy that was sometimes noble and oftentimes horrific, and competing petty kingdoms who would rather hire mercenaries to wipe each other out than say hello. (Do a Google image search for "northern Italy in the year 1300" if you'd like a laugh.)

The great news for gaming is, this means there is an excellent and varied thematic selection of memorable family names to choose from!

Roll 1d100, and refer to the following table:

[01]	Abachini or Abraciabene	**[02]**	Abraciabeni or Accararius
[03]	Accelli or Anselmini	**[04]**	Antelmini or Antiqui
[05]	Barzalomei or Basiliscus	**[06]**	Basilisscus or Bastiere
[07]	Bastonis or Batacta	**[08]**	Batacti or Batestengno
[09]	Batteloro or Bavosi	**[10]**	Beccaril or Beccho
[11]	Becconarius or Becconiere	**[12]**	Becconis or Beccuniere
[13]	Beccus or Beconarius	**[14]**	Belecii or Beliocti
[15]	Beniamini or Benis	**[16]**	Benvenute or Benzi
[17]	Berelli or Bulliecti	**[18]**	Buonacorsi or Buonafedi
[19]	Buonaff or Buonagente	**[20]**	Buonagionte or Buonaguide
[21]	Buonamente or Buonamichi	**[22]**	Buonamute or Buonanni
[23]	Buonensengne or Cacciabestia	**[24]**	Cacciaguerra or Caccialoro
[25]	Cacciamoro or Cachius	**[26]**	Cadaldi or Caffarelli
[27]	Calafati or Calafatus	**[28]**	Canaparius or Canna

[29]	Cannassi or Casicarius	**[30]**	Cigulini or Cillio
[31]	Cilluti or Cipollarius	**[32]**	Cipollectus or Cipriani
[33]	Citta or Colarius	**[34]**	Corniolus or Corrigiarius
[35]	Corsi or Corsus	**[36]**	Cortavechia or Cotti
[37]	Cremonensis or Cristofani	**[38]**	Crivellarius or Gambacurte
[39]	Ganba or Ganbacorta	**[40]**	Gazini or Ghimberti
[41]	Giaffarini or Giaffarinus	**[42]**	Gianferri or Gilii
[43]	Girardi or Giratti	**[44]**	Goghi or Gombus
[45]	Gonbii or Gonbizelli	**[46]**	Gonbus or Gontolini
[47]	Gosus or Gote	**[48]**	Gotelle or Gottifredi
[49]	Gozca or Granaccii	**[50]**	Granelli or Grassi
[51]	Guidocci or Iannis	**[52]**	Lardaiolus or Lardarius
[53]	Lasca or Leccius	**[54]**	Lectaiolus or Lectarius
[55]	Legiere or Maczamutus	**[56]**	Maczei or Magalocti
[57]	Magiolarius or Magister	**[58]**	Magistri or Mainecti
[59]	Malapillia or Malabarba	**[60]**	Malabarbe or Malalisca
[61]	Maldura or Manentis	**[62]**	Mesticcius or Metallarius
[63]	Metatus or Mostufi	**[64]**	Mugnarius or Mulinarius
[65]	Orafus or Ranpullie	**[66]**	Ranucci or Ranuccini
[67]	Rapai or Raschiaza	**[68]**	Rinboldi or Rossus
[69]	Rotelle or Rottadore	**[70]**	Russus or Rustichi
[71]	Rustichus or Sabasciarre	**[72]**	Sabbatinus or Saboli
[73]	Saccus or Scotti	**[74]**	Scriptor or Scudarius
[75]	Segalorzo or Segalozo	**[76]**	Sellarii or Sellarius

[77]	Senensis or Sensalis	**[78]**	Siccus or Sigherini
[79]	Sighieri or Simonecti	**[80]**	Simonis or Singnorecti
[81]	Singnorelli or Sinibaldi	**[82]**	Sismondelli or Sismondellus
[83]	Sismondi or Tebaldi	**[84]**	Teberge or Tibrera
[85]	Tinctor or Tingnosi	**[86]**	Tinpanarius or Tirenghelle
[87]	Topaiolus or Toppaiolus	**[88]**	Topparius or Torselli
[89]	Tosi or Tostovieni	**[90]**	Treguaia or Trincalosso
[91]	Tripiedi or Trombadore	**[92]**	Ubertini or Vulpellus
[93]	Vulpis or Zacucchii	**[94]**	Zanchi or Zanigi
[95]	Zaparius or Zarucchi	**[96]**	Zavaronis or Zeccosi
[97]	Zoccholarius	**[98]**	Zoccoloarius
[99]	Zocholarius	**[00]**	Zoie

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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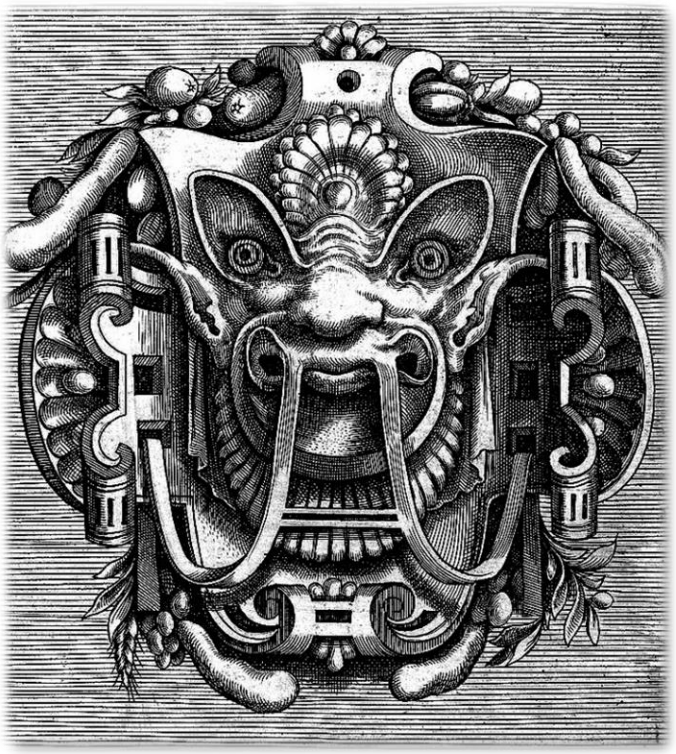

2-2-7

NORSE AND DWARVEN CLAN NAMES

I have included a nice selection of great-sounding Norse names for your use, although they are not always historically accurate. Most Norse family names are rather boring, ending in "-son" or "-sson" (son of), or alternately "-dottir" (daughter of) … for example, Magnus Magnusson. It has a nice ring to it, but it's not exactly imaginative. You can use this naming format whenever you like; just roll up a Norse name for your character's father (if your character is male) or for your character's mother (if your character is female), add a suffix per the above, and you're good to go.

But since these names are also great for dwarves, as well as for mountain- and frostland-dwellers of all races, I've also included a lot of dwarven clan names in the following list.

These "dwarf hold" names are by no means Scandinavian, but have been developed (by me) to honor the traditional fantasy mechanism for dwarven family and clan names:

two evocative words, typically nouns, mashed together as a representation of matters of dwarven honor.

If you don't want a dwarven clan name for your character, just reroll on this table until you get a traditional Norse name. There's plenty of both here.

Roll 1d100, and refer to the following table:

[01]	Agnar	**[02]**	Ahlberg
[03]	Ahlgren	**[04]**	Ahlstrom
[05]	Akerman	**[06]**	Alemonger
[07]	Almstad	**[08]**	Amundsen
[09]	Anker	**[10]**	Anvilbearer
[11]	Bager	**[12]**	Bearblade
[13]	Berg	**[14]**	Bergfalk
[15]	Bergstrom	**[16]**	Blackgravel
[17]	Blom	**[18]**	Blomgren
[19]	Bloodmace	**[20]**	Borg
[21]	Brandir	**[22]**	Breakslate
[23]	Broadhelm	**[24]**	Bronzemead
[25]	Bystrom	**[26]**	Coalburner or Coldflame
[27]	Copperune or Crookbeard	**[28]**	Deepforge
[29]	Doomdrake or Dragonswoe	**[30]**	Eklund
[31]	Falk	**[32]**	Fisker
[33]	Forkbeard	**[34]**	Gemdigger
[35]	Giantsbane	**[36]**	Goldrune
[37]	Grahn	**[38]**	Greatmountain

[39]	Greysides	**[40]**	Grimwolf
[41]	Gripaxe	**[42]**	Grizzlejaw
[43]	Gulbrand	**[44]**	Gulbrandir
[45]	Hagebak	**[46]**	Haugen
[47]	Havardr	**[48]**	Hjort
[49]	Hult	**[50]**	Kron
[51]	Lindgren	**[52]**	Lindholm
[53]	Ljung	**[54]**	Lofgren
[55]	Losnedahl	**[56]**	Lykke
[57]	Naess	**[58]**	Nordskov
[59]	Norling	**[60]**	Nylund
[61]	Nystrom	**[62]**	Oakenhammer
[63]	Ogrerazor	**[64]**	Olander
[65]	Omdahl	**[66]**	Orcgrinder
[67]	Oremelter	**[68]**	Ostergaard
[69]	Proudlager	**[70]**	Rapp
[71]	Raske	**[72]**	Reenberg
[73]	Riber	**[74]**	Rundstrom
[75]	Silje	**[76]**	Silverseeker
[77]	Skjeggestad	**[78]**	Skovgaard
[79]	Skullsmiter or Slaymane	**[80]**	Steelhammer or Steelsmelter
[81]	Stendahl	**[82]**	Stenger
[83]	Stonefist	**[84]**	Stoneshatter or Stormshield
[85]	Storstrand	**[86]**	Sunden

[87]	Surebolt	**[88]**	Thorbjorn
[89]	Thorburn	**[90]**	Thorn
[91]	Thurstan	**[92]**	Tombdelver or Trollcrusher
[93]	Ulfir	**[94]**	Vang
[95]	Vardir	**[96]**	Vinter
[97]	Vollan	**[98]**	Vollir
[99]	Wildwater or Wolfbanner	**[00]**	Wolff

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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GAELIC AND ELVEN BLOODLINE NAMES

Similar to the situation with Nordic family names (see the prior section), I have created a combined list of historical Gaelic family names, combined with a custom list of sylvan-themed fantasy names (Bluemantle, Brightbrook, and so forth). You can reroll if you were expecting a Gaelic name instead of a sylvan name, or vice versa, but I find in practice — particularly given the prevalence of elven nobility in the campaign — that the lists are fairly interchangeable.

For my old school campaigns I envision three major branches of surface-world elfdom – the "high" or human-like elves, nearer to borderlands and the most likely to breed with humans (with French surnames); the "sylvan" or wild elves, reclusive and fallen into a more primordial state, yet still filled with Faerie's glory (with combined-word fantasy surnames, such as Spiderveil); and the "grey" or regal elves, representing the fading nobility of the race (with Gaelic surnames). All three of these name types appear here to account for long and labyrinthine bloodlines. The implication of a sylvan elf with a Gaelic given name and a French surname, for example, would indicate a

family/clan which has become more "high" elven over time, perhaps due to migration or human interference.

Roll 1d100, and refer to the following table:

[01]	Abgrall or Aeda	**[02]**	Aedain or Aildniad
[03]	Ailella or Ailpin	**[04]**	Ainbitha or Ainmere
[05]	Ainmerech or Airtri	**[06]**	Allan or Amalgada
[07]	Amlaib or Asharrow	**[08]**	Augaine
[09]	Baetain or Ban	**[10]**	Bennan or Berthou
[11]	Bluemantle or Bluemoon	**[12]**	Boru or Bosser
[13]	Briain or Brightbrook	**[14]**	Brolchain or Caech
[15]	Caille	**[16]**	Cairill or Canone
[17]	Caradec or Carthaig	**[18]**	Cathail or Cathrannach
[19]	Ceithernaig or Cellaig	**[20]**	Cenndubain or Cennetig
[21]	Cennmagair or Cerbaill	**[22]**	Cianan
[23]	Cinaeda	**[24]**	Coisse or Colmain
[25]	Con Coirne or Conchobair	**[26]**	Cormaic or Corre
[27]	Corsse or Crimthainn	**[28]**	Crobderg or Cualann
[29]	Cuilennain or Cuill	**[30]**	Cuinn or Dalaig
[31]	Daman	**[32]**	Deertreader
[33]	Diarmada	**[34]**	Domnaill or Domnnallain
[35]	Donn or Donnchada	**[36]**	Donnubain or Dreamspell
[37]	Duinn or Dunadaig	**[38]**	Dunchada or Dungaile
[39]	Eimin	**[40]**	Entstrider or Failbe
[41]	Fairfeather or Feorna	**[42]**	Feyborn

[43]	Fiachnai or Finguine	**[44]**	Finn or Finnliath
[45]	Fireflown or Fireseed	**[46]**	Flaind or Flainn
[47]	Flaithim or Fland	**[48]**	Flann or Flannabrat
[49]	Fledach or Flockwing	**[50]**	Frassach or Gartnain
[51]	Glundub	**[52]**	Goff or Goldenfield
[53]	Goodreap or Greenleaves	**[54]**	Guaire or Guasain
[55]	Hamon or Highsummer	**[56]**	Hinault or Imair
[57]	Indrechtaig	**[58]**	Inmainen or Irgalaig
[59]	Jezequel	**[60]**	Laegaire or Le Bihan
[61]	Le Bris or Le Gall	**[62]**	Le Henaff or Le Meur
[63]	Le Moal or Le Tallec	**[64]**	Liag or Lochlainn
[65]	Loingsig or Lonain	**[66]**	Lothchain or Lozach
[67]	Madec	**[68]**	Mael Corga or Mael Duin
[69]	Mael Mithig or Mael Muad	**[70]**	Mael Muine or Mael Ruanald
[71]	Maele Duin or Maele Gaimrid	**[72]**	Maele Mithig or Maelgarb
[73]	Maenaig or Mail Brigde	**[74]**	Mail Patraic or Mail Sechnaill
[75]	Maile Duin or Mainistrech	**[76]**	Maolchonaire or Meadowglade
[77]	Meadowlark or Menn	**[78]**	Mide or Mochthigern
[79]	Moonwine or Morgair	**[80]**	Mosswhisper or Mothlai
[81]	Muillethan or Muiredaig	**[82]**	Muirican or Murchada
[83]	Neill or Ninnedo	**[84]**	Oengusa or Ornide

[85]	Pelan or Quere	**[86]**	Raindrum or Rebachain
[87]	Riou or Riverglade	**[88]**	Ruadrach or Ruairc
[89]	Ruanaid or Satyricon	**[90]**	Setnai or Siadail
[91]	Silverleaf or Sinna	**[92]**	Skymane or Slane
[93]	Slebene or Snowdrop	**[94]**	Sotal or Spiderveil
[95]	Sundew or Sweetlethe	**[96]**	Swiftstream or Taidc
[97]	Taidg or Tomaltaig	**[98]**	Uatach or Velvetir
[99]	Whitewater or Windsong	**[00]**	Zephyrai

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 2 - 9

LATINIZED SWISS AND GNOMISH CLAN NAMES

Roll 1d100, and refer to the following table:

[01]	Acquavy	**[02]**	Advoyer
[03]	Ansel	**[04]**	Basardi
[05]	Bavoux	**[06]**	Berroux
[07]	Berruyer	**[08]**	Bertini
[09]	Bident	**[10]**	Blan
[11]	Boeteux	**[12]**	Botoulier

[13]	Bouczanet	**[14]**	Bouderon
[15]	Brissebarra	**[16]**	Brossier
[17]	Bulo	**[18]**	Burribel
[19]	Cagniar	**[20]**	Chambret
[21]	Chanterel	**[22]**	Chavanton
[23]	Cheneva	**[24]**	Chevrod
[25]	Chilliaux	**[26]**	Collondel
[27]	Concguex	**[28]**	Corderii
[29]	Crostel	**[30]**	Cussar
[31]	Cuyllerat	**[32]**	Daga
[33]	Daumont	**[34]**	de Cablex
[35]	de Calce	**[36]**	de Cimisterio
[37]	de Citurno	**[38]**	de Ferror
[39]	de Marlier	**[40]**	de Rippa
[41]	de Treiz	**[42]**	de Voysin
[43]	Fretarina	**[44]**	Gambex
[45]	Gaschet	**[46]**	Gellex
[47]	Girard	**[48]**	Givel
[49]	Grunel	**[50]**	Guyx
[51]	Joctier	**[52]**	Juvin
[53]	Lanuz	**[54]**	Maczon
[55]	Marron	**[56]**	Merlo
[57]	Moctet	**[58]**	Morel
[59]	Moscho	**[60]**	Mubilliat

[61]	Muset	**[62]**	Neyro
[63-64]	Nybloz	**[65-66]**	Perriar
[67-68]	Perroctet	**[69-70]**	Phisicien
[71-72]	Pictet	**[73-74]**	Pilliex
[75-76]	Prelat	**[77-78]**	Pudraul
[79-80]	Quoquardi	**[81-82]**	Rabilliod
[83-84]	Rappin	**[85-86]**	Raspard
[87-88]	Remondi	**[89-90]**	Ruerat
[91-92]	Tabusset	**[93-94]**	Tindroz
[95-96]	Uldriar	**[97-98]**	Veron
[99-00]	Vionet		

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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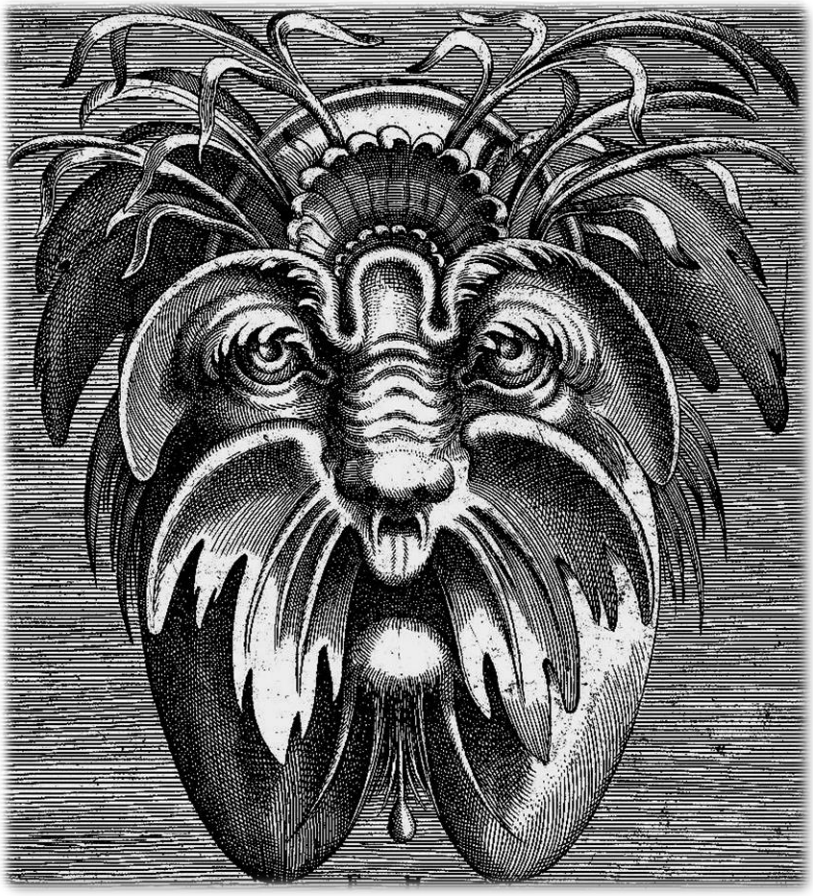

2 - 2 - 10

NAMES OF VENGEANCE FOR ORCISH CLANS

Half-orc characters who were raised in their human culture can be given a human family name. For example, a half-orc raised in an English-themed society could be granted an English family name. The majority of half-orc characters, however, have a "last name" which is simply the name of the orc tribe their parent hailed from. Continuing an earlier example, a female half-orc might be fully name "Akhlomai of the Cruse Gnashers."

These names can also be used for dark- or evil-themed characters of tribal nature, for example barbarians, assassins, cultists, or evil huntsmen.

To determine the tribe name, roll once on each of the following tables and then put the words together. There are many different variants; you could name the tribe "Cruelmoon," "The Cruel Moons," "Moon of the Cruel," and so forth.

Orcish Tribe Name Table 1: Initial Fragment

[01-02]	The Axe-	**[03-04]**	The Black-
[05-07]	The Blood-	**[08-09]**	The Bloody-
[10-12]	The Bone-	**[13-14]**	The Broken-
[15-16]	The Burning-	**[17-18]**	The Creeping-
[19-20]	The Crimson-	**[21-22]**	The Crook-
[23-24]	The Crooked-	**[25-26]**	The Cruel-
[27-29]	The Death-	**[30-31]**	The Fell-
[32-33]	The Foul-	**[34-35]**	The Gloom-
[36-37]	The Grim-	**[38-39]**	The Grin-
[40-41]	The Horn-	**[42-43]**	The Howl(ing)-
[44-46]	The Iron-	**[47-48]**	The Leering-
[49-50]	The Leper-	**[51-52]**	The Mad-
[53-54]	The Marrow-	**[55-57]**	The Moon-
[58-59]	The Night-	**[60-61]**	The One-
[62-63]	The Pale-	**[64-65]**	The Poison-
[66-67]	The Rip-	**[68-69]**	The Rot-
[70-71]	The Savage-	**[72-73]**	The Scuttling-
[74-75]	The Skulking-	**[76-78]**	The Skull-
[79-80]	The Snake-	**[81-82]**	The Spider-
[83-84]	The Splinter-	**[85-86]**	The Stone-
[87-88]	The Sunder-	**[89-90]**	The Thorn-

[91-92]	The Torn-	**[93-94]**	The Venom-
[95-96]	The Vile-	**[97-98]**	The Wicked-
[99-00]	The Yellow-		

Orcish Tribe Name Table 2: Ending Fragment

[01-02]	Banes	**[03-04]**	Biters
[05-07]	Blades	**[08-10]**	Chewers
[11-13]	Claws	**[14-16]**	Cleavers
[17-19]	Drinkers	**[20-22]**	Eaters
[23-25]	Eye	**[26-28]**	Fangs
[29-31]	Flesh Renders	**[32-34]**	Gnashers
[35-37]	Hands	**[38-40]**	Horde
[41-43]	Knives	**[44-46]**	Leg Breakers
[47-49]	Maggots	**[50-52]**	Marauders
[53-55]	Moon (or Pyre)	**[56-58]**	Prowlers
[59-61]	Raiders	**[62-64]**	Reavers
[65-67]	Rippers	**[68-70]**	Rune
[71-73]	Scourge	**[74-76]**	Shredders
[77-79]	Slayers	**[80-82]**	Smashers
[83-85]	Soul Stealers	**[86-88]**	Spears
[89-91]	Stalkers	**[92-94]**	Talons
[95-97]	Tongues	**[98-00]**	Wretches

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 2 - 11

PASTORAL AND SHIRE-BRED LINEAGE NAMES

Roll 1d100, and refer to the following table:

[01]	Bagen	**[02]**	Baggin
[03]	Bankrim	**[04]**	Banks
[05]	Boff	**[06]**	Boffin
[07]	Bogor	**[08]**	Bogordell
[09]	Bolger	**[10]**	Bolgerun
[11]	Bracegirdle	**[12]**	Bracel
[13]	Brandin	**[14]**	Brandybuck
[15]	Brandyrun	**[16]**	Brock
[17]	Brockbottom	**[18]**	Brockhouse
[19]	Brown	**[20]**	Brownlocke
[21]	Bullroar	**[22]**	Bulm
[23]	Bunce	**[24]**	Buncerind
[25]	Burrow	**[26]**	Burrowfoot
[27]	Burrows	**[28]**	Butcher
[29]	Chubb	**[30]**	Chubren

[31]	Claypipe	**[32]**	Clayrim
[33]	Cott	**[34]**	Cotton
[35]	Fairbairn	**[36]**	Fairweather
[37]	Flatiron	**[38]**	Gam
[39]	Gamgee	**[40]**	Gamling
[41]	Gold	**[42]**	Goldworth
[43]	Goodchild	**[44]**	Goodfellow
[45]	Goodrun	**[46]**	Greencloud
[47]	Greendell	**[48]**	Greenhand
[49]	Grubblon	**[50]**	Hain
[51]	Hayward	**[52]**	Hobb
[53]	Hobnob	**[54]**	Hornblower
[55]	Hornn	**[56]**	Idle
[57]	Idlewild	**[58]**	Long
[59]	Longhollow	**[60]**	Maggor
[61]	Maggot	**[62]**	Magin
[63]	Mugg	**[64]**	Mugwort
[65]	Oakes	**[66]**	Oakesrill
[67]	Overhill	**[68]**	Proud
[69]	Proudfoot	**[70]**	Roper
[71]	Rumble	**[72]**	Sackin
[73]	Sacklan	**[74]**	Sackville
[75]	Sand	**[76]**	Sandheaver
[77]	Scatter	**[78]**	Scattergold

[79]	Small	**[80]**	Smallburrow
[81]	Smokehollow	**[82]**	Smokereed
[83]	Sundrim	**[84]**	Sunflower
[85]	Took	**[86]**	Tookfeather
[87]	Tookhollow	**[88]**	Tumble
[89-90]	Tumblefoot	**[91-92]**	Tunn
[93-94]	Tunnell	**[95-96]**	Underhill
[97-98]	Whit	**[99-00]**	Whitfoot

End of Step 2. After you have chosen a family name, you can click the link below to continue on to Step 3, selecting an epithet.

- Continue to Step 3, Epithet Selection

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2 - 3

STEP 3: DETERMINING AN EPITHET

In addition to a given and family name, each character should have a distinctive epithet, or nickname. "Aric Oriflamme" for example does not sound quite as fun and evocative as "Aric Oriflamme the Unready" … who sounds entirely different from "Aric Oriflamme the Vile." Adding an epithet is one of the easiest ways to turn an uninteresting and underdeveloped character into a unique and memorable individual.

You should note that players, in general, want their characters to be seen as legendary figures with fearsome names. However, all-powerful heroes are not what the game is all about. The game is about daring individuals who eventually *become* superheroes and arch-villains through years of derring-do, misadventure, brilliance and lucky breaks. If players name every character "the Mighty," "the Magnificent" or "the Invincible," the hero trope gets very tired and a wonderful opportunity for fun and differentiation goes unfulfilled.

Instead of always relying on "cool" or "strong" epithets, you should also consider ones which mark a character as flawed, underestimated, or simply weak and nasty. Remember that an epithet is received from one's friends, family, companions and enemies … the nickname is an indicator of how others view the character. In time, weak epithets can easily be replaced by strong ones as the character proves himself and grows in power.

With that being said, you can also give a character a very quick (and in my opinion, uninteresting) epithet without rolling on the following tables. Simply decide what country, city, region or even direction the character's family hails from, and leave it at that. You can then have characters such as "Aric of Celandine," "Aric of the West" or "Aric o' Bywater." These epithets however are recommended for minor NPCs, not for PCs or major NPCs, because again the more colorful epithets give the GM and players insights into who each character really is.

Epithets embody the way that other people regard the character in question. Therefore, these nicknames tend to focus on high ability scores, low ability scores, and personality traits (which I have based on alignment, or personal ethos, as a matter of convenience).

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2 - 3 - 1
PERSONAL EPITHET DETERMINATION

As a rule of thumb, I recommend that you consider the following guidelines when rolling for an epithet:

Above Average Characters: If the character has one or more ability scores above 15, then the epithet should be based on the highest ability score (Strength, Intelligence, Wisdom, Dexterity, or Constitution). If two scores are equally high, choose or determine which ability to focus on randomly.

Step 3 Sub-Table Selection. You can use these links as shortcuts to the appropriate ephitet selection tables.

- Epithets of High Strength
- Epithets of High Intelligence
- Epithets of High Wisdom

- Epithets of High Dexterity
- Epithets of High Constitution
- Epithets of High Charisma

Below Average Characters: If the character does not have any ability scores above 15, and the character has any ability scores below 8, then the epithet should be based on the lowest ability score. If two scores are equally low, choose or determine which ability to focus on randomly.

Step 3 Sub-Table Selection. You can use these links as shortcuts to the appropriate ephitet selection tables.

- Epithets of Low Strength
- Epithets of Low Intelligence
- Epithets of Low Wisdom
- Epithets of Low Dexterity
- Epithets of Low Constitution
- Epithets of Low Charisma

Less Exceptional Characters: If all of the character's ability scores are between 8 and 15 inclusive, then the epithet should be based on alignment.

60% of the time, the alignment-based epithet should be focused on the good-evil axis (Evil, Good, or Neutral).

40% of the time, the alignment-based epithet should be focused on the law-chaos axis (Chaotic, Lawful, or Neutral).

Step 3 Sub-Table Selection. You can use these links as shortcuts to the appropriate ephitet selection tables.

- Epithets of Chaos
- Epithets of Law
- Epithets of Neutrality
- Epithets of Evil
- Epithets of Good

~

2 - 3 - 2
EPITHETS OF HIGH STRENGTH

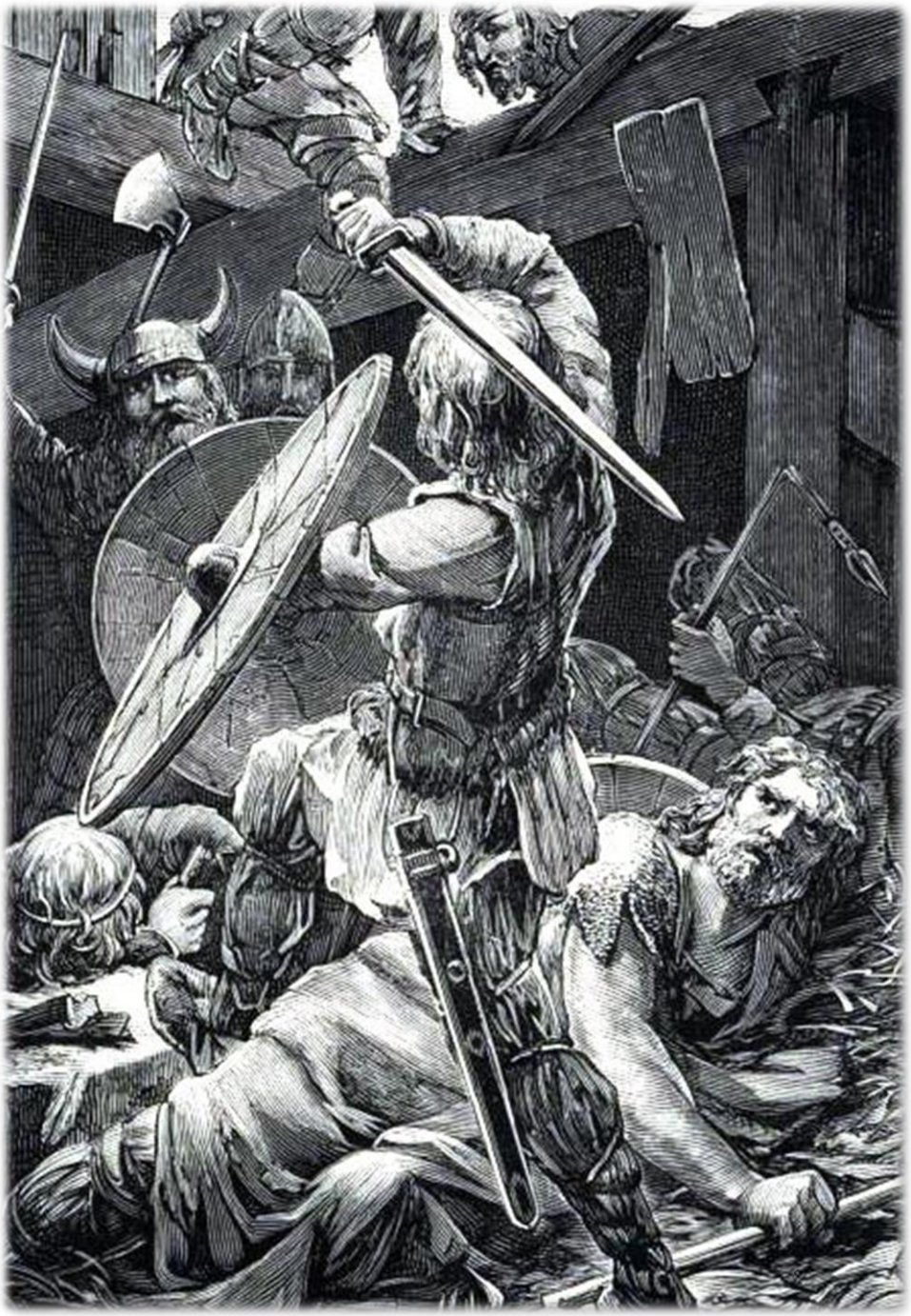


Roll 1d100, and refer to the following table:

[01]	Barrel-House	**[02]**	Beast
[03]	Big-Fist	**[04]**	the Bastion
[05]	the Battering Ram	**[06]**	the Bear
[07]	the Beast	**[08]**	the Beastly
[09]	the Behemoth	**[10]**	the Bellowing
[11]	the Besieger	**[12]**	the Boar
[13]	the Bold	**[14]**	the Brawler
[15]	the Breaker	**[16]**	the Broad-Shouldered
[17]	the Bulky	**[18]**	the Bull
[19]	the Bullish	**[20]**	the Burly
[21]	the Colossal	**[22]**	the Conqueror
[23]	the Constricting	**[24]**	the Constrictor
[25]	the Crusher	**[26]**	the Daunting
[27]	the Destroyer	**[28]**	the Dominant
[29]	the Dominating	**[30]**	the Dominator
[31]	the Doughty	**[32]**	the Empowered
[33]	the Fang	**[34]**	the Fearsome
[35]	the Fist	**[36]**	the Foe Cleaver
[37]	the Forceful	**[38]**	the Formidable



[39]	the Gigantic	**[40]**	the Hammer
[41]	the Hammer-Fist	**[42]**	the Heavyweight
[43]	the Heroic	**[44]**	the Huge



[45]	the Hulking	**[46]**	the Immense
[47]	the Immovable	**[48]**	the Imposing
[49]	the Impressive	**[50]**	the Indomitable
[51]	the Inexorable	**[52]**	the Intimidating
[53]	the Intimidator	**[54]**	the Jagannath or the Juggernaut
[55]	the Lion	**[56]**	the Malleus
[57]	the Massive	**[58]**	the Maul
[59]	the Mighty	**[60]**	the Mighty-Thewed
[61]	the Minotaur	**[62]**	the Monstrous
[63]	the Mountain	**[64]**	the Muscular
[65]	the Ogrish	**[66]**	the Overmastering
[67]	the Overpowering	**[68]**	the Ox
[69]	the Potent	**[70]**	the Pounder
[71]	the Powerful or the Puissant	**[72]**	the Pulverizer
[73]	the Relentless	**[74]**	the Repeller
[75]	the Robust	**[76]**	the Rugged
[77]	the Shatterer	**[78]**	the Shield Breaker
[79]	the Shield Shatterer	**[80]**	the Shield Sunderer
[81]	the Shouter	**[82]**	the Siege Engine
[83]	the Skull Crusher	**[84]**	the Smasher
[85]	the Solid	**[86]**	the Stalwart
[87]	the Staunch	**[88]**	the Strapping

[89]	the Strong	**[90]**	the Subjugator
[91]	the Substantial	**[92]**	the Sunderer
[93]	the Tall	**[94]**	the Tower or the Towering
[95]	the Triumphant	**[96]**	the Tusk
[97]	the Unconquerable	**[98]**	the Unconquered
[99]	the Vanquisher	**[00]**	the Victorious



End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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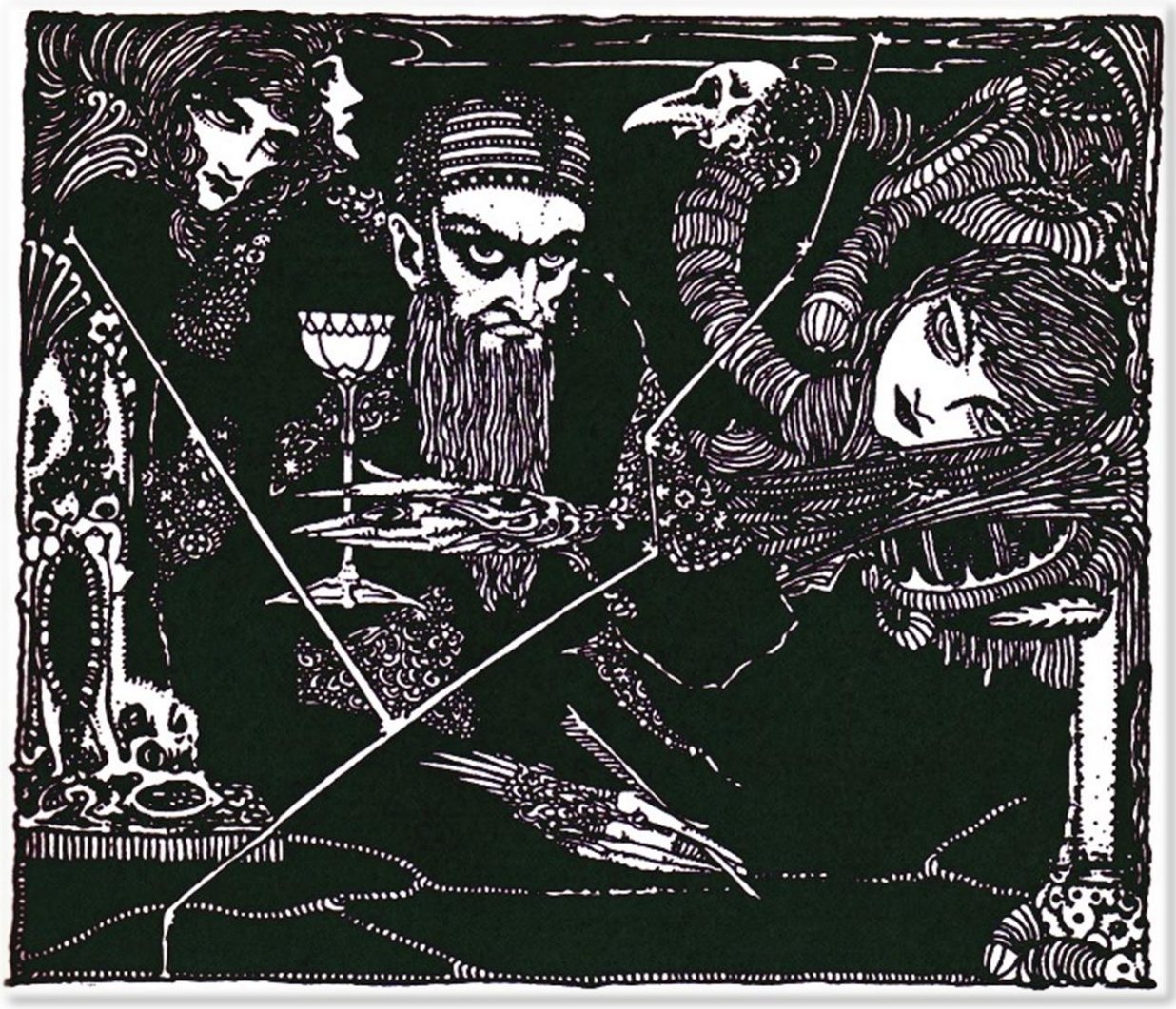
2 - 3 - 3

EPITHETS OF HIGH INTELLIGENCE



Roll 1d100, and refer to the following table:

[01]	the Adept	**[02]**	the Alchemical
[03]	the All-Knowing	**[04]**	the Analytical
[05]	the Arcane	**[06]**	the Astute
[07]	the Bookish	**[08]**	the Bright
[09]	the Brilliant	**[10]**	the Calculating
[11]	the Clever	**[12]**	the Complicated
[13]	the Comprehending	**[14]**	the Contemplative
[15]	the Crafty	**[16]**	the Creative
[17]	the Cunning	**[18]**	the Deductive
[19]	the Deep-Minded	**[20]**	the Dreamer
[21]	the Dreaming	**[22]**	the Eldritch
[23]	the Erudite	**[24]**	the Gadgeteer
[25]	the Genius	**[26]**	the Gifted
[27]	the Imaginer	**[28]**	the Imagining
[29]	the Ingenious	**[30]**	the Innovative
[31]	the Innovator	**[32]**	the Intellectual
[33]	the Inventive	**[34]**	the Inventor
[35]	the Keen	**[36]**	the Knowing
[37]	the Knowledgeable	**[38]**	the Learned
[39]	the Logical	**[40]**	the Lucid
[41]	the Magister	**[42]**	the Master
[43]	the Masterful	**[44]**	the Mastermind

[45-46]	the Navigator	**[47-48]**	the Perceptive
[49-50]	the Professor	**[51-52]**	the Professorial
[53-54]	the Profound	**[55-56]**	the Rational
[57-58]	the Reasonable	**[59-60]**	the Resourceful
[61-62]	the Sagely	**[63-64]**	the Savvy
[65-66]	the Schemer	**[67-68]**	the Scheming
[69-70]	the Scholar	**[71-72]**	the Scholarly
[73-74]	the Sharp	**[75-76]**	the Sharp-Witted
[77-78]	the Shrewd	**[79-80]**	the Skeptic
[81-82]	the Skeptical	**[83-84]**	the Sophisticated
[85-86]	the Studious	**[87-88]**	the Thoughtful
[89-90]	the Wily	**[91-92]**	the Wit
[93-94]	the Witty	**[95-96]**	the Wizardly
[97-98]	the Wizened	**[99-00]**	the Wondering

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 4

EPITHETS OF HIGH WISDOM



Roll 1d100, and refer to the following table:

[01]	the All-Seeing	**[02]**	the Ancient Soul
[03]	the Astute	**[04]**	the Beholder
[05]	the Cautious	**[06]**	the Disciplined

[07]	the Discreet	**[08]**	the Enlightened
[09]	the Experienced	**[10]**	the Faithful
[11]	the Far-Sighted	**[12]**	the Hierophant
[13]	the Hierophantic	**[14]**	the Illumined
[15]	he Illuminator	**[16]**	the Incisive
[17]	the Insightful	**[18]**	the Inspired
[19]	the Intuitive	**[20]**	the Jaded
[21]	the Judicious	**[22]**	the Meditating
[23]	the Meditative	**[24]**	the Nigh Omniscient
[25]	the Omniscient	**[26]**	the Patient
[27]	the Perceptive	**[28]**	the Perspicacious
[29]	the Philosopher	**[30]**	the Philosophical
[31-32]	the Plotter	**[33-34]**	the Plotting
[35-36]	the Prescient	**[37-38]**	the Prophesied
[39-40]	the Prophesier	**[41-42]**	the Prophet
[43-44]	the Prophetic	**[45-46]**	the Prudent
[47-48]	the Reflective	**[49-50]**	the Revelatory
[51-52]	the Sagacious	**[53-54]**	the Sage
[55-56]	the Sagely	**[57-58]**	the Sarcastic
[59-60]	the Sardonic	**[61-62]**	the Scholarly
[63-64]	the Seer	**[65-66]**	the Sensible
[67-68]	the Sensical	**[69-70]**	the Serene
[71-72]	the Shrewd	**[73-74]**	the Sophic
[75-76]	the Sophist	**[77-78]**	the Sophister

[79-80]	the Soul Threader	**[81-82]**	the Soulful
[83-84]	the Spirit Walker	**[85-86]**	the Spirit Whisperer
[87-88]	the Spiritual	**[89-90]**	the Sublime
[91-92]	the Ubiquitous	**[93-94]**	the Visionary
[95-96]	the Wily	**[97-98]**	the Wise
[99-00]	The Worldly		

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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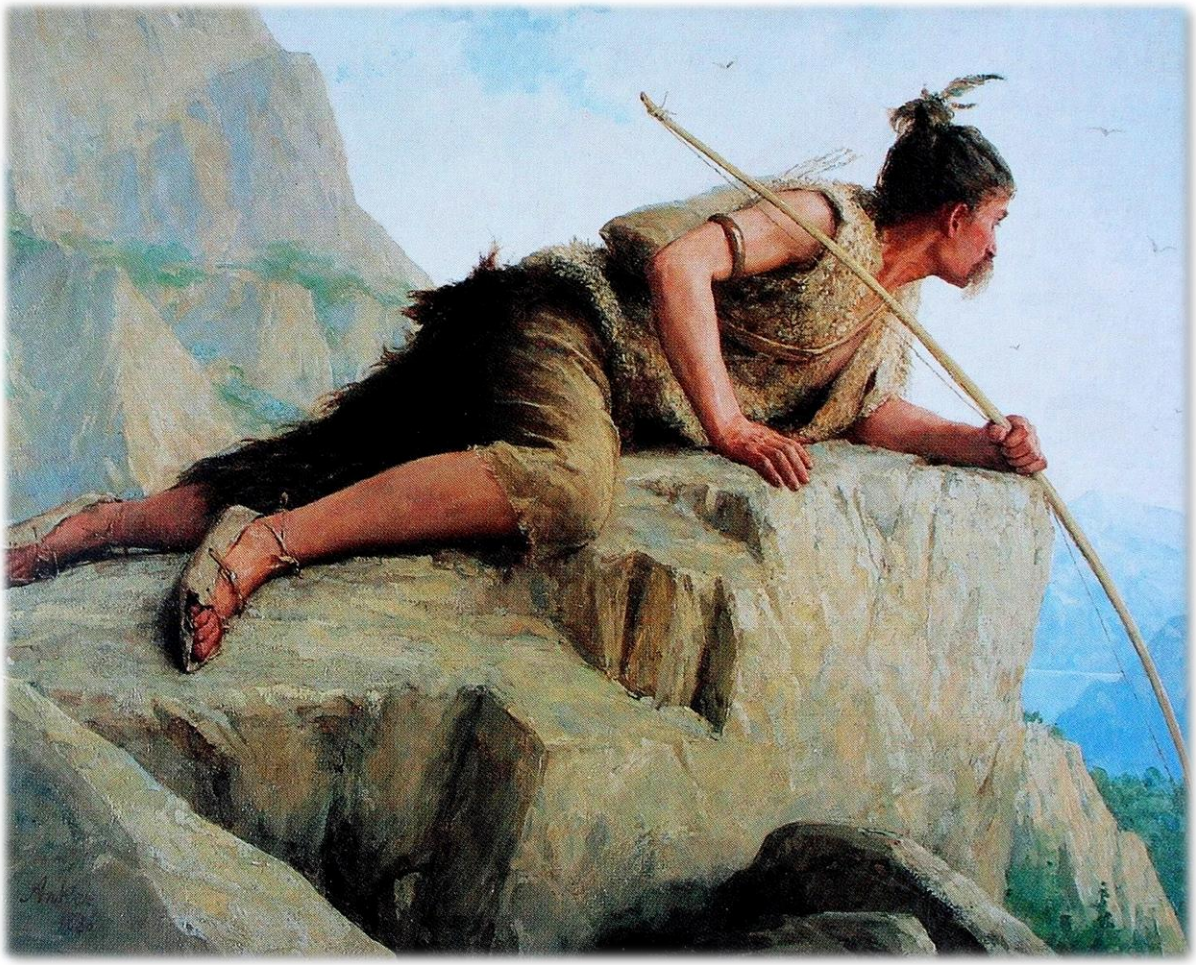
2 - 3 - 5

EPITHETS OF HIGH DEXTERITY



Roll 1d100, and refer to the following table:

[01]	Nimble Fingers	**[02]**	of the Wind
[03]	of the Zephyr	**[04]**	Shifty
[05]	the Accurate	**[06]**	the Acrobatic
[07]	the Adder	**[08]**	the Adept
[09]	the Adroit	**[10]**	the Agile
[11]	the Alert	**[12]**	the Archer



[13]	the Artful Dodger	**[14]**	the Avoider
[15]	the Blade	**[16]**	the Blade Master
[17]	the Cat	**[18]**	the Catlike
[19]	the Coup de Grace	**[20]**	the Creeping
[21]	the Dagger	**[22]**	the Dancing
[23]	the Dangerous	**[24]**	the Deadly
[25]	the Deathly	**[26]**	the Deft
[27]	the Dextrous	**[28]**	the Dodger
[29]	the Duelist	**[30]**	the Elusive
[31]	the Ever-Shifting	**[32]**	the Exacting
[33]	the Feline	**[34]**	the Fleet-Footed
[35]	the Gimbling	**[36]**	the Graceful
[37]	the Hasty	**[38]**	the Hawk
[39]	the Heart Seeker	**[40]**	the Hurler
[41]	the Juggler	**[42]**	the Kleptomaniacal
[43]	the Lethal	**[44]**	the Lithe
[45]	the Lucky	**[46]**	the Nimble
[47]	the Panther	**[48]**	the Perilous
[49]	the Pilferer	**[50]**	the Poised
[51]	the Precise	**[52]**	the Prepared
[53]	the Proficient	**[54]**	the Quick
[55]	the Razor	**[56]**	the Ready
[57]	the Seeker	**[58]**	the Serpentine
[59]	the Skillful	**[60]**	the Skulking

[61]	the Sky Toucher	**[62]**	the Slinking
[63]	the Slippery	**[64]**	the Snaking
[65]	the Sneaking	**[66]**	the Spritely
[67]	the Steady	**[68]**	the Stealer
[69-70]	the Stealing	**[71-72]**	the Stealthy
[73-74]	the Swift	**[75-76]**	the Swift-Footed



[77-78]	the Unavoidable	**[79-80]**	the Unerring
[81-82]	the Untouchable	**[83-84]**	the Viper
[85-86]	the Viperous	**[87-88]**	the Vorpal
[89-90]	the Whirling	**[91-92]**	the Whorling
[93-94]	the Wind Dancer	**[95-96]**	the Wind Walker
[97-98]	the Zephyr	**[99-00]**	the Zephyr Treader

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 6

EPITHETS OF HIGH CONSTITUTION

Roll 1d100, and refer to the following table:

[01]	Steelheart	**[02]**	Steely
[03]	Stoutheart	**[04]**	the Adamant
[05]	the Adamantine	**[06]**	the Ale Guzzler
[07]	the Athletic	**[08]**	the Boisterous
[09]	the Dauntless	**[10]**	the Deathless
[11]	the Delver	**[12]**	the Doughty
[13]	the Dragon Seeker	**[14]**	the Driven

[15]	the Enduring	**[16]**	the Energetic
[17]	the Explorer	**[18]**	the Guzzler
[19]	the Hale	**[20]**	the Hale-Hearted
[21]	the Healthful	**[22]**	the Healthy
[23]	the Hearty	**[24]**	the Horizon Seeker
[25-26]	the Hunter	**[27-28]**	the Immortal
[29-30]	the Impervious	**[31-32]**	the Indefatigable
[33-34]	the Intrepid	**[35-36]**	the Invincible
[37-38]	the Invulnerable	**[39-40]**	the Lively
[41-42]	the Persevering	**[43-44]**	the Resilient
[45-46]	the Resistant	**[47-48]**	the Robust
[49-50]	the Rugged	**[51-52]**	the Staunch
[53-54]	the Staunch-Hearted	**[55-56]**	the Steadfast
[57-58]	the Stout	**[59-60]**	the Stout-Hearted
[61-62]	the Sturdy	**[63-64]**	the Survivor
[65-66]	the Tankard Lifter	**[67-68]**	the Tenacious
[69-70]	the Thick-Skinned	**[71-72]**	the Tireless
[73-74]	the Tough	**[75-76]**	the Treasure Hunter
[77-78]	the Treasure Seeker	**[79-80]**	the Unbreakable
[81-82]	the Unconquerable	**[83-84]**	the Undaunted
[85-86]	the Undefeated	**[87-88]**	the Undying
[89-90]	the Unstoppable	**[91-92]**	the Unvanquished
[93-94]	the Unyielding	**[95-96]**	the Vigorous
[97-98]	the Vital	**[99-00]**	the Young

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 7

EPITHETS OF HIGH CHARISMA



Roll 1d100, and refer to the following table:

[01]	Gorgeous	**[02]**	Master
[03]	Silver-Tongue	**[04]**	the Agreeable
[05]	the Alluring	**[06]**	the Appealing
[07]	the Awe-Inspiring	**[08]**	the Beautiful
[09]	the Beguiler	**[10]**	the Beguiling
[11]	the Beloved	**[12]**	the Bewitcher
[13]	the Bewitching	**[14]**	the Captivating
[15]	the Charmer	**[16]**	the Charming
[17]	the Chosen	**[18]**	the Comely
[19]	the Commanding	**[20]**	the Compelling
[21]	the Courtly	**[22]**	the Enchanting
[23]	the Ennobled	**[24]**	the Enthralling
[25]	the Entrancer	**[26]**	the Entrancing
[27]	the Ethereal	**[28]**	the Exalted
[29]	the Exceptional	**[30]**	the Eye-Catching
[31]	the Fair	**[32]**	the Fairest
[33]	the Fascinating	**[34]**	the Fascinator
[35]	the Fetching	**[36]**	the Fortunate
[37]	the Gallant	**[38]**	the Gloried
[39]	the Glorious	**[40]**	the Gracious
[41]	the Handsome	**[42]**	the Honored
[43]	the Hypnotic	**[44]**	the Hypnotist

[45]	the Immaculate	**[46]**	the Imperious
[47]	the Impressive	**[48]**	the Imposing
[49]	the Incredible	**[50]**	the Influencer
[51]	the Influential	**[52]**	the Inspiring



[53]	the Irresistible	**[54]**	the Laughing
[55]	the Lofty	**[56]**	the Lordly
[57]	the Lucky	**[58]**	the Mesmerist
[59]	the Mesmerizer	**[60]**	the Mesmerizing
[61]	the Noble	**[62]**	the Persuader
[63]	the Persuasive	**[64]**	the Pleasant
[65]	the Pleasing	**[66]**	the Quintessential
[67]	the Radiant	**[68]**	the Regal
[69]	the Remarkable	**[70]**	the Respected
[71]	the Resplendent	**[72]**	the Revered
[73-74]	the Silken	**[75-76]**	the Silky
[77-78]	the Stately	**[79-80]**	the Statuesque
[81-82]	the Stunning	**[83-84]**	the Supreme
[85-86]	the Tempter	**[87-88]**	the Transcendent
[89-90]	the Unearthly	**[91-92]**	the Unforgettable
[93-94]	the Vain	**[95-96]**	the Vainglorious
[97-98]	the Winning	**[99-00]**	the Witcher



End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 8

EPITHETS OF LOW STRENGTH

Roll 1d100, and refer to the following table:

[01-02]	Elder	**[03-04]**	Little
[05-06]	the Aged	**[07-08]**	the Bony
[09-10]	the Decrepit	**[11-12]**	the Defeated
[13-14]	the Defenseless	**[15-16]**	the Eld
[17-18]	the Elder	**[19-20]**	the Eldest
[21-22]	the Enfeebled	**[23-24]**	the Faltering
[25-26]	the Feeble	**[27-28]**	the Flabby
[29-30]	the Forceless	**[31-32]**	the Fragile
[33-34]	the Frail	**[35-36]**	the Gaunt
[37-38]	the Helpless	**[39-40]**	the Impotent
[41-42]	the Impuissant	**[43-44]**	the Inadequate
[45-46]	the Incapable	**[47-48]**	the Ineffectual
[49-50]	the Inferior	**[51-52]**	the Infirm
[53-54]	the Insignificant	**[55-56]**	the Insubstantial
[57-58]	the Mouse	**[59-60]**	the Old
[61-62]	the Pathetic	**[63-64]**	the Powerless
[65-66]	the Puny	**[67-68]**	the Raw-Boned
[69-70]	the Scraggy	**[71-72]**	the Scrawny
[73-74]	the Shaky	**[75-76]**	the Short

[77-78]	the Small	**[79-80]**	the Soft
[81-82]	the Spindly	**[83-84]**	the Strengthless
[85-86]	the Underweight	**[87-88]**	the Unimpressive
[89-90]	the Unprotected	**[91-92]**	the Unsound
[93-94]	the Vulnerable	**[95-96]**	the Wavering
[97-98]	the Weak	**[99-00]**	the Wee

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 9

EPITHETS OF LOW INTELLIGENCE

Roll 1d100, and refer to the following table:

[01]	Blockhead	**[02]**	Sackful o' Hammers
[03]	the Addlebrained	**[04]**	the Amnesiac
[05]	the Baffled	**[06]**	the Brainless
[07]	the Catatonic	**[08]**	the Challenged
[09]	the Clueless	**[10]**	the Confused
[11]	the Dazed	**[12]**	the Deficient
[13]	the Dense	**[14]**	the Dim
[15]	the Dim-Wit	**[16]**	the Dim-Witted

[17]	the Distracted	**[18]**	the Dolt
[19]	the Doltish	**[20]**	the Dopish
[21]	the Dull	**[22]**	the Dull-Wit
[23]	the Dull-Witted	**[24]**	the Dumb
[25]	the Feebleminded	**[26]**	the Forgetful
[27]	the Futile	**[28]**	the Gullible
[29]	the Half-Wit	**[30]**	the Half-Witted
[31]	the Idiot	**[32]**	the Idiotic
[33]	the Ill-Advised	**[34]**	the Illogical
[35]	the Imbecile	**[36]**	the Imbecilic
[37]	the Inane	**[38]**	the Insensate
[39]	the Irrelevant	**[40]**	the Mindless
[41]	the Moron	**[42]**	the Moronic
[43-44]	the Naïve	**[45-46]**	the Numb-Skulled
[47-48]	the Numbskull	**[49-50]**	the Oblivious
[51-52]	the Obtuse	**[53-54]**	the Pea-Brain
[55-56]	the Pea-Brained	**[57-58]**	the Pointless
[59-60]	the Preposterous	**[61-62]**	the Puerile
[63-64]	the Senile	**[65-66]**	the Short-Sighted
[67-68]	the Simple	**[69-70]**	the Simple-Minded
[71-72]	the Simpleton	**[73-74]**	the Slow
[75-76]	the Slow-Witted	**[77-78]**	the Stolid
[79-80]	the Stupefied	**[81-82]**	the Stupid
[83-84]	the Superfluous	**[85-86]**	the Thick-Wit

[87-88]	the Thick-Witted	**[89-90]**	the Thoughtless
[91-92]	the Thunderstruck	**[93-94]**	the Unthinking
[95-96]	the Witless	**[97-98]**	the Woolgatherer
[99-00]	the Woolgathering		

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 10

EPITHETS OF LOW WISDOM

Roll 1d100, and refer to the following table:

[05-06]	the Astray	**[07-08]**	the Cretin
[09-10]	the Cretinous	**[11-12]**	the Daft
[13-14]	the Faithless	**[15-16]**	the Fool
[17-18]	the Foolish	**[19-20]**	the Gullible
[21-22]	the Imbecile	**[23-24]**	the Imbecilic
[25-26]	the Impatient	**[27-28]**	the Imprudent
[29-30]	the Impulsive	**[31-32]**	the Incomprehensible
[33-34]	the Inexperienced	**[35-36]**	the Insecure
[37-38]	the Insensible	**[39-40]**	the Insolent

[41-42]	the Irrational	**[43-44]**	the Irresolute
[45-46]	the Lost	**[47-48]**	the Ludicrous



[01-02]	Simple	**[03-04]**	the Absurd
[49-50]	the Misled	**[51-52]**	the Nonsensical
[53-54]	the Obtuse	**[55-56]**	the Preposterous
[57-58]	the Rash	**[59-60]**	the Reckless
[61-62]	the Ridiculed	**[63-64]**	the Ridiculous
[65-66]	the Senseless	**[67-68]**	the Shallow
[69-70]	the Shortsighted	**[71-72]**	the Simpleton
[73-74]	the Sophomoric	**[75-76]**	the Tomfool
[77-78]	the Unaware	**[79-80]**	the Undisciplined
[81-82]	the Unfound	**[83-85]**	the Uninspired
[86-88]	the Unintuitive	**[89-91]**	the Unlearned
[92-94]	the Unreasonable	**[95-97]**	the Unwise
[98-00]	the Weak-Willed		

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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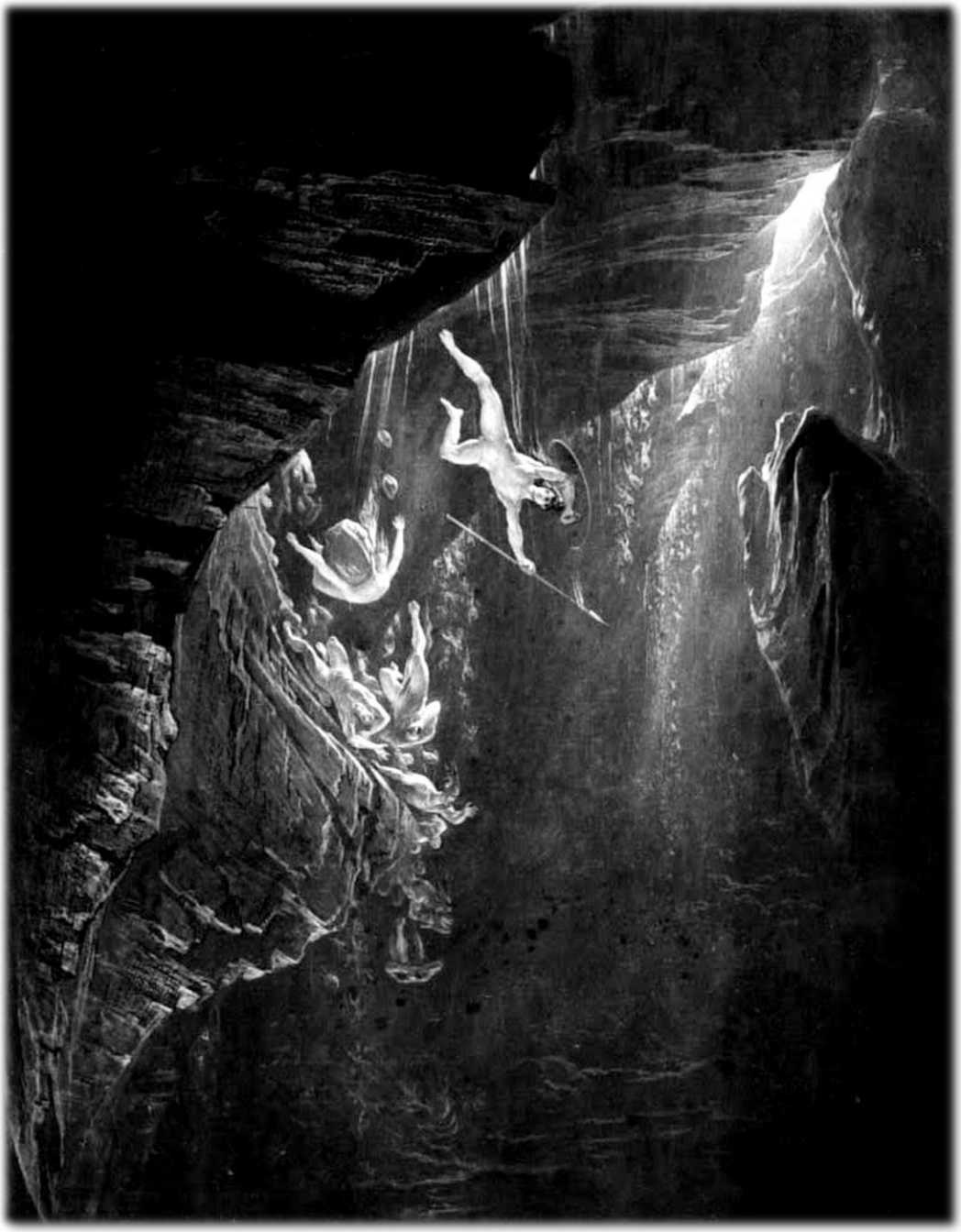
2 - 3 - 11

EPITHETS OF LOW DEXTERITY



Roll 1d100, and refer to the following table:

[01-02]	All Thumbs	**[03-04]**	Ham-Fisted
[05-06]	Lumbering	**[07-08]**	Nine Fingers
[09-10]	Staggering	**[11-12]**	Stumbling
[13-14]	the Awkward	**[15-16]**	the Blind
[17-18]	the Bloated	**[19-20]**	the Blundering
[21-22]	the Bumbling	**[23-24]**	the Clumsy
[25-26]	the Corpulent	**[27-28]**	the Crippled
[29-30]	the Crooked	**[31-32]**	the Deformed
[33-34]	the Dragging	**[35-36]**	the Empty-Handed
[37-38]	the Fat	**[39-40]**	the Gnarled
[41-42]	the Graceless	**[43-44]**	the Hamstrung
[45-46]	the Hobbling	**[47-48]**	the Imbalanced
[49-50]	the Imperiled	**[51-52]**	the Imprecise
[53-54]	the Incompetent	**[55-56]**	the Inelegant
[57-58]	the Inept	**[59-60]**	the Laggard
[61-62]	the Lame	**[63-64]**	the Laughable
[65-66]	the Limping	**[67-68]**	the Maladroit
[69-70]	the Mangled	**[71-72]**	the Plodding
[73-74]	the Ponderous	**[75-76]**	the Slow
[77-78]	the Slug	**[79-80]**	the Sluggish
[81-82]	the Uncoordinated	**[83-84]**	the Unfortunate
[85-86]	the Ungainly	**[87-88]**	the Unlucky
[89-91]	the Unmoving	**[92-94]**	the Unsteady
[95-97]	Tipsy	**[98-00]**	Totterng

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 12

EPITHETS OF LOW CONSTITUTION

Roll 1d100, and refer to the following table:

[01]	Jittery	**[02]**	Ramshackle
[03]	Shaky	**[04]**	Sleepy
[05]	Slumbering	**[06]**	the Ailing
[07]	the Ashen	**[08]**	the Asphytic
[09]	the Bloodless	**[10]**	the Breathless
[11]	the Brittle	**[12]**	the Broken
[13]	the Cadaverous	**[14]**	the Conquered
[15]	the Debilitated	**[16]**	the Decayed
[17]	the Decaying	**[18]**	the Decrepit
[19]	the Defeated	**[20]**	the Deteriorated
[21]	the Diseased	**[22]**	the Doomed
[23]	the Dying	**[24]**	the Emaciated
[25]	the Embrittled	**[26]**	the Exsanguined
[27]	the Faint	**[28]**	the Festering
[29]	the Fragile	**[30]**	the Frail
[31]	the Gangrenous	**[32]**	the Gaunt
[33]	the Hag-Ridden	**[34]**	the Haggard

[35]	the Hungerer	**[36]**	the Hungry
[37]	the Ictal	**[38]**	the Idle
[39]	the Imperiled	**[40]**	the Inactive
[41]	the Infested	**[42]**	the Infirm
[43]	the Jaundiced	**[44]**	the Lazy
[45]	the Lethargic	**[46]**	the Maggoty
[47]	the Necrotic	**[48]**	the Noxious
[49]	the Pale	**[50]**	the Palest
[51]	the Pallid	**[52]**	the Pest-Ridden
[53]	the Plague-Ridden	**[54]**	the Plagued
[55]	the Quavering	**[56]**	the Ruined
[57]	the Scabrous	**[58]**	the Scarred
[59]	the Shattered	**[60]**	the Shivering
[61]	the Sickly	**[62]**	the Skeletal
[63]	the Sloth	**[64]**	the Slothful
[65]	the Susceptible	**[66]**	the Tortured
[67]	the Trembling	**[68]**	the Tremulous
[69]	the Tumorous	**[70]**	the Turgid
[71]	the Twitching	**[72]**	the Unfit
[73]	the Unhealthy	**[74]**	the Unready
[75]	the Unsound	**[76]**	the Unwell
[77-78]	the Vanquished	**[79-80]**	the Wasted
[81-82]	the Wasting	**[83-84]**	the Weary
[85-86]	the Wheezer	**[87-88]**	the Wheezing

[89-90]	the Whited	**[91-92]**	the Withered
[93-94]	the Withering	**[95-96]**	the World-Worn
[97-98]	the Worn	**[99-00]**	Tumbledown

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

~

2 - 3 - 13

EPITHETS OF LOW CHARISMA



Roll 1d100, and refer to the following table:

[01]	the Abhorrent	**[02]**	the Appalling

[03]	the Artless or the Babbling	**[04]**	the Bald
[05]	the Barbaric	**[06]**	the Bastard
[07]	the Blistered	**[08]**	the Boor
[09]	the Boorish	**[10]**	the Brute
[11]	the Brutish	**[12]**	the Buboed
[13]	the Charnel	**[14]**	the Crass
[15]	the Crude	**[16]**	the Despised
[17]	the Disfigured	**[18]**	the Disgusting
[19]	the Distasteful	**[20]**	the Dog
[21]	the Drunk	**[22]**	the Exiled
[23]	the Feral	**[24]**	the Filthy
[25]	the Forgettable	**[26]**	the Forgotten
[27]	the Foul	**[28]**	the Gross
[29]	the Grotesque	**[30]**	the Gruesome
[31]	the Hairy	**[32]**	the Hideous
[33]	the Homely	**[34]**	the Horrid
[35]	the Hunchback	**[36]**	the Hunchbacked
[37]	the Ill-Tempered	**[38]**	the Illegitimate
[39]	the Incoherent	**[40]**	the Indignant
[41]	the Insectile	**[42]**	the Intolerable
[43]	the Irascible	**[44]**	the Irritating
[45]	the Jumentous	**[46]**	the Loathed One
[47]	the Loathsome	**[48]**	the Low
[49]	the Lowly	**[50]**	the Meeping

[51]	the Misbegotten	**[52]**	the Mouldering
[53]	the Nasty	**[54]**	the Nauseating
[55]	the Obnoxious	**[56]**	the Odiferous
[57]	the Odious	**[58]**	the Offensive
[59]	the Pungent	**[60]**	the Putrid
[61]	the Rancid	**[62]**	the Rank
[63]	the Reeking	**[64]**	the Repellent
[65]	the Repugnant	**[66]**	the Repulsive
[67]	the Revolting	**[68]**	the Rude
[69]	the Rugose	**[70]**	the Scarred
[71]	the Shrew	**[72]**	the Sickening
[73]	the Squalid	**[74]**	the Squamous
[75]	the Stammer	**[76]**	the Stench-Ridden
[77]	the Stinking	**[78]**	the Superfluous
[79]	the Ugly	**[80]**	the Unappealing
[81]	the Unattractive	**[82]**	the Uncalled For
[83]	the Uncharismatic	**[84]**	the Unclean
[85]	the Uncouth	**[86]**	the Unforgiven
[87]	the Unforgivable	**[88]**	the Unfortunate
[89]	the Unlikable	**[90]**	the Unloved
[91]	the Unpleasant	**[92]**	the Unrespected
[93]	the Unsightly	**[94]**	the Unsought
[95]	the Unwanted	**[96]**	the Unwelcome
[97]	the Vile	**[98]**	the Vomitous

[99]	the Weevil	**[00]**	the Wretched

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 14

EPITHETS OF CHAOS

Roll 1d100, and refer to the following table:

[01]	Devious	**[02]**	Lone
[03]	of the Pale	**[04]**	Shifty
[05]	Silent	**[06]**	the Abandoned
[07]	the Aberrant	**[08]**	the Aimless
[09]	the Arbitrary	**[10]**	the Baffling
[11]	the Brazen	**[12]**	the Capricious
[13]	the Chaotic	**[14]**	the Charlatan
[15]	the Chimeric	**[16]**	the Chimeric
[17]	the Chthonic	**[18]**	the Cultic
[19]	the Cultist	**[20]**	the Deceiver
[21]	the Discordant	**[22]**	the Enigmatic
[23]	the Enshrouded	**[24]**	the Erratic
[25]	the Faceless	**[26]**	the Fickle
[27]	the Fox	**[28]**	the Free
[29]	the Free-Hearted	**[30]**	the Hasturian
[31]	the Hidden	**[32]**	the Howling
[33]	the Idolater	**[34]**	the Law-Breaker
[35]	the Libertine	**[36]**	the Mad
[37]	the Manxome	**[38]**	the Mercurial

[39]	the Mountebank	**[40]**	the Mysterious
[41]	the Nebulous	**[42]**	the Obscure
[43]	the Occult	**[44]**	the Opportunistic
[45]	the Opposer	**[46]**	the Overthrower
[47]	the Perplexing	**[48]**	the Phantaste
[49]	the Phantastic	**[50]**	the Puzzling
[51]	the Random	**[52]**	the Rabble-Rouser



[53]	the Rebellious	**[54]**	the Refuser
[55]	the Restless	**[56]**	the Riddling

[57]	the Secretive	**[58]**	the Shadowed
[59]	the Shrouded One	**[60]**	the Storm Bringer
[61]	the Suspicious	**[62]**	the Talismanic
[63]	the Tempest	**[64]**	the Tempestuous
[65]	the Tenebrous	**[66]**	the Trickster
[67]	the Turbulent	**[68]**	the Umbral
[69]	the Unbeheld	**[70]**	the Unbeliever
[71]	the Unceremonious	**[72]**	the Uncertain
[73-74]	the Unfound	**[75-76]**	the Unknowable
[77-78]	the Unknown	**[79-80]**	the Unpredictable
[81-82]	the Unruly	**[83-84]**	the Unspoken
[85-86]	the Untamed	**[87-88]**	the Veiled
[89-90]	the Voyager	**[91-92]**	the Wanderer
[93-94]	the Wavering	**[95-96]**	the Wild
[97-98]	the Yellow	**[99-00]**	the Yuggothian

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 15

EPITHETS OF LAW

Roll 1d100, and refer to the following table:

[01]	of the Edict	**[02]**	of the Order
[03]	the Adjudicator	**[04]**	the Assured
[05]	the Austere	**[06]**	the Authoritarian
[07]	the Authoritative	**[08]**	the Believer
[09]	the Bold	**[10]**	the Brooding
[11]	the Codifier	**[12]**	the Commanding
[13]	the Compeller	**[14]**	the Daring
[15]	the Demanding	**[16]**	the Dignified
[17]	the Diligent	**[18]**	the Distinguished
[19]	the Dominant	**[20]**	the Domineering
[21]	the Draconian	**[22]**	the Enforcer
[23]	the Fanatic	**[24]**	the Fanatical
[25]	the Forbidding	**[26]**	the Grave
[27]	the Harsh	**[28]**	the Iconoclast
[29]	the Imposing	**[30]**	the Inflexible
[31]	the Iron-Fisted	**[32]**	the Iron-Handed
[33]	the Judgmental	**[34]**	the Just
[35]	the Justice Bringer	**[36]**	the Justiciar
[37]	the Justifier	**[38]**	the Law Bringer

[39-40]	the Law-Abiding	**[41-42]**	the Lawful
[43-44]	the Magisterial	**[45-46]**	the Magistrate
[47-48]	the Manipulator	**[49-50]**	the Militant
[51-52]	the Oath Keeper	**[53-54]**	the Outspoken
[55-56]	the Portentous	**[57-58]**	the Preacher
[59-60]	the Principled	**[61-62]**	the Proud
[63-64]	the Purposeful	**[65-66]**	the Respected
[67-68]	the Reverent	**[69-70]**	the Rigorous
[71-72]	the Sacrificer	**[73-74]**	the Sacrificing
[75-76]	the Sanctimonious	**[77-78]**	the Severe
[79-80]	the Solemn	**[81-82]**	the Somber
[83-84]	the Stern	**[85-86]**	the Strict
[87-88]	the Successor	**[89-90]**	the Unforgiving
[91-92]	the Unwavering	**[93-94]**	the Warden
[95-96]	the Vigilant	**[97-98]**	the Zealot
[99-00]	the Zealous		

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 16

EPITHETS OF NEUTRALITY

Roll 1d100, and refer to the following table:

[01]	Crimson	**[02]**	Lone Wolf
[03]	Red	**[04]**	of the Balance
[05]	of the Grove	**[06]**	of the Holt
[07]	the Alone	**[08]**	the Aloof
[09]	the Ambassadorial	**[10]**	the Anchorite
[11]	the Asylum Seeker	**[12]**	the Banished
[13]	the Blue	**[14]**	the Brown
[15]	the Burgundy	**[16]**	the Calm
[17]	the Cerulean	**[18]**	the Conciliator
[19]	the Concordant	**[20]**	the Concordian
[21]	the Diplomat	**[22]**	the Diplomatic
[23]	the Dispassionate	**[24]**	the Emerald
[25]	the Emissary	**[26]**	the Equitable
[27]	the Eremite	**[28]**	the Evenhanded
[29]	the Exile	**[30]**	the Exiled
[31-32]	the Fair	**[33-34]**	the Fair-Minded
[35-36]	the Fearless	**[37-38]**	the Gray
[39-40]	the Graymalkin	**[41-42]**	the Green
[43-44]	the Grey	**[45-46]**	the Grimalkin

[47-48]	the Herald	**[49-50]**	the Hermit



[51-52]	the Impartial	**[53-54]**	the Mild
[55-56]	the Negotiator	**[57-58]**	the Nirvana Seeker
[59-60]	the Outsider	**[61-62]**	the Peaceful
[63-64]	the Peacemaker	**[65-66]**	the Pillarine
[67-68]	the Placid	**[69-70]**	the Reasonable

[71-72]	the Reconciler	**[73-74]**	the Red
[75-76]	the Redeemed	**[77-78]**	the Scarlet
[79-80]	the Serene	**[81-82]**	the Solitary
[83-84]	the Tolerant	**[85-86]**	the Tranquil
[87-88]	the Unaligned	**[89-90]**	the Uncommitted
[91-92]	the Unconcerned	**[93-94]**	the Uncontesting
[95-96]	the Undecided	**[97-98]**	the Untouched
[99-00]	the Vermilion		

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 17

EPITHETS OF EVIL

Roll 1d100, and refer to the following table:

[01]	Bane Bringer	**[02]**	Black or Black-Heart
[03]	Bloody	**[04]**	Dire or Dread
[05]	Gloom-Hearted	**[06]**	Grim
[07]	the Abominable	**[08]**	the Abyssal or the Accursed
[09]	the Acheronean	**[10]**	the Annihilator
[11]	the Atrocious	**[12]**	the Beheader

[13]	the Black or the Blackguard	**[14]**	the Blasphemer or the Blasphemous
[15]	the Bloodthirsty	**[16]**	the Brutal
[17]	the Cackler or the Cackling	**[18]**	the Callous



[19]	the Corrupted or the Corruptor	**[20]**	the Cruel
[21]	the Damned	**[22]**	the Dark

[23]	the Deathly	**[24]**	the Decimator or the Decapitator
[25]	the Defiled or the Defiler	**[26]**	the Demon Worshipper or the Demoniac
[27]	the Depraved	**[28]**	the Desolate or the Despicable
[29]	the Devil Worshipper or the Diabolic	**[30]**	the Doom Bringer
[31]	the Enslaver or the Enthraller	**[32]**	the Evil
[33]	the Eviscerator	**[34]**	the Executioner
[35]	the Flayer	**[36]**	the Foul
[37]	the Funereal	**[38]**	the Ghastly or the Ghoulish
[39]	the Gorgonian	**[40]**	the Hasturian
[41]	the Hated or the Hateful	**[42]**	the Heartless
[43]	the Heretic	**[44]**	the Horrible
[45]	the Immolator	**[46]**	the Impaler
[47]	the Impious	**[48]**	the Impure
[49]	the Infernal	**[50]**	the Insane
[51]	the Insidious	**[52]**	the Kin Slayer
[53]	the Lamprey or the Leech	**[54]**	the Macabre
[55]	the Mad	**[56]**	the Maggot
[57]	the Malevolent or the Malicious	**[58]**	the Malign
[59]	the Malignant	**[60]**	the Mausolean
[61]	the Mephistophelean	**[62]**	the Mephitic
[63]	the Merciless	**[64]**	the Monstrous



[65]	the Necrophagous	**[66]**	the Nefarious
[67]	the Nemesis	**[68]**	the Nightmarish
[69]	the Oath Breaker	**[70]**	the Oneirodynian
[71]	the Pandemoniacal	**[72]**	the Perfidious
[73]	the Pestilent	**[74]**	the Poisoner
[75]	the Procrustean	**[76]**	the Rat
[77]	the Reaper	**[78]**	the Ruiner
[79]	the Ruinous	**[80]**	the Ruthless

[81]	the Savage	**[82]**	the Sepulchral
[83]	the Shameful	**[84]**	the Slayer
[85]	the Slithering	**[86]**	the Slithy
[87]	the Stygian	**[88]**	the Terrible
[89]	the Torturer	**[90]**	the Treacherous
[91]	the Tyrannical	**[92]**	the Unfeeling
[93]	the Unforgiven	**[94]**	the Unforgiving
[95]	the Unhallowed	**[96]**	the Unholy
[97]	the Vicious	**[98]**	the Vile
[99]	the Villainous	**[00]**	the Wicked

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 3 - 18

EPITHETS OF GOOD

Roll 1d100, and refer to the following table:

[01]	the Argent	**[02]**	the Ascendant
[03]	the Benevolent	**[04]**	the Benign
[05]	the Blameless	**[06]**	the Blessed
[07]	the Brave	**[08]**	the Caring

[09]	the Chaste	**[10]**	the Chivalrous
[11]	the Compassionate	**[12]**	the Courageous
[13]	the Defender	**[14]**	the Devic
[15]	the Exemplar	**[16]**	the Exemplary
[17]	the Forgiving	**[18]**	the Gallant
[19]	the Generous	**[20]**	the Gentle
[21]	the Good	**[22]**	the Gracious
[23]	the Great	**[24]**	the Guardian
[25]	the Hallowed	**[26]**	the Harmonious
[27]	the Helpful	**[28]**	the Holy
[29]	the Honest	**[30]**	the Honorable
[31]	the Hope Bringer	**[32]**	the Hopeful
[33]	the Idealist	**[34]**	the Irreproachable
[35]	the Joyous	**[36]**	the Just
[37]	the Kind	**[38]**	the Light
[39-40]	the Loyal	**[41-42]**	the Magnanimous
[43-44]	the Merciful	**[45-46]**	the Mercy Bringer
[47-48]	the Meritorious	**[49-50]**	the Modest
[51-52]	the Peerless	**[53-54]**	the Pious
[55-56]	the Protector	**[57-58]**	the Pure
[59-60]	the Purifier	**[61-62]**	the Redeemed
[63-64]	the Redeemer	**[65-66]**	the Reliable
[67-68]	the Righteous	**[69-70]**	the Sacred
[71-72]	the Sanctified	**[73-74]**	the Silver

[75-76]	the Sincere	**[77-78]**	the Temperate
[79-80]	the Trustworthy	**[81-82]**	the Truthful
[83-84]	the Unifier	**[85-86]**	the Uniter
[87-88]	the Upright	**[89-90]**	the Valiant
[91-92]	the Valorous	**[93-94]**	the Vigilant
[95-96]	the Virtuous	**[97-98]**	the White
[99-00]	the Worthy		

End of Step 3. After you have chosen an epithet, you can click the link below to continue on to Step 4, crafting the name.

- Continue to Step 4, Name Crafting

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2 - 4

STEP 4: CRAFTING THE NAME

If you dislike any of the major aspects of your character's name — be it the first name, the family name, or the epithet — you should reroll them, or come up with something similar that is more appealing. This is especially true of lawful and chaotic epithets, for example, where the defining principle indicated by a random roll might not sit comfortably with your own idea of "good," "evil," or just the general character concept.

Keep rolling and changing things until you are happy with the results. You control the game book, not the other way around! When you have all three components of the character's name, you should decide upon an evocative format. Combine the character's given name, family name and epithet into a pleasing whole that appeals to you. For example, if your character is Damien Slade and his epithet is Red, you may decide on Damien Slade the Red, Red Damien, or even Damien Slade of the Crimson. What is "the Crimson"? Is it a secret society, a forbidden place, a legend of the past, or a cryptic code word related to one's personal sense of honor? The ultimate choice is up to you.

PART 3:
DEFINING CHARACTERISTICS

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3 - 1
STEP 5: SELECTING ATTRIBUTE DESCRIPTORS

So your character has a Strength of 18/32, an Intelligence of 12, a Wisdom of 8, a Dexterity of 16, a Constitution of 17 and a Charisma of 13. Hey, that's great, all of those numbers have very specific effects on events in the game. But what do they actually *mean*? How would you describe your character to the other players for the first time? Heck, how would you describe your new character to yourself?

Choosing **attribute descriptors** is a valuable tool you can use to further envision your character. Given the above scores and this system, we could say at a glance that your character is heroic (STR 18/32), creative (INT 12), imprudent (WIS 8), catlike (DEX 16), tireless (CON 17) and likable (CHA 13). Suddenly, the numbers actually mean something!

You will find that this system is flexible enough, and comprehensive enough, that you can even roll up two characters of the same gender, name, class, and ability scores, and come up with two wildly different and logical character descriptions … simply by using the attribute descriptors to further define your character.

How? The short answer is, the system is extensive and produced varied results within a carefully controlled set of variables. You'll see in a bit, I promise.

The descriptor system requires no random rolls; just compare your character's ability scores (or attributes) to the descriptors provided hereafter, and when multiple choices are provided pick the one you like the most. Write in these descriptors next to your ability scores, write a couple of notes for role-playing potential, and you're good to go.

~

3 - 1 - 1

DESCRIPTORS FOR STRENGTH

Refer to the character's Strength score, and select the descriptor that you find most interesting or appropriate.

Strength 3	➢ Badly Decrepit ➢ Defenseless ➢ Helpless ➢ Nearly Paralyzed ➢ Partially Paralyzed ➢ Utterly Powerless
Strength 4	➢ Decrepit ➢ Enfeebled and Frail ➢ Feeble and Frail ➢ Forceless ➢ Powerless ➢ Puny and Frail
Strength 5	➢ Enfeebled ➢ Feeble ➢ Puny ➢ Purely Ineffectual ➢ Strengthless ➢ Wholly Inadequate
Strength 6	➢ Impotent ➢ Inadequate ➢ Ineffectual ➢ Infirm ➢ Scrawny ➢ Very Weak
Strength 7	➢ Highly Vulnerable ➢ Incapable ➢ Insignificant ➢ Shaky

	➢ Unprotected ➢ Weak
Strength 8	➢ Bony and Underweight ➢ Faltering ➢ Flabby ➢ Insubstantial ➢ Short ➢ Vulnerable
Strength 9	➢ Bony ➢ Gaunt ➢ Raw-Boned ➢ Soft ➢ Underweight ➢ Unimpressive
Strength 10	➢ Average Power ➢ Average Physique ➢ Average Strength ➢ Normal Physique ➢ Normal Strength ➢ Tall and Gaunt
Strength 11	➢ Capable ➢ Fairly Large ➢ Firm-Shouldered ➢ Good Physique ➢ Lean ➢ Tall
Strength 12	➢ Able-Bodied ➢ Broad-Shouldered ➢ Large ➢ Lean and Muscular ➢ Sinewy ➢ Sound
Strength	➢ Bulky ➢ Burly ➢ Muscular

13	➢ Robust ➢ Strong ➢ Substantial
Strength 14	➢ Forceful ➢ Huge ➢ Impressive ➢ Potent ➢ Solid ➢ Well-Muscled
Strength 15	➢ Heavily Muscled ➢ Rugged ➢ Solid and Forceful ➢ Staunch ➢ Strapping ➢ Very Solid
Strength 16	➢ Empowered ➢ Heavyweight ➢ Huge and Rugged ➢ Powerful ➢ Rugged and Strapping ➢ Stalwart
Strength 17	➢ Daunting ➢ Dominant ➢ Dominating ➢ Immense ➢ Rugged and Powerful ➢ Stalwart and Powerful
Strength 18	➢ Daunting and Dominant ➢ Daunting and Immense ➢ Gigantic ➢ Massive ➢ Monstrous ➢ Ogrish

Strength **18+** **"Exceptional"**	➢ For characters of races less than 5' tall, use the descriptors for Strength 18 ➢ For all other characters, use the descriptors for Strength 19
Strength **19**	➢ Daunting and Gigantic ➢ Fearsome ➢ Heroic ➢ Massive and Monstrous ➢ Mighty ➢ Nigh Indomitable
Strength **20+**	➢ Behemoth ➢ Fearsome and Heroic ➢ Giant Strength ➢ Hulking ➢ Indomitable ➢ Mighty and Heroic



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3 - 1 - 2

DESCRIPTORS FOR INTELLIGENCE

Refer to the character's Intelligence score, and select the descriptor that you find most interesting or appropriate.

Intelligence 3	➢ Instinctive ➢ Mindless ➢ Moronic and Oblivious ➢ Oblivious and Stupefied ➢ Primal Instinct Only ➢ Semi-Intelligent
Intelligence 4	➢ Exceedingly Stupid ➢ Idiotic and Preposterous ➢ Moronic ➢ Oblivious ➢ Stupefied ➢ Stupid and Preposterous
Intelligence 5	➢ Doltish and Feebleminded ➢ Exceptionally Dumb ➢ Idiotic ➢ Preposterous ➢ Stupid ➢ Witless
Intelligence 6	➢ Doltish ➢ Dull-Witted and Forgetful ➢ Dumb ➢ Fairly Stupid ➢ Frequently Stupid ➢ Feebleminded
	➢ Dull-Witted

Intelligence 7	➢ Foolish and Simple ➢ Frequently Dumb ➢ Simple and Naïve ➢ Thick-Witted ➢ Very Forgetful
Intelligence 8	➢ Dim-Witted ➢ Forgetful ➢ Gullible and Distracted ➢ Illogical ➢ Naïve ➢ Simple
Intelligence 9	➢ Distracted ➢ Gullible ➢ Ill-Advised ➢ Illogical and Forgetful ➢ Somewhat Naïve ➢ Woolgathering
Intelligence 10	➢ Average Intellect ➢ Average Intelligence ➢ Normal Intellect ➢ Normal Intelligence ➢ Rational ➢ Reasonable
Intelligence 11	➢ Comprehending ➢ Dreaming ➢ Highly Rational ➢ Logical ➢ Lucid ➢ Very Reasonable
Intelligence 12	➢ Contemplative ➢ Creative ➢ Perceptive ➢ Shrewd ➢ Skeptical ➢ Thoughtful

Intelligence 13	➢ Bookish ➢ Clever ➢ Fairly Erudite ➢ Inventive ➢ Savvy ➢ Witty
Intelligence 14	➢ Analytical ➢ Cunning ➢ Erudite ➢ Scholarly ➢ Sharp-Witted ➢ Studious
Intelligence 15	➢ Adept ➢ Calculating ➢ Deductive ➢ Innovative ➢ Intellectual ➢ Scheming
Intelligence 16	➢ Brilliant ➢ Calculating and Innovative ➢ Gifted ➢ Innovative and Intellectual ➢ Professorial ➢ Scheming and Calculating
Intelligence 17	➢ Brilliant and Gifted ➢ Brilliant and Professorial ➢ Gifted and Scheming ➢ Masterful ➢ Profound ➢ Near-Genius
Intelligence 18	➢ Adept and Masterful ➢ Brilliant and Profound ➢ Calculating and Masterful ➢ Genius ➢ Ingenious

	➢ Masterful and Profound
Intelligence 19	➢ Ingenious and Profound ➢ Inhuman Brilliance ➢ Inhuman Intellect ➢ Inhuman Intelligence ➢ Masterful Genius ➢ Supra-Genius
Intelligence 20+	➢ Unearthly Awareness ➢ Unearthly Brilliance ➢ Unearthly Genius ➢ Unearthly Intellect ➢ Unearthly Intelligence ➢ Unearthly Mastery

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3 - 1 - 3

DESCRIPTORS FOR WISDOM

Refer to the character's Wisdom score, and select the descriptor that you find most interesting or appropriate.

Wisdom 3	➢ Imbecilic ➢ Incomprehensible ➢ Ludicrous and Oblivious ➢ Nonsensical ➢ Utterly Ludicrous ➢ Utterly Ridiculous
Wisdom 4	➢ Ludicrous ➢ Ridiculous ➢ Senseless and Irrational ➢ Utterly Foolish ➢ Utterly Preposterous ➢ Utterly Senseless

Wisdom 5	➢ Foolish and Absurd ➢ Highly Irrational ➢ Preposterous ➢ Senseless ➢ Utterly Absurd ➢ Very Foolish
Wisdom 6	➢ Absurd ➢ Foolish ➢ Highly Impulsive ➢ Impulsive and Unreasonable ➢ Irrational ➢ Very Unwise
Wisdom 7	➢ Imprudent and Misled ➢ Impulsive ➢ Misled and Unaware ➢ Unreasonable ➢ Unwise ➢ Weak-Willed and Unaware
Wisdom 8	➢ Imprudent ➢ Misled and Inexperienced ➢ Somewhat Unwise ➢ Sophomoric and Insecure ➢ Unaware ➢ Weak-Willed
Wisdom 9	➢ Insecure ➢ Irresolute ➢ Misled ➢ Somewhat Weak-Willed ➢ Sophomoric ➢ Unintuitive
Wisdom 10	➢ Average Intuition ➢ Average Understanding ➢ Average Wisdom ➢ Inexperienced ➢ Inspired yet Sophomoric

	➢ Uninspired
Wisdom 11	➢ Experienced ➢ Fairly Disciplined ➢ Fairly Intuitive ➢ Inspired ➢ Intuitive yet Sophomoric ➢ Intuitive yet Uninspired
Wisdom 12	➢ Disciplined ➢ Fairly Insightful ➢ Intuitive ➢ Prudent ➢ Somewhat Reflective ➢ Worldly
Wisdom 13	➢ Insightful ➢ Reflective ➢ Sometimes Far-Sighted ➢ Understanding ➢ Wily ➢ Wise
Wisdom 14	➢ Far-Sighted ➢ Insightful and Reflective ➢ Judicious ➢ Meditative ➢ Wily and Understanding ➢ Wise and Reflective
Wisdom 15	➢ Erratically Sagacious ➢ Highly Judicious ➢ Nigh Prescient ➢ Philosophical ➢ Sophic ➢ Wise and Meditative
Wisdom 16	➢ Partially Enlightened ➢ Prescient ➢ Sagacious ➢ Sagely

	➢ Sophic and Sagacious ➢ Wise and Sagely
Wisdom 17	➢ Enlightened ➢ Exceedingly Wise ➢ Nigh Revelatory ➢ Prescient and Sagacious ➢ Prescient and Sagely ➢ Uncannily Prescient
Wisdom 18	➢ Ancestral Enlightenment ➢ Ancient Soul ➢ Fully Enlightened ➢ Illumined ➢ Revelatory ➢ Uncannily Wise
Wisdom 19	➢ Inhuman Enlightenment ➢ Inhuman Insight ➢ Inhuman Intuition ➢ Inhuman Serenity ➢ Inhuman Wisdom ➢ Primoridal Soul
Wisdom 20+	➢ Unearthly Enlightenment ➢ Unearthly Insight ➢ Unearthly Intuition ➢ Unearthly Serenity ➢ Unearthly Spirit ➢ Unearthly Wisdom



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3 - 1 - 4

DESCRIPTORS FOR DEXTERITY

Refer to the character's Dexterity score, and select the descriptor that you find most interesting or appropriate.

Dexterity	➢ Badly Deformed ➢ Crippled ➢ Crippled and Deformed

3	➢ Deformed and Hamstrung ➢ Lame and Deformed ➢ Mangled
Dexterity 4	➢ Badly Hamstrung ➢ Deformed ➢ Hamstrung and Hobbling ➢ Lame and Hamstrung ➢ Lame and Hobbling ➢ Slow and Hobbling
Dexterity 5	➢ Hamstrung ➢ Hobbling ➢ Lame ➢ Limping and Deformed ➢ Limping Heavily ➢ Very Sluggish
Dexterity 6	➢ Limping ➢ Slow and Clumsy ➢ Slow and Inept ➢ Sluggish ➢ Ungainly ➢ Very Slow
Dexterity 7	➢ Awkward and Imbalanced ➢ Bumbling ➢ Clumsy ➢ Graceless ➢ Inept ➢ Slow
Dexterity 8	➢ Awkward ➢ Bumbling and Inelegant ➢ Imbalanced ➢ Inelegant and Imprecise ➢ Plodding and Ponderous ➢ Uncoordinated
	➢ Imprecise ➢ Inelegant

Dexterity 9	➢ Plodding ➢ Ponderous ➢ Somewhat Imbalanced ➢ Somewhat Slow
Dexterity 10	➢ Average Agility ➢ Average Coordination ➢ Average Dexterity ➢ Average Reflexes ➢ Normal Balance ➢ Normal Reflexes
Dexterity 11	➢ Balanced ➢ Competent ➢ Decent Reflexes ➢ Fairly Coordinated ➢ Respectable Reflexes ➢ Well-Balanced
Dexterity 12	➢ Alert and Reflexive ➢ Coordinated ➢ Fairly Agile ➢ Fairly Deft ➢ Somewhat Agile ➢ Somewhat Dextrous
Dexterity 13	➢ Agile ➢ Deft ➢ Dextrous ➢ Fairly Quick ➢ Hasty ➢ Rather Nimble
Dexterity 14	➢ Deft and Agile ➢ Deft and Dextrous ➢ Deft and Rather Nimble ➢ Nimble ➢ Precise ➢ Quick
	➢ Accurate

Dexterity 15	➢ Graceful ➢ Highly Nimble ➢ Nimble and Precise ➢ Poised ➢ Quick and Precise
Dexterity 16	➢ Adept ➢ Adroit ➢ Catlike ➢ Finely Poised ➢ Poised and Graceful ➢ Stealthy
Dexterity 17	➢ Acrobatic ➢ Adept and Catlike ➢ Exacting ➢ Nigh Untouchable ➢ Stealthy and Catlike ➢ Uncanny Reflexes
Dexterity 18	➢ Blurred Grace ➢ Blurred Speed ➢ Perfect Agility ➢ Perfect Coordination ➢ Perfect Reflexes ➢ Untouchable
Dexterity 19	➢ Inhuman Agility ➢ Inhuman Coordination ➢ Inhuman Dexterity ➢ Inhuman Grace ➢ Inhuman Quickness ➢ Inhuman Reflexes
Dexterity 20+	➢ Unearthly Agility ➢ Unearthly Coordination ➢ Unearthly Dexterity ➢ Unearthly Grace ➢ Unearthly Quickness ➢ Unearthly Reflexes

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3 - 1 - 5

DESCRIPTORS FOR CONSTITUTION

Refer to the character's Constitution score, and select the descriptor that you find most interesting or appropriate.

Constitution 3	➢ Badly Deteriorated ➢ Badly Emaciated ➢ Dying ➢ Very Sickly ➢ Wasted and Frail ➢ Wasting
Constitution 4	➢ Ailing and Frail ➢ Debilitated ➢ Deteriorated ➢ Emaciated ➢ Frail and Quavering ➢ Sickly
Constitution 5	➢ Ailing ➢ Frail ➢ Lethargic and Fragile ➢ Quavering and Fragile ➢ Slothful ➢ World-Worn and Haggard
Constitution 6	➢ Fragile ➢ Haggard and Unhealthy ➢ Lethargic ➢ Quavering ➢ World-Worn ➢ Worn and Haggard
Constitution	➢ Always Inactive ➢ Ashen and Unhealthy

7	➢ Ashen and Unwell ➢ Haggard ➢ Unhealthy ➢ Worn
Constitution 8	➢ Ashen ➢ Idle and Lazy ➢ Inactive ➢ Unfit ➢ Unsound ➢ Unwell
Constitution 9	➢ Declining Health ➢ Fading Health ➢ Idle ➢ Lazy ➢ Somewhat Ashen ➢ Susceptible
Constitution 10	➢ Average Constitution ➢ Average Endurance ➢ Healthy yet Lazy ➢ Normal Constitution ➢ Normal Endurance ➢ Normal Health
Constitution 11	➢ Fairly Active ➢ Fairly Fit ➢ Good Health ➢ Healthful yet Lazy ➢ Healthy ➢ Lively
Constitution 12	➢ Active ➢ Fairly Energetic ➢ Fit ➢ Healthful ➢ Lively and Healthy ➢ Very Healthy
	➢ Active and Fit

Constitution 13	➢ Energetic ➢ Fairly Athletic ➢ Lively and Healthy ➢ Resilient ➢ Resistant
Constitution 14	➢ Athletic ➢ Energetic and Resilient ➢ Good Resistance ➢ Hale ➢ Resilient and Resistant ➢ Vital
Constitution 15	➢ Athletic and Resilient ➢ Athletic and Vital ➢ Driven ➢ Hale and Resistant ➢ Tough ➢ Vigorous
Constitution 16	➢ Doughty ➢ Staunch-Hearted ➢ Steadfast ➢ Tenacious ➢ Tough and Driven ➢ Very Tough
Constitution 17	➢ Doughty and Steadfast ➢ Indefatigable ➢ Nigh Unstoppable ➢ Tireless ➢ Tough and Tenacious ➢ Unyielding
Constitution 18	➢ Deathless ➢ Impervious ➢ Tireless and Tenacious ➢ Tireless and Unyielding ➢ Unbreakable ➢ Unstoppable

Constitution **19**	➢ Inhuman Constitution ➢ Inhuman Endurance ➢ Inhuman Tenacity ➢ Nigh Invincible ➢ Nigh Invulnerable ➢ Unconquerable



Constitution **20+**	➢ Invincible ➢ Invulnerable ➢ Unearthly Constitution ➢ Unearthly Endurance ➢ Unearthly Resistance ➢ Unearthly Tenacity

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3 - 1 - 6

DESCRIPTORS FOR CHARISMA

Refer to the character's Charisma score, and select the descriptor that you find most interesting or appropriate.

Charisma **3**	➢ Disgusting ➢ Exceedingly Repulsive ➢ Grotesque ➢ Terribly Disfigured ➢ Very Nasty ➢ Vile
Charisma **4**	➢ Barbaric and Ugly ➢ Brutish and Barbaric ➢ Nasty ➢ Offensive ➢ Repulsive ➢ Ugly and Disfigured
Charisma **5**	➢ Badly Scarred ➢ Barbaric ➢ Brutish ➢ Disfigured ➢ Heavily Scarred ➢ Ugly
	➢ Crude and Irritating

Charisma 6	➢ Irritating and Unlikable ➢ Irritating and Uncouth ➢ Rude ➢ Scarred ➢ Unpleasant
Charisma 7	➢ Artless and Unlikable ➢ Crude ➢ Homely and Unlikeable ➢ Irritating ➢ Uncharismatic ➢ Uncouth
Charisma 8	➢ Artless ➢ Forgettable and Unattractive ➢ Homely ➢ Reserved and Forgettable ➢ Unlikable ➢ Willfully Forgettable
Charisma 9	➢ Forgettable ➢ Pleasant yet Plain ➢ Reserved ➢ Unappealing ➢ Unattractive ➢ Uncommunicative
Charisma 10	➢ Average Appearance ➢ Average Charisma ➢ Normal Appearance ➢ Normal Charisma ➢ Plain ➢ Pleasant yet Reserved
Charisma 11	➢ Agreeable ➢ Good-Looking yet Reserved ➢ Plain yet Pleasing ➢ Mildly Attractive ➢ Pleasant ➢ Somewhat Attractive

Charisma 12	➢ Agreeable and Pleasant ➢ Attractive ➢ Comely ➢ Good-Looking ➢ Occasionally Charming ➢ Pleasing
Charisma 13	➢ Appealing ➢ Charismatic ➢ Charming ➢ Eye-Catching ➢ Likable ➢ Winning
Charisma 14	➢ Alluring ➢ Fetching ➢ Impressive ➢ Influential ➢ Persuasive ➢ Stately
Charisma 15	➢ Charming and Influential ➢ Compelling ➢ Immaculate ➢ Imposing ➢ Magnetic Personality ➢ Remarkable
Charisma 16	➢ Authoritative ➢ Beautiful / Handsome ➢ Fascinating ➢ Inspiring ➢ Intimidating ➢ Resplendent
Charisma 17	➢ Beguiling ➢ Bewitching ➢ Commanding ➢ Entrancing ➢ Radiant

	➢ Regal
Charisma 18	➢ Hypnotic ➢ Imperious ➢ Stunning ➢ Supreme ➢ Transcendent ➢ Unforgettable
Charisma 19	➢ Hypnotic and Imperious ➢ Hypnotic and Unforgettable ➢ Imperious and Unforgettable ➢ Irresistible ➢ Regal and Transcendent ➢ Regal and Unforgettable
Charisma 20+	➢ Awe-Inspiring ➢ Hypnotic and Irresistible ➢ Imperious and Irresistible ➢ Unearthly Aura ➢ Unearthly Charisma ➢ Unearthly Mien

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3 - 2

STEP 6: DETERMINING HANDEDNESS

Handedness determination simply lets you know if your character is left-handed or right-handed. This is primarily a role-playing consideration, although it can have an effect on combat because a shield is used in the off-hand.

Left-handed battlers use a weapon in the left hand and a shield in the right hand, meaning that the right flank is protected and the left flank is vulnerable.

Right-handed battlers use a weapon in the right hand and a shield in the left hand, meaning that the left flank is protected and the right flank is vulnerable.

Keep in mind that any character can physically wield two weapons simultaneously, but only an ambidextrous character can do it well! Others are very likely to suffer huge

hit penalties for using a weapon in the off hand (perhaps -4 for warriors and -5 for non-warriors would be appropriate), and a missed to hit roll of 1 would be likely to have very bad consequences.

Roll 1d100, and refer to the following table:

[01-05]	➢ If Dexterity 15+, **Ambidextrous** ➢ Otherwise, **Left-Handed**
[06-25]	➢ **Left-Handed**
[26-30]	➢ If Dexterity 15+, **Ambidextrous** ➢ Otherwise, **Right-Handed**
[31-00]	➢ **Right-Handed**

Thematic Information Follows Hereafter. After you have determined a character's handedness, you can continue quickly by clicking the appropriate link below. The link you select will depend on the type of character you're creating. Click on the first link which applies to your character.

- [1] Click here if you are creating a Multi-Classed Character
- [2] Click here if you are creating a Druid Character
- [3] Click here if you are creating a Barbarian Character
- [4] Click here if you are creating a Half-Orc Character
- [5] Click here if none of these variables apply, and proceed to Step 10

PART 4:
THEMATIC ENHANCEMENTS

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STEP 7: SELECTING AN ALTERNATE MULTI-CLASS TITLE

With all of this wonderful focus on turning game terms into descriptive terms useful in role-play, we need to deal with the unfortunate issue of multi-classed characters having clunky profession names and titles.

After all, introducing your character as Demetrius, the Fighter / Magic-User / Thief, is never very good for role-playing or immersion. If you have a multi-classed demi-human, consider using one of these more interesting class combination names for your "in game" conversations.

Cleric / Assassin: Blood Shaman, Headhunter, or Sacred / Unholy Executioner

Cleric / Fighter / Magic-User: Adept, Arcane Templar, or Exemplar

Cleric / Fighter: Hospitaller, Sacred / Cultic Warrior, or Templar

Cleric / Magic-User: Oracle, Sacred Magus / Witch Doctor, or Soothsayer

Cleric / Ranger: Borderlands Templar, Exarch, or Sacred / Cultic Highlander

Cleric / Thief: Cave Priest, Sacred / Unholy Reaver, or Umbra

Fighter / Assassin: Executioner, Hatchetman, or Slayer

Fighter / Illusionist: Cabalist, Cultic Guardian, or Shadow Warrior

Fighter / Magic-User / Thief: Blade Magister, Jack of All Trades, or Proteus

Fighter / Magic-User: Arcane Warrior, Battle Mage, or Exarch

Fighter / Thief: Highwayman, Pirate, or Swashbuckler

Illusionist / Thief: Jester, Shadow Weaver, or Trickster

Magic-User / Thief: Charlatan, Face Dancer, or Mountebank

You can come up with additional such titles as needed, using the examples provided above.

Thematic Information Continues Hereafter. Click on the first link which applies to your character.

- [1] Click here if you are creating a Druid Character
- [2] Click here if you are creating a Barbarian Character
- [3] Click here if you are creating a Half-Orc Character
- [4] Click here if none of these variables apply, and proceed to Step 10

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STEP 8: SELECTING A DRUIDIC CLAN BACKGROUND

If your character is a druid, you may want to use the following table to determine the focus of the character's mentor and druidic clan. Players and GMs tend to gloss over druids with a hand wave ("They're tree huggers, what more do you want?"), but the following table provides some far more implications.

Roll on the table below to determine the druid's upbringing, his or her allies, and the crucial challenges of balance which plagued the sacred groves and ancestral forests there. Consider too how this vague background might have influenced your druid's rites of passage.

If the druid comes from a sacred circle which was obsessed with thorns, spears and brambles, why is that? Perhaps the forest was plagued with humanoids, and the outnumbered druids needed to create walls and improvised weapons while they were freeing enslaved forest gnomes to fight back against the evil menace.

Or, consider more peaceful druids who focused their principles on tree worship and wood shaping. Was that an ancient forest, filled with tree giants and ancient sylvan elves? Perhaps it is the oldest forest on the planet, and the secret of sentient life is buried there in an ancient temple which only a few protectors have ever seen.

With a little imagination, you can turn these entries into strong character hooks that tell you about the druid's background, enemies, and even his weapon and spell preferences.



Roll 1d100, and refer to the following table:

[01-05]	➢ Animal Summoning ➢ Beast Taming
[06-10]	➢ Beast Totems ➢ Shape-Shifting

	➢ Werebears or Wereboars
[11-15]	➢ Dreamlands ➢ Shadowland ➢ Faerie Gates ➢ The Unseelie Court
[16-20]	➢ Earth and Earth Elementals ➢ Mud ➢ Clay
[21-25]	➢ Faeries ➢ Dryads ➢ Idyllic Monsters (brownies, satyrs, sylphs, etc.)
[26-30]	➢ Fire Bringing ➢ Pyromancy ➢ Forest Fires and Controlled Burns
[31-35]	➢ Herbalism ➢ Herbal Poisons ➢ Healing Herbs
[36-40]	➢ Languages ➢ Demi-Human and Beast Lore ➢ Gnomish Allies ➢ Animal Communion
[41-45]	➢ Paths ➢ Hunting and Tracking ➢ Wandering and Migration
[46-50]	➢ Plant Shaping ➢ Plant Charming ➢ Sentient and Man-Eating Plants
[51-55]	➢ Reincarnation ➢ Beast Spirits ➢ Transmigration of Souls ➢ Druidic Ancestral Memory
[56-60]	➢ Animal Sacrifice

	➢ Purging of Evil and Corruption ➢ Pagan Ceremonies ➢ Wicker Men
[61-65]	➢ Sickles ➢ Harvest of Plants and Reagents ➢ Reaping of the Wicked and Blood Sacrifice
[66-70]	➢ Stealth ➢ Camouflage ➢ Shadowry and Twilight Magic ➢ Secret Forest Paths and Hidden Locations
[71-75]	➢ Stone Circles ➢ Astrology ➢ Divination ➢ Celestial Prophecies and Seasonal Signs of Ill Omen
[76-80]	➢ Storm Calling ➢ Lightning ➢ Smiting the Crap Out of Monsters and Forest Defilers
[81-85]	➢ Thorns ➢ Spears ➢ Brambles ➢ Impalement Sacrifices
[86-90]	➢ Tree Worship ➢ Wood Shaping ➢ Tree Giants and Primordial Spirits ➢ Autumn
[91-95]	➢ Water Purification ➢ Rivers and Underground Streams ➢ Lakes and Springs ➢ Cave Exploration
[96-00]	➢ Weather ➢ Clouds ➢ Winds and Wind Spirits ➢ Flying Magic and Monsters

	➢ Great Kites and Gliding



Thematic Information Continues Hereafter. Click on the first link which applies to your character.

- [1] Click here if you are creating a Barbarian Character
- [2] Click here if you are creating a Half-Orc Character
- [3] Click here if none of these variables apply, and proceed to Step 10

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STEP 9: TRIBAL THEMES FOR BARBARIANS AND HALF-ORCS

If your character is either a barbarian or a half-orc — or, anyone else you want to have a strong tribal theme, such as a shamanic cleric or tribal huntress — you will probably want to know what type of tribe the character was raised in (or at least engendered by).

To determine this randomly, roll on each of the two tables below. The first table determines the tribe's homeland terrain and climate. A barbarian raised in a cold swamp will (for example) greatly dislike warmth and dry conditions, and might have "interesting" ideas about what taking a bath actually entails.

The second table is the tribal calling, which tells you what the tribe believes is most important. For example, a half-orc who hails from a tribe of mage slayers will be extremely reluctant to ally with elven and human magic-users!

You will also see some mentions of suggested barbarian character themes, which are described in a later section of this volume.

Tribal Terrain

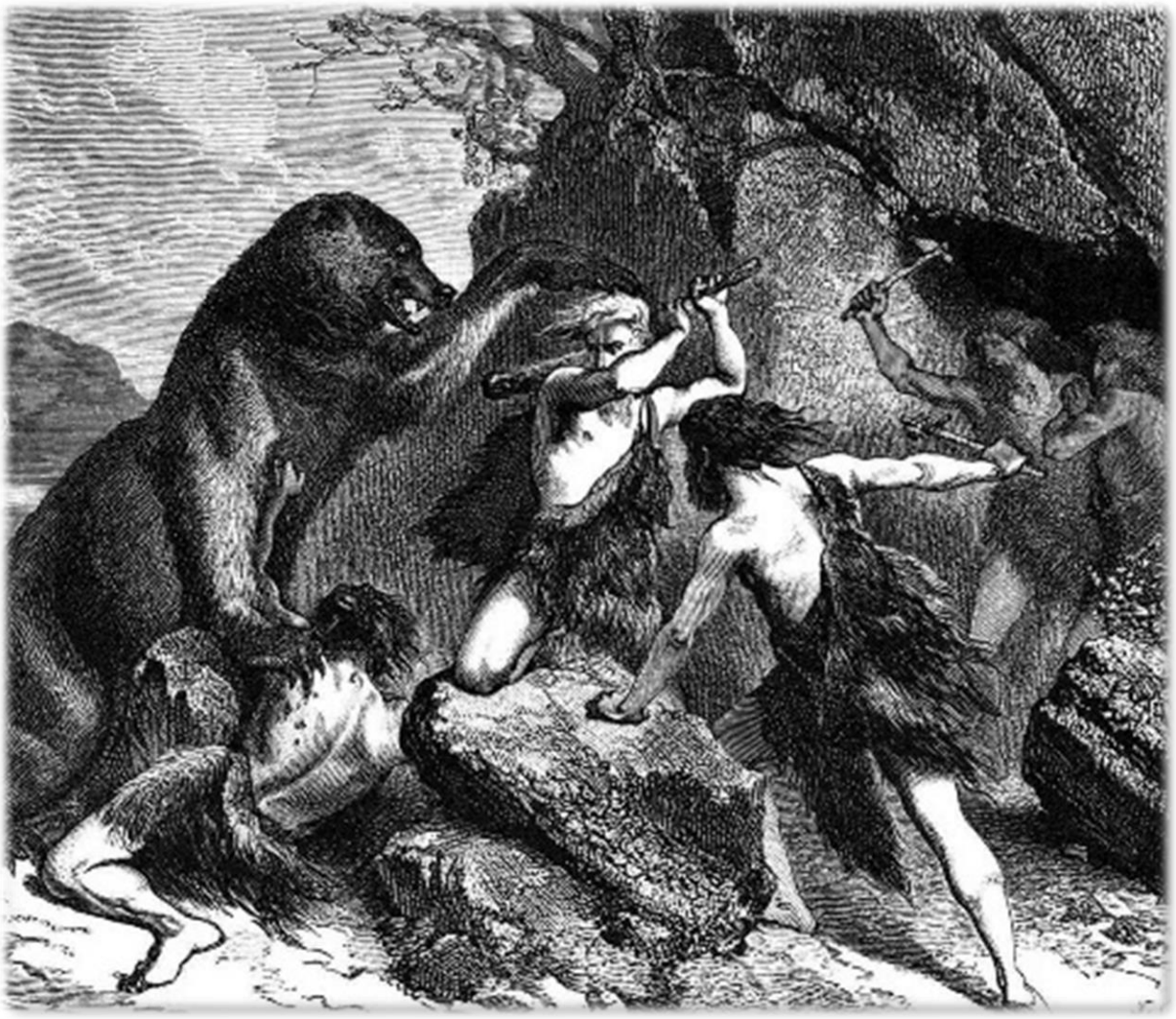
[01-04]	Cold Depressions (Ice Pits)
[05-08]	Cold Desert (Frozen Wastes)
[09-12]	Cold Forest (Pine Forests / Taiga)
[13-16]	Cold Highlands (Hills and Mountains)
[17-20]	Cold Lakes and Rivers



[21-24]	Cold Plains (Tundra, Snowfields and Wastelands)
[25-28]	Cold Shorelines (Icy Seas)
[29-32]	Cold Swamps
[33-36]	Temperate Depressions (Valleys and Canyons)
[37-40]	Temperate Desert
[41-44]	Temperate Forest
[45-48]	Temperate Highlands
[49-52]	Temperate Lakes and Rivers
[53-56]	Temperate Plains
[57-60]	Temperate Shorelines
[61-64]	Temperate Swamps
[65-68]	Tropical Depressions (Lost Valleys / Elephant Graveyards)
[69-72]	Tropical Desert (Salt Flats)
[73-76]	Tropical Forest (Jungle)
[77-80]	Tropical Highlands (Mountains and Volcanoes)
[81-84]	Tropical Lakes and Rivers
[85-88]	Tropical Plains (Savannah)
[89-92]	Tropical Shorelines
[93-96]	Tropical Swamps
[97-00]	Nomadic Exile (roll twice)

Tribal Calling

[01-05]	➢ **Beast Worshippers: Badger Totem.** ➢ For a Barbarian, the character theme Berserker or Chaos Warrior is recommended.
[06-10]	➢ **Beast Worshippers: Boar Totem.** ➢ For a Barbarian, the character theme Boar Warrior or Warmonger is recommended.
[11-15]	➢ **Beast Worshippers: Wolverine Totem.** ➢ For a Barbarian, the character theme Berserker or Warmonger is recommended.
[16-21]	➢ **Exiles / Survivors.** ➢ For a Barbarian, the character theme Barrens Strider or Outcast, Survivor or Wild-Wanderer is recommended.
[22-27]	➢ **Explorers / Ancestor Seekers.** ➢ For a Barbarian, the character theme Outlander is recommended.
[28-33]	➢ **Fisherman / Water Monster Slayers.** ➢ For a Barbarian, the character theme Prey Stalker is recommended.
[34-39]	➢ **Herbal Gatherers / Poison Cultivators.** ➢ For a Barbarian, the character theme Savage or Wild-Wanderer is recommended.
[40-45]	➢ **Herdsmen / Beast Masters.** ➢ For a Barbarian, the character theme Beast Master or Tribesman is recommended.
[46-51]	➢ **Horse Tamers / Rovers.** ➢ For a Barbarian, the character theme Horde Bringer or Outlander is recommended.
[52-57]	➢ **Hunters / Trackers / Trappers.** ➢ For a Barbarian, the character theme Prey Stalker is recommended.



[58-62]	➢ **Iconoclasts / Magic Item Destroyers.** ➢ For a Barbarian, the character theme Chaos Warrior or Destroyer is recommended.
[63-67]	➢ **Mage Slayers / Spell Breakers.** ➢ For a Barbarian, the character theme Chaos Warrior or Mage Slayer is recommended.
[68-73]	➢ **Nomads / Wanderers.** ➢ For a Barbarian, the character theme Barrens Strider or Nomad is recommended.

[74-78]	➢ **Predator Worshippers: Bear Totem.** ➢ For a Barbarian, the character theme Bear Warrior or Tribal Warrior is recommended.
[79-84]	➢ **Predator Worshippers: Great Cat Totem.** ➢ For a Barbarian, the character theme Prey Stalker is recommended.
[85-89]	➢ **Predator Worshippers: Serpent Totem.** ➢ For a Barbarian, the character theme Primal Warrior is recommended.
[90-94]	➢ **Predator Worshippers: Wolf Totem.** ➢ For a Barbarian, the character theme Prey Stalker or Survivor is recommended.
[95-98]	➢ **Raiders and Plunderers.** ➢ For a Barbarian, the character theme Berserker, Marauder or Raider is recommended.
[99-00]	➢ **Two Re-Gathered Tribes, United.** ➢ Roll twice.

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STEP 10: SELECTING A CLASS THEME

The following system is provided as an immediate cure to the disease which I call Trope-Infested Character Syndrome (TICS). Many players fall prey to this over the years, infested by the now-ubiquitous nature of fantasy in popular culture.

Playing tropes — the wizard with the pointy hat but no personality, the guy with a sword who attacks everything, the rogue who steals from everyone and blames the dwarf — is actually pretty fun early on. The problem is, when the game continues for years and you're once again playing a new fighter (or mage, or cleric, or thief …), your naturally tendency will be to play the new character in the exact same manner that you played a previous character of that class.

Worse, if you have never played a character of that class before, you can very easily find yourself relying on watered-down fantasy tropes as "characterization." In this way, every fighter might resemble Conan, while every mage is Merlin or Gandalf, every cleric is Van Helsing, and every thief is Bilbo Baggins. This is fine for a learning game, but when the same tropes appear again and again at the direct expense of more unusual character appearances, the game quickly grows staid and stale.

To avoid the plague of TICS, I recommend adopting a character theme. You just erase your character's generic level 1 title (veteran, prestidigitator, rogue, etc.) and replace it with one of the randomly selected themes below. If the theme does not appeal to you, just reroll. But I strongly recommend that you settle on a theme which makes you slightly uncomfortable, one which you have never thought of playing before … that is where all of the fun begins!

Please note that this is NOT a class kit or specialist system. These themes are intentionally nebulous, with specified powers or skills inherent in any one theme's selection. You will not find any superpowers here, nor any ZOMG LEET BUILDZ I R 2 GUD LOLOLOL which you can use to overpower your game. Again, Mary Sue min-maxers are grimly frowned upon in Castle Oldskull, because their entitled mindset is directly at odds with the spirit of old school adventure. Munchkins, please return to the Introduction and accept your admonition before you go any further!

And do keep in mind:

Playing the weird eccentric guy is cool.

Trust me on this. Take a leap of faith, and roll up a theme for your selected class. If you don't like any particular theme after you try it out for at least a month, you can always abandon it — by which I mean, grow beyond it — later in the campaign.

Step 10 Sub-Table Selection. You can use these links as shortcuts to the appropriate class theme selection tables. Click the class of your character. If you are creating a multi-classes character, click the first class in alphabetical order (e..g, if you are playing a cleric / fighter / magic-user, click cleric first).

- Assassin
- Barbarian
- Bard
- Cleric
- Druid
- Fighter
- Illusionist

- Mage
- Monk
- Paladin
- Ranger
- Thief

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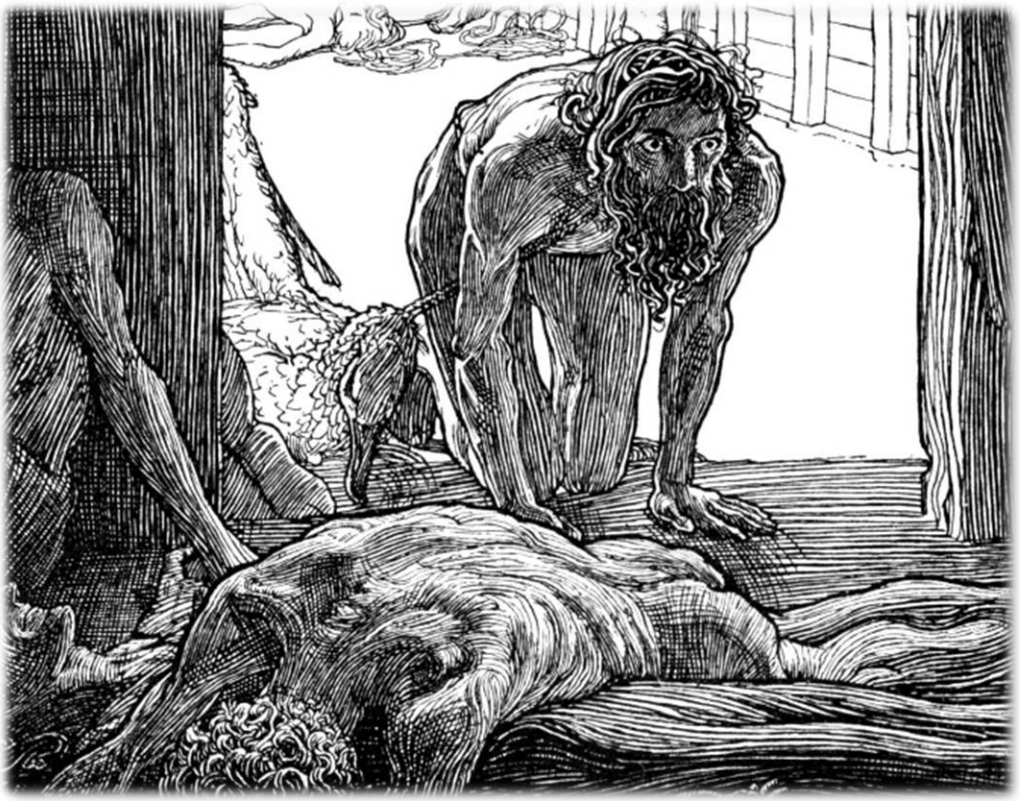
THEMES AND LEVEL TITLES FOR ASSASSINS



Roll 1d100, and refer to the following table. (Fighting styles are described later in this volume.)

[01-06]	➢ **(Theme 001)** ➢ **Bloodletter.** This assassin loves bladed weapons, impaling weapons, arrows, darts, and generally causing a mess. ➢ The fighting style Viper's Sting is recommended.
[07-10]	➢ **(Theme 002)** ➢ **Butcher.** This assassin prefers animal, monster, and shape-shifter targets. A wide arsenal of specialized and exotic weapons may be preferred. ➢ The fighting style Executioner is recommended.
[11-14]	➢ **(Theme 003)** ➢ **Carnifex.** This assassin belongs to a creepy ancient cult that believes that drinking the victim's blood causes powers and knowledge to be absorbed. ➢ The fighting style Sacred Headhunter is recommended.
[15-18]	➢ **(Theme 004)** ➢ **Darksider.** This assassin loves to kill other bad guys, meaning anything with an evil alignment. The criminal underworld is a favorite hunting ground. ➢ The fighting style Merciless Cruelty is recommended.
[19-22]	➢ **(Theme 005)** ➢ **Eliminator.** This assassin loves to be challenged, and goes after the deadliest targets possible. If a life-or-death fight erupts as the result of a failed assassination attempt, all the better. ➢ The fighting styles Gut-Wrencher and Reaper's Judgment are recommended.
[23-26]	➢ **(Theme 006)** ➢ **Garroter.** This assassin prefers to use strangle wire. Favored skills will include stealth, stalking, hiding in shadows, and being really disturbingly close to people.
[27-30]	➢ **(Theme 007)**

	➢ **Hatchetman / Hatchetwoman.** This assassin loves to use axes and heavy blades. Trophy taking (skulls, scalps, ears, whatever) is a very likely hobby.
[31-34]	➢ **(Theme 008)** ➢ **Headhunter / Headhuntress.** This is a tribal assassin, who believes that killing enemies entails immortalizing the victims' spirits to serve as magical familiars inside shrunken heads. ➢ The fighting style Sacred Headhunter is recommended.



[35-38]	➢ **(Theme 009)** ➢ **Headsman / Headswoman.** This assassin loves to chop off people's heads. Probably has a really sick sense of humor. ➢ The fighting style Executioner is recommended.
[39-42]	➢ **(Theme 010)**

	➢ **Impaler.** This assassin favors impaling weapons, and likes to leave victims alive when possible. Poison is strictly frowned upon as "cheating." ➢ The fighting styles Death by Thorn and Dread Impaler are recommended.
[43-46]	➢ **(Theme 011)** ➢ **Infiltrator.** This assassin is all about style, sneaking into strongholds, disarming traps and unlocking doors to get at high-value targets. Success is frequently measured by how many of the target's minions are actually left alive, not dead. ➢ The fighting style Infiltrator's Suite is recommended.
[47-50]	➢ **(Theme 012)** ➢ **Intimidator.** This assassin enjoys scaring people even more than killing people. Mind games, threats, blackmail and induced paranoia are the preferred tools of the trade.
[51-54]	➢ **(Theme 013)** ➢ **Mauler.** This assassin prefers to use bludgeoning weapons, and enjoys bruising, breaking bones, and hobbling. When a target can be subdued, that is preferred to killing. ➢ The fighting style Trophy Taker is recommended.
[55-58]	➢ **(Theme 014)** ➢ **Oath Breaker.** This assassin used to be someone else entirely, but was forced to break a promise that defined his or her existence. The assassin is now "dead inside" but might be redeemed in the future. ➢ The fighting style Merciless Cruelty is recommended.
[59-62]	➢ **(Theme 015)** ➢ **Poisoner.** This assassin uses poisons all the time — in drinks, on weapons, and sometimes even using venomous creatures (such as scorpions and snakes).



[63-66]	➢ **(Theme 016)** ➢ **Pragmatus / Pragmata.** This is an assassin with a strong Roman theme and a code of honor. In my own campaign, these are the Empyrean revivalists, who target enemies which they believe are abhorrent to the old ideals of honor, gravitas, loyalty, and valor. They like to kill traitors, liars, pretenders and cowards.
[67-70]	➢ **(Theme 017)** ➢ **Rakehell.** These assassins like to bring the high low, particularly wealthy targets (not just humans, but also dragons etc.). They enjoy stealing treasure just as much as killing.
[71-74]	➢ **(Theme 018)** ➢ **Ruffian.** This assassin prefers to follow orders, which soothes a guilty conscience. They are almost all guild assassins, and

	become uncomfortable — or change themes — when they themselves rise too high in the ranks.
[75-78]	➢ **(Theme 019)** ➢ **Scapegrace.** This assassin is mentally ill, and simply has no morals whatsoever. Likely to be charming and intelligent. A classic murderous psychopath.
[79-82]	➢ **(Theme 020)** ➢ **Sicarius / Sicaria.** These assassins belong to the Sicarii, one of the oldest orders of assassins. They fight for a noble cause, slaying a race (or monstrous race) which wiped out their ancestral homeland.
[83-86]	➢ **(Theme 021)** ➢ **Slaughterer.** This assassin prefers to kill swarms of minions, vermin, humanoids, and so forth. The more dead bodies, the better. ➢ The fighting style Reaper's Judgement is recommended.
[87-88]	➢ **(Theme 022)** ➢ **Slayer.** This assassin believes in giving enemies a fair chance. He may creep up behind someone, but instead of backstabbing he will hand the victim a weapon and demand a duel to the death. (Not to the point of stupidity, but fair one-on-one fights are preferred so that the assassin can mentally justify the kill.) ➢ The fighting styles Scorpion and Scorpion and Deliverance recommended.
[89-91]	➢ **(Theme 023)** ➢ **Spy.** This assassin kills as a last resort. Favored skills are disguise, mimicry, impersonation, evasion, scouting and intelligence gathering. These are highly prized professionals who earn good pay. ➢ The fighting style Skulker's Ambush is recommended.
[92-94]	➢ **(Theme 024)** ➢ **Strangler.** This assassin prefers to use his bare hands, claw weapons, finger blades, or something equally disturbing. Closely related to the Garroter, but even darker in nature.

[95-96]	➢ **(Theme 025)** ➢ **Tormentor.** This assassin prefers to torture, then kill. ➢ The fighting style Spider's Kiss is recommended.
[97-98]	➢ **(Theme 026)** ➢ **Torturer.** Similar to Tormentor, above, but the assassin prefers targets who are evil, criminal, and / or justifiably worthy of a horrible death.
[99-00]	➢ **(Theme 027)** ➢ **Tyro.** This assassin is a doubtful apprentice, who has very little confidence. He may try many different techniques, from spying and disguise to murder and intimidation, to see what really "works."

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

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Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

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- Mage
- Monk
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- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR BARBARIANS

Roll 1d100, and refer to the following table. (Fighting styles are described later in this volume.)

If you have an idea of your barbarian's nature as a result of tribal rolls made earlier, you may want to select a theme instead of rolling randomly.

[01-04]	➢ **(Theme 028)** ➢ **Barrens Strider.** This barbarian is a nomad of the plains or wastelands. Preferred skills include running, water finding, and shelter building. ➢ The fighting style Arms of the Barrens is recommended.
[05-08]	➢ **(Theme 029)** ➢ **Bear Warrior.** This barbarian draws power from the bear spirit, favoring strength over agility. He loves cold, forests, and / or the rage of battle. ➢ The fighting style Bear's Claw is recommended.
[09-12]	➢ **(Theme 030)** ➢ **Beast Master.** This barbarian always desires mounts and animal fighting companions. He is a tamer, an animal subdue, a trapper and a raiser of animal young. ➢ The fighting style Badger Paws is recommended.
[13-17]	➢ **(Theme 031)** ➢ **Berserker.** This barbarian favors savagery, fearlessness and animal instinct in battle. At the GM's option, he may have a "natural" armor class similar to a monk of the same level if he does not wear armor. ➢ The fighting style Berserker's Own is recommended.
[18-21]	➢ **(Theme 032)** ➢ **Boar Warrior.** This barbarian draws power from the bear spirit. Charges, bursts of speed, and impaling weapons are preferred. ➢ The fighting style Boar Tusks is recommended.

[22-26]	➢ **(Theme 033)** ➢ **Chaos Warrior.** This barbarian serves the eldest gods of randomness and disorder. He overthrows civilizations, avoids city-dwellers and destroys "false memories" such as artwork and writing.
[27-31]	➢ **(Theme 034)** ➢ **Destroyer.** This barbarian likes to blow things up, make things go boom, burninate, topple walls, sink ships and cause general industrial mayhem. Frequently seen swinging from a rope, dropping oil flasks on top of monsters' heads.
[32-35]	➢ **(Theme 035)** ➢ **Horde Bringer.** This barbarian wants to always lead and mentor his inferiors. He needs drinking companions to share tales of battle with. He will either have tribesmen, henchmen, or mercenary men-at-arms at his side. Always.
[36-40]	➢ **(Theme 036)** ➢ **Mage Slayer.** This barbarian hates all magic-users on first sight, with the exception of trusted friends (other Player Characters). May, at the GM's option, gain experience bonuses by destroying magic items or killing spell casters.
[41-44]	➢ **(Theme 037)** ➢ **Marauder.** This barbarian is out for plunder. Treasure is everything, but treasure without bloodshed is barely worth taking. ➢ The fighting styles Wildcart Arc and Wolf Arc are recommended.
[45-48]	➢ **(Theme 038)** ➢ **Nomad.** This barbarian is only happy when he is wandering through the wilderness. He will rarely stay in a city for more than a week. Dungeons make him claustrophobic, but will be suffered for treasure and mayhem. ➢ The fighting style Arms of the Barrens is recommended.
[49-53]	➢ **(Theme 039)** ➢ **Outcast.** This barbarian is either an exile from his tribe, or left out of a sense of shame, abandonment or wanderlust. He may

	be homesick for his tribe, following their rituals alone; or he may deny his own birthright.
[54-58]	➢ **(Theme 040)** ➢ **Outlander.** This barbarian comes from a truly far distant land (a jungle, an unexplored range of mountains, etc.) and may not even speak the Common Tongue. Will tend to get in baffling and hilarious situations, particularly in cities and with friends. ➢ The fighting style Arms of the Barrens is recommended.
[59-63]	➢ **(Theme 041)** ➢ **Prey Stalker.** This barbarian lives to hunt animals. But unlike the Beast Master, he wants to kill them all, wear their hides, wear their fangs on his head and take trophies. May graduate to monster trophy taking in the future for the challenge. ➢ The fighting style Lynx Hunter's Regalia is recommended.
[64-67]	➢ **(Theme 042)** ➢ **Primal Warrior.** The classic barbarian who lives for battle, drunken revels, and one night stands. Your excuse to play Conan before he became king — should you need one — is right here. ➢ The fighting style Blade of the Beast is recommended.
[68-72]	➢ **(Theme 043)** ➢ **Raider.** This barbarian, regardless of tribal upbringing, is happiest when he is on a ship and sailing from village to village, plundering as he goes. If he is of good alignment, he will favor humanoid lairs as targets. Yarr!
[73-76]	➢ **(Theme 044)** ➢ **Savage.** This barbarian does not thinks like armor, metal weapons, or basic equipment due to his upbringing in the wilds. You will have fun getting creative with obsidian, furs, bone armor, seashells, etc. ➢ The fighting styles Wildcat Arc and Wolverine's Talons are recommended.
[77-81]	➢ **(Theme 045)**

	➢ **Survivor.** This individual was not a barbarian by birth. He was raised by wolves, taken in by the tribe as a feral child, etc. His code of honor and his secrets are his own.
[82-86]	➢ **(Theme 046)** ➢ **Tribal Warrior.** This barbarian uses his tribal village as a base of operations between adventures, refusing to stay in a city or with the other PCs. A good role-playing hook for tribal adventure hooks and character development, but bad for parties.
[87-90]	➢ **(Theme 047)** ➢ **Tribesman / Tribeswoman.** This barbarian is interested in taking his people with him to conquer new enemies, explore new lands, and so forth. He may be (for example) the sub-chief of a tribe in exile. Similar to a Horde Bringer, above, but his "men-at-arms" will always be members of his tribe.
[91-95]	➢ **(Theme 048)** ➢ **Warmonger.** This barbarian loves "civilized" warfare, where he gets to teach all of the poor armored fools how to really fight. Obsessed with the trappings of technology — siege engines, trebuchets, formations, boiling oil, etc. — while insisting on putting a tribal spin on things. ➢ The fighting style Warhound's Gear is recommended.
[96-00]	➢ **(Theme 049)** ➢ **Wild-Wanderer.** This barbarian lives to explore the wilderness, away from cities and his own tribal lands. He will be focused on maps, lost cities, ruined temples, finding new species while growing bored with the same monsters over and over again, etc.

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- Fighter
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- Mage
- Monk
- Paladin
- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR BARDS

Roll 1d100, and refer to the following table. (Fighting styles are described later in this volume.)

[01-04]	➢ **(Theme 050)** ➢ **Alba.** This bard hails from a realm with a Scottish theme, particularly the Lordship of the Isles. You may want to research the historical MacMhuirich bloodline for inspiration.
[05-08]	➢ **(Theme 051)** ➢ **Archipoeta.** This bard is one of the greatest poets of his generation, but he needs fights, monster encounters, and daring treasure raids to fuel his tales. Always waxing poetic, or causing a deadly drama when things get too stale. ➢ The fighting style Arcs of Grace is recommended.
[09-12]	➢ **(Theme 052)** ➢ **Balladeer.** This bard composes ballads, which are typically tales of heroic adventurers meeting with epic, ridiculous, or heroic fates. He travels with adventurous companions so that he can

	tell their tales to everyone later. Tends to cause trouble, "accidentally."
[13-16]	➢ **(Theme 053)** ➢ **Beguiler.** This bard lives to fascinate people, or to prove that monstrous evils have a soft side. He may well devote his life to moving a stone golem to tears. Tends to focus on difficult people, or solutions involving changing someone's mind or heart. ➢ The fighting style Instruments of Silence is recommended.



[17-20]	➢ **(Theme 054)** ➢ **Cantor / Cantora.** This bard — likely from the wastelands, or a holy land — lives to sing prayers to the gods. In game terms, that means that he can only cast spells by singing. Also loves to sing in battle, rallying his allies. ➢ The fighting style Desert Threnody is recommended.
[21-24]	➢ **(Theme 055)** ➢ **Chanter.** This guy likes to shout scary battle chants, banging on war drums, or banging on goblin skulls with an axe if the rhythm isn't quite there. Music is battle, and battle is life. Always fighting. ➢ The fighting style Drum Chant is recommended.

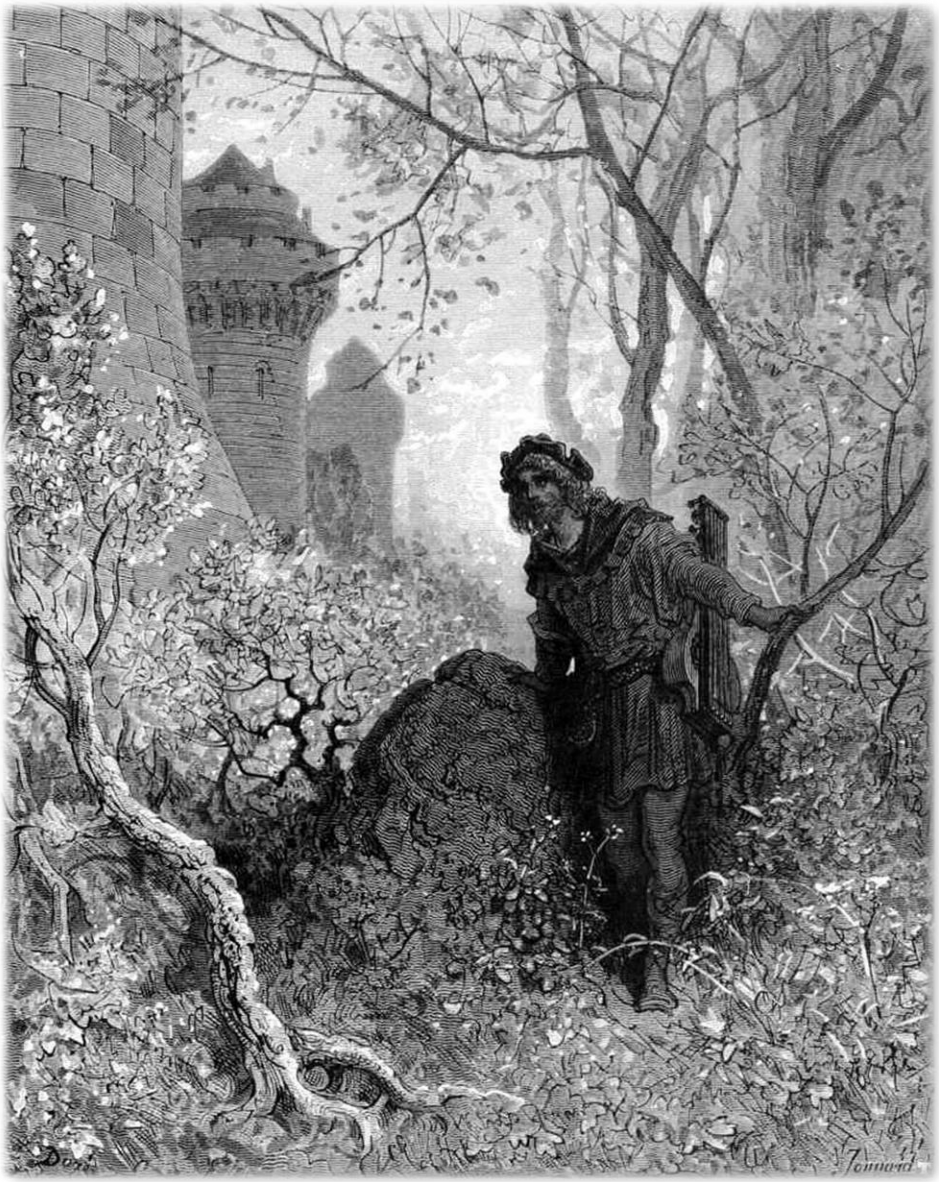


[25-28]	➢ **(Theme 056)** ➢ **Charmer.** This chivalrous and romantic bard is only happy when he's wooing a married person, or winning over a new lover, or getting dumped and pouting about it. To keep the pulp adventure in the game, we'll also say that whenever he's heartbroken he cheers himself up by killing things with his buddies.
[29-32]	➢ **(Theme 057)** ➢ **Chronicler.** This bard is an historian by nature, and an archaeologist by default. Instead of going for treasure, he'll risk his life for clay tablets. Typically found in lost temples, ancient cities, tombs filled with hieroglyphics, and so forth. ➢ The fighting style Elegy of Eld is recommended.
[33-36]	➢ **(Theme 058)** ➢ **Crowther.** This bard always wants an audience, and usually gets one. He's funny and charming, but by a twist of fate he's actually a pretty bad performer. He may be a jester, always drunk, a joke teller, a rowdy rabble-rouser, or something similar. Always carousing and fist-fighting.
[37-40]	➢ **(Theme 059)** ➢ **Fabler.** This bard is obsessed with learning and telling the tales of sentient animals, animal-human hybrids, and creatures of the forest. His favorite friends are centaurs, gnomes (for their ability to speak with burrowing creatures), satyrs, shedus, sphinxes, and so forth. ➢ The fighting style Elegy of Eld is recommended.
[41-44]	➢ **(Theme 060)** ➢ **Fabulist.** This bard wants to see the most wondrous magic, places, monsters and treasures that the world has to offer, so that he can write his masterpieces with absolute conviction. Loves talking to sentient monsters. This is the guy who tries to charm the horrific Eldritch Thing when everyone else is trying to kill it.



[45-48]	➢ **(Theme 061)** ➢ **Jaunter.** This bard cannot stay in the same place. He wants to sail a ship, win a kingdom and lose it, arm wrestle a giant, jump off a cliff and live to tell about it, and so forth. Will surely be the person always getting the party into new dangerous situations. ➢ The fighting style Arcs of Grace is recommended.
[49-52]	➢ **(Theme 062)** ➢ **Journeyer.** This bard is determined to see the ends of the earth. He wants to see every foreign realm and country once. Unlike the Jaunter, he has no interest in getting himself killed; he wants to sample the wine, women, and song of every culture. ➢ The fighting style Paean of the Huntsman is recommended.
[53-56]	➢ **(Theme 063)** ➢ **Minnesinger.** This bard hails from a German- or Prussian-themed realm. You may get hints of them from Grimm's fairy tales, the Nutcracker, and so forth. Likely obsessed with nightmares, the Sandman, moving dolls, gadgets, toys, clockwork and intricate wonders.
[57-60]	➢ **(Theme 064)** ➢ **Pied Piper.** This bard likes trickery, deception, betrayal, and luring hordes to their doom. The victims might be humanoids, minions, soldiers or even children. A good theme for an evil bard. ➢ The fighting style Cruel Dirge is recommended.
[61-65]	➢ **(Theme 065)** ➢ **Poet / Poetess.** This bard lives to write and sing poetry, and to make reality more interesting than it really is. Unlike the Archipoeta, he's not gifted, and he's not suicidal. A minor magician of charm. Will typically be obsessed with dreams, dream magic, escapism, illusions, and legerdemain. ➢ The fighting style Lyrist's Assist is recommended.
[65-68]	➢ **(Theme 066)** ➢ **Raconteur.** This bard is a teller of tall tales. The only boring thing he has ever discovered is the truth. He is a liar, a heart

	breaker, a cheat, a charlatan and he has a heart of gold. Very annoying and a lifelong loyal friend.
[69-72]	➢ **(Theme 067)** ➢ **Rhapsodist.** This bard hails from a land or island with a Greek mythology theme. He wanders about with cloak and staff, telling as many epic tales as heroes as possible so that they live forever. He's basically Homer with a sword, a dark secret and a shameless love of dryads.



[73-76]	➢ **(Theme 068)** ➢ **Sonnetist / Sonneteer.** This bard hails from an Italian-themed realm. He will be very accomplished, and perhaps a lothario. He will also be wise (against his will) to politics, poison, treachery, fate, curses and mercenary contracts. Will either be highly superstitious, or completely jaded and Machiavellian.
[77-80]	➢ **(Theme 069)** ➢ **Storyteller.** This bard is less about the fighting, and more about the storytelling back in the tavern. However, he excels at people-related skills — information gathering, rumor-mongering, manipulation and planting ideas in people's heads, causing riots, and so forth. He drinks as an art form, and makes sure that everyone else is having a good time and drinking more than he is. ➢ The fighting style Barbed Retorts is recommended.
[81-84]	➢ **(Theme 070)** ➢ **Trouper.** This bard hails from an entire clan of entertainers, and these eccentrics are always entering his life (as henchmen, men-at-arms, informants, lost love interests, quest givers, whatever). His extended family is full of jesters, jugglers, puppeteers, actors, dancers and contortionists. Maddeningly, he seems to know everyone who isn't normal.
[85-88]	➢ **(Theme 071)** ➢ **Trouvere.** This bard hails from a French-themed land. He is a very good fighter. He lives to duel with nobles, and especially with other bards. His duels can be riddling contests, fencing matches (unfortunately sometimes to the death), dangerous boating races, bets on gladiatorial champions, and so forth. He is meticulously schooled in chivalry, and uses the old codes to shame virtually any noble into getting into a fight with him. The ultimate urban bard.
[89-92]	➢ **(Theme 072)** ➢ **Trovatore / Troubadour.** This bard is Occitanian, which means he incorporates a bit of the French, Italian, and Spanish cultures. His chief distinction is that he strongly prefers the company of

	other bards, and if he isn't surrounded by singers and poets he does his very best to convert all those around him to the cause. This is the guy in the party who tries to teach the barbarian how to woo his love with a song and dance about mating nightingales.
[93-96]	➢ **(Theme 073)** ➢ **Vates.** This bard is a grave prophet from an Irish-themed realm. He is a soothsayer, speaker of dire prophecies, raiser of dead spirits and a man who fearlessly warns kings of their imminent downfall. He is a bard diviner, his music serves the power of prophecy. He adventures because he envisioned his own violent death and feels compelled to meet it, so that the fates are never dishonored.
[97-00]	➢ **(Theme 074)** ➢ **Wanderer.** This bard is haunted. Something terrible happened, and he was probably the cause. He is running from something, and hiding a terrible secret. Typically found in the wilderness, singing of the past, and reluctant to make friendships because he does not want to fail a loved one ever again. ➢ The fighting style Northlander's Lament is recommended.

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THEMES AND LEVEL TITLES FOR CLERICS

Roll 1d100, and refer to the following table. (Initial recommended spell repertoires are described later in this volume.)

[01-02]	➢ **(Theme 075)** ➢ **Advocatus / Advocata.** This cleric is tasked with protecting his faith and his faith's temples from corrupt lords, new faiths, changing laws and just about anyone else who has a mind to weaken the cleric's god in the temporal world. He knows it is crucial that he be charming, eloquent, and persuasive. He is not at all above using mind-altering magics for the cause. When all else fails, he will fight with fury. ➢ Initial recommended spell repertoire (refer to Step 11): Charming & Enthralling.
[03-04]	➢ **(Theme 076)** ➢ **Almoner.** This cleric is obsessed with protecting the weak, the downtrodden, and the hopeless. He heals everyone, even enemies … and he will exact favors to serve his cause. When in the city, he is giving out food and gold to worthy beggars. In the dungeon, he is risking his life to save prisoners. Even if he is evil, he will do this; although he might then demand that his subjects convert to his faith or die … ➢ Initial recommended spell repertoire (refer to Step 11): Healing & Purification.

[54-07]	➢ **(Theme 077)** ➢ **Anchorite.** This enigmatic hermit-cleric has withdrawn from society, knowing that he needs only his god and the powers that his god grants him. He will always seek solitude, exile, meditation, and privacy. He may even refuse to speak to others at times. He is likely fanatically loyal to his party due to a profound vision, in which he learned that his friends will save the world from … well, he knows, but he will never tell you.
[08-10]	➢ **(Theme 078)** ➢ **Aspirant / Novitiate.** This cleric is a freshly devout militant, new to his church. Very likely, he was a warrior (for example) whose entire family was slain by evil, who prayed for vengeance and received divine powers. He is a sacred warrior, and serves his temple through combat.



[11-12]	➢ **(Theme 079)** ➢ **Augur.** This cleric is obsessed with the powers of divination, and his power comes from birds. Birds are the messengers between he and his god, and the winds are the roads which show where birds have been and where they are going. If a rare bird appears on his window sill and flies away, he will certainly convince his friends that they must go on a quest to follow it. It *means* something terrible. ➢ Initial recommended spell repertoire (refer to Step 11): Divination.
[13-15]	➢ **(Theme 080)** ➢ **Believer.** This cleric cannot be swayed from his faith. He speaks constantly to his god, and he is unbreakable. If his alignment is ever forcefully changed, he will either resist the effect or it will drive him mad. Unfortunately this cleric can rarely tolerate the presence of clerics of other faiths.
[16-18]	➢ **(Theme 081)** ➢ **Cantor.** This (chaotic) cleric is a chanter, known for his beautiful voice. He converts everyone to his faith … not through argument, but through allure and fascination. He loves spells that deal with mind control, emotional shifts, deception and beguilement. ➢ Initial recommended spell repertoire (refer to Step 11): Charming & Enthralling.
[19-20]	➢ **(Theme 082)** ➢ **Catechumen.** This cleric is obsessed with water and purification. He knows that the world began as water, and that it will end in fire, and that only purification of the unclean can bring salvation. He is a healer, a potion identifier, and if he hears about (for example) a sacred spring being corrupted by evil, he will dedicate his life to eradicating the monstrous corruptors. ➢ Initial recommended spell repertoire (refer to Step 11): Healing & Purification, Water & Cold.



[21-23]	➢ **(Theme 083)** ➢ **Clairvoyant.** This poor cleric-diviner is cursed … he never wanted to be a holy / unholy man, but his god chose him and gifted him with unwanted powers. Not casting spells, and not slaying the god's enemies, actually causes him pain. He is

	embittered, empathic and doubtful. He needs his friends more than they need him. ➢ Initial recommended spell repertoire (refer to Step 11): Divination.
[24-25]	➢ **(Theme 084)** ➢ **Confessor.** This cleric was captured, tortured, and forced to convert from his religion. He escaped before he fully betrayed his god, but partially renounced his faith to survive. Now, he lives to destroy the race that dared to corrupt him. Pick a worthy sentient enemy: dark elves, Deep Ones, or (if he is evil) even gnomes. He lives to kill them, or even convert them, which would be the ultimate irony.
[26-28]	➢ **(Theme 085)** ➢ **Convert.** This cleric was formerly of the opposite alignment. He had a vision, traumatic experience, or bout of madness that permanently changed his ethical nature. His old god hates him, and his new god embraces his confusion. He is difficult to role-play and very rewarding to develop.
[29-31]	➢ **(Theme 086)** ➢ **Cultist.** Gods are for the weak. This god worships the Great Old Ones or something similar. If he's evil, he probably prays to Cthulhu; if he's good, perhaps Nodens. He is quite mad, perhaps in a good way, and he fears the night, for that is when he must dream and receive his spells. ➢ Initial recommended spell repertoire (refer to Step 11): Deception & Secrecy.
[32-34]	➢ **(Theme 087)** ➢ **Exorcist.** This cleric, regardless of alignment, lives to repel evil spirits, slay non-corporeal undead, and to create protective magics. Something horrific happened in his past, and he is devoutly sworn to shielding his friends from the supernatural. ➢ Initial recommended spell repertoire (refer to Step 11): Abjuration & Protection.
[35-36]	➢ **(Theme 088)** ➢ **Fledgling.** This new cleric does not understand his faith. He is an unbeliever, but a god has selected him as a chosen one. He is

	similar to the Clairvoyant, above, but he is actually fascinated by his new powers and the promise of a something greater than himself to fight for. So far, he has no idea what that actually means.
[37-38]	➢ **(Theme 089)** ➢ **Harbinger.** This cleric lives to summon forces and spirits to fight for him. He covets divine hammers of raw energy, ghost hound spirits, elementals, and visitations by angels (or demons). He never travels alone, and will almost always have one or more like-minded henchmen (or under-priests) in tow. ➢ Initial recommended spell repertoire (refer to Step 11): Conjuration & Spirit Summoning.
[39-41]	➢ **(Theme 090)** ➢ **Haruspex.** This grim primal cleric is powered by blood magic: he kills animals and monsters, spills their guts, and reads their livers and other organs to tell the future. No, I'm not kidding … you may want to read up on haruspices, they're quite fascinating. ➢ Initial recommended spell repertoire (refer to Step 11): Beasts & Monsters, Divination.
[42-44]	➢ **(Theme 091)** ➢ **Healer / Palmlayer.** The classic cleric: he lives to heal his friends. It's a tired trope, but it's a worthy one because it keeps the adventurers alive, which means more adventuring and less down time. You may need to lean rather heavily on this character's epithet and descriptors to make him unique and interesting. ➢ Initial recommended spell repertoire (refer to Step 11): Healing & Purification.



[45-47]	➢ **(Theme 092)** ➢ **Heathen Slayer.** This nasty cleric is probably a criminal, or at least an outcast. Not only can he not tolerate other faiths, he feels that he must kill everyone who is of the opposite alignment on

	the good-evil spectrum. A good excuse for a hack and slay game, and fun! But typically fatal to the cleric. ➢ Initial recommended spell repertoire (refer to Step 11): Curses & Afflictions, Fire & Heat.
[48-49]	➢ **(Theme 093)** ➢ **Holy / Unholy Seer / Seeress.** This cleric has decided that his friends (likely the PCs) are in need of his eternal guidance, for the greater glory of his deity. He will be both frustrated and patient while he tries to lead the party around, while also waiting for others to see his point of view. His actions will seem random at times, e.g. waking up in the middle of the night and wandering off to the ruins alone, then sending a holy owl back to tell the adventurers where he is and why. The GM may give him secret, exclusive information (about monster lairs, treasures, secrets, etc.) from time to time to keep the motif going. ➢ Initial recommended spell repertoire (refer to Step 11): Abjuration & Protection, Divination.
[50-52]	➢ **(Theme 094)** ➢ **Mystic.** This cleric is an occultist. His god is probably not good, and is almost certainly chaotic. He loves dark rituals, sinister trappings, being possessed by the deity's spirits, and adventuring to acquire strange reagents and spell components.
[53-55]	➢ **(Theme 095)** ➢ **Oracle / Soothsayer.** This cleric sells his divination powers to NPCs all the time. Sometimes, he may demand gold; other times, he demands promises or information. As a result, he is the main information gatherer for his party, and the GM should feel strongly encouraged to drop all of the game's new rumors, adventure hooks, and strange whispers into his ear. His every dream is a revelation of the future, but not every future comes true … ➢ Initial recommended spell repertoire (refer to Step 11): Divination.
[56-57]	➢ **(Theme 096)** ➢ **Ostiarius / Temple Servitor.** This priest is a temple defender, and by extension a defender of the faithful. He is similar to an

	Almoner, but instead of protecting the weak, he protects the strong (those who share his faith). He is almost always leading a force of like-minded henchmen or temple men-at-arms.
[58-61]	➢ **(Theme 097)** ➢ **Ovate.** This cleric is nearly a druid; but he has access to clerical, rather than druidic, magics. Instead of being a worshipper of nature incarnate, he is the worshipper of a nature god (Pan, for example). He abhors cities, prefers the company of animals, makes his own tools and has superior wilderness survival skills.
[62-65]	➢ **(Theme 098)** ➢ **Peregrine.** This cleric is on an eternal pilgrimage. He is always escorting the faithful to a holy site in a distant city, seeking a holy relic in a ruined temple, or traveling the wilderness in search of the lost original tribe of the faithful. He is the ultimate wandering priest, always adventuring; but the party may need to convince him that there is a religious undertone whenever they want to go somewhere new.
[66-70]	➢ **(Theme 099)** ➢ **Savant.** This cleric received his powers as the result of an injury, possession, or near death experience. He is similar to a Clairvoyant, but he is more disturbing because he is still occasionally possessed by the spirit that moved him. He will temporarily forget where he is, sleepwalk, speak in tongues, or when awakened in the middle of the night his eyes will shine with a serpentine gold radiance. ➢ Initial recommended spell repertoire (refer to Step 11): Divination.
[71-73]	➢ **(Theme 100)** ➢ **Shaman / Shamaness.** This is a tribal cleric, strongly tied to his tribe (which may be barbaric in nature). He uses fetishes or talismans, prayer sticks, holy dances, smoke rituals, and drumming and chanting to summon the spirits. He does not believe that he makes magic; he believes that he asks the spirits to do magic for him, in the name of his god. ➢ Initial recommended spell repertoire (refer to Step 11): Beasts & Monsters, Darkness & Earth, Plants & Nature.



[74-77]	➢ **(Theme 101)** ➢ **Sibyl (Female Only).** The Sibyl is a fearless prophetess, wholly assured of divine protection as they share prophecies from oracular pyres, sacred hearths and radiance temple sanctuaries. They have the in-game advantage of being immune to all forms of fear, including magical and dragon fear. However, they also

	suffer a permanent -2 penalty to Charisma because they tend to become temporarily possessed by passionate extra-planar and elemental spirits who take over their voices, facial expressions and short-term memories. ➢ Initial recommended spell repertoire (refer to Step 11): Divination, Fire & Heat.
[78-81]	➢ **(Theme 102)** ➢ **Vampire Hunter / Huntress.** This is a "Van Helsing" cleric, wholly devoted to the idea of eradicating the undead. From a game perspective, very similar to an Exorcist; but to split hairs, an Exorcist is obsessed with non-corporeal undead while a Vampire Hunter deals with corporeal undead. The distinction means that the Vampire Hunter will be more focused on physical processes such as victim wounds, tracking, spoor, alchemical cures, the need for weapons to supplement spells, etc. ➢ Initial recommended spell repertoire (refer to Step 11): Abjuration & Protection, Fire & Heat.
[82-85]	➢ **(Theme 103)** ➢ **Vestal (Female Only).** This priestess is a prophetess, who is known for her divine frenzies, powerful prophecies, and resistance to the ever-burning oracular fires. She is similar to a Savant, but themed on the ideas of fire worship and matriarchy. ➢ Initial recommended spell repertoire (refer to Step 11): Abjuration & Protection, Fire & Heat, Healing & Purification.
[86-90]	➢ **(Theme 104)** ➢ **Wise Man / Wise Woman.** This cleric is a respected elder of advanced age. There are "elderly" and "venerable" wise men, and the player / GM can choose which age category the character belongs to. Elderly wise men have permanent bonuses of +1 INT, +1 WIS, and +1 CHA (aura and reputation), and permanent penalties of -1 STR, -1 DEX and -1 CON. Venerable wise men are similar, but the modifiers are + / - 2. The character will probably only live a few years longer … the perfect amount of time to level from 1 to 14 and to go on some epic quests for the deity and the faithful.
[91-95]	➢ **(Theme 105)**

	➢ **Witch Hunter / Witch Huntress.** This is a cleric of a zealous god. The cleric, and the deity, regard the misuse of arcane — meaning non-divine, non-god-derived — powers and magic as an abomination of the unworthy. Clerics are "supposed" to wield this power, but godless wizards are infidels who corrupt the sacred ways. This cleric is obsessed with killing arcane magic users at the opposite end of the evil-good alignment spectrum; e.g., an evil witch hunter will focus on hunting on good magic-users, illusionists, sorcerers, warlocks, and even humanoid witch doctors. These targets give quadruple the normal XP award when taken down. ➢ Initial recommended spell repertoire (refer to Step 11): Deception & Secrecy, Fire & Heat.



[96-00]	➢ **(Theme 106)** ➢ **Zealot.** This cleric is devoted to wiping out occupiers who dwell in the sacred lands of the deity and its followers. The occupiers might be current, recent, historical, or even near future (depending on prophecies). For good zealots, that means humanoids: zealots gain +1 to hit and damage when attacking humanoids with physical weapons. For evil zealots, that means demi-humans: +1 to hit and damage against dwarves, elves, gnomes, and halflings. All zealots suffer a -1 Armor Class penalty, because they tend not to watch out for themselves in battle … even when facing foes who are the not the mortal enemy.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

- If you are creating a spell caster, click here to proceed to Part 5
- If you are not creating a spell caster, click here to proceed to Part 6

Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

- Assassin
- Barbarian
- Bard
- Cleric
- Druid
- Fighter
- Illusionist
- Mage
- Monk
- Paladin
- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR DRUIDS

Roll 1d100, and refer to the following table. (Initial recommended spell repertoires are described later in this volume.)

[01-04]	➢ **(Theme 107)** ➢ **Arbor Keeper.** This druid is devoted to the worship and protection of trees, and is the devout ally of tree spirits (dryads, giant owls, hamadryads, satyrs, tree dwellers, tree giants, water elementals, and so forth). He almost always dwells in the wilderness, and is interested in protecting sacred lands, but also in exploring new lands and in discovering new spirits and allies to converse with. ➢ Initial recommended spell repertoire (refer to Step 11): Tree & Plant Spirits, Warding & Protection.
[05-08]	➢ **(Theme 108)** ➢ **Ash / Rowan Druid / Druidess.** This druid venerates the spirit of the ash and rowan trees. The principles of the ash include: geases (compelled and sacred quests), grove protection, prophecy, the collection of magical wands and staves, and the purification of the roots of the World Tree (which amounts to killing corrupting monsters in the netherworld). ➢ Initial recommended spell repertoire (refer to Step 11): Enchantment & Binding, Tree & Plant Spirits.
[09-12]	➢ **(Theme 109)** ➢ **Briar Treader / Forester.** This is a backwoods druid, who forges new paths and manages wildlife. Grazing animals are culled for overpopulation, and predatory animals and monsters are slain to keep the balance. Focuses on the magic of paths, stealth, thorns, and travel.

	➢ Initial recommended spell repertoire (refer to Step 11): Stealth & Secrecy, Wild-Wandering.
[13-16]	➢ **(Theme 110)** ➢ **Child of Vortigern.** This is a Bretonian "King Arthur" druid. He is both a kingmaker and a preserver, focusing on the shifts in human and demi-human alignment power and preserving the balance. He may adventure and fight for a beleaguered good king in evil lands, or may even (temporarily) ally with neutral or evil forest tribesmen who are protecting a forest from zealous good invaders. ➢ Initial recommended spell repertoire (refer to Step 11): Blood & Vitae, Warding & Protection.
[17-20]	➢ **(Theme 111)** ➢ **Dryw.** This is a Welsh-themed druid, quite well-represented by the general advanced rules of 1978. The word "Dryw" can be interpreted as "seer" or "wren," which (in fantasy) can be construed to mean that he is an druidic Augur. Refer to Augur under the clerical class theme section for further details.
[21-25]	➢ **(Theme 112)** ➢ **Faerie Caller.** This druid is a dear friend of the little people. He allies with, fights for, goes on quests for, and summons the brownies, changelings, pixies, sprites, and other such creatures. He also has extensive knowledge of the monstrous enemies of the faeries, which means that the GM can provide secret monster lore to the player at various times. These monsters include banshees, evil lycanthropes, hags, kelpies, merrow and shadow hounds. ➢ Initial recommended spell repertoire (refer to Step 11): Radiance & Faerie.
[26-30]	➢ **(Theme 113)** ➢ **Grove Druid / Druidess.** The grove druid is destined to find a haunted or corrupted forest, purify it, and to become to the leader of a new druidic circle. This is a good choice when the GM wants to run a forest-themed campaign, with rangers, huntsmen, elven factions, and so forth. All cursed ruins,

	dungeons, caves and evil monsters in the forest will need cleansing; and the druid will need many allies. ➢ Initial recommended spell repertoire (refer to Step 11): Divination & Oak Truth, Tree & Plant Spirits.
[31-35]	➢ **(Theme 114)** ➢ **Hierophant Initiate:** This druid is a scout and spy for the high druidic circle of grove elders and Hierophants. He searches for places of extreme evil and chaos, and report them to the elders, and perhaps helps to restore balance by wiping out monsters. He also looks for places of extreme good and extreme law, as these are long-term conditions which tend to cause cities to grow, human populations to shrink, animal populations to decline, and untenable deforestation. The initiate is welcome to journey with and befriend adventurers of any alignment, as such people are not regarded as a wide threat; the initiate seeks out huge threats to the cosmic balance which affect the natural balance. ➢ Enchantment & Binding, Stealth & Secrecy.
[36-40]	➢ **(Theme 115)** ➢ **Hieros:** This is a Greek-themed Arcadian druid. He will be a friend and enemy of centaurs, satyrs, tribesmen, and so forth; and is tasked with hunting and slaying monstrous boars, wolves, bears, and other corrupted abominations of nature. If you want to stretch the concept a bit, he could also go on a crusade against corrupt human-beast hybrids such as evil sphinxes, lamias and manticores.
[41-45]	➢ **(Theme 116)** ➢ **Lightning Caller / Storm Bringer.** Everyone's favorite druid-wizard; this crazy guy always has wild eyes and static in his beard. He loves summoning storms, standing out in the rain, shouting down lightning and blowing up his enemies. You can come up with some ethical concerns to support the fun if you like. ➢ Initial recommended spell repertoire (refer to Step 11): Fire & Thunderbolt, Sky & Celestials.
[46-50]	➢ **(Theme 117)**

	➢ **Moonchild.** This druid is focused on the magic and meaning of equinoxes, solstices, seasons, eclipses, and sky divination. He will be a friend of aerial beasts, birds and some monsters, and will be an enemy of monsters such as darkness demons, darkness-causing monsters, lycanthropes, mephitic imps (poisonous vapor spirits) and shadows. For personality, he is probably intensely claustrophobic. Have fun with that. ➢ Initial recommended spell repertoire (refer to Step 11): Radiance & Faerie, Sky & Celestials.



[51-55]	➢ **(Theme 118)** ➢ **Naturalist.** This druid is obsessed with the natural sciences and natural history, in a supernatural and magical world. He is basically a cross between Charles Darwin, John Muir, Henry Thoreau and an orc-slaying barbarian. He probably dwells on an island filled with poisonous lotus flowers, above a pool of quicksand inside a stilted hut, or at the top of a redwood tree. Play him crazy, yes, but it's a *good* crazy. ➢ Initial recommended spell repertoire (refer to Step 11): Beasts & Insects, Wild-Wandering.
[56-60]	➢ **(Theme 119)** ➢ **Oak Seer / Seeress.** This druid venerates the powers of the oak spirit. The principles of the oak include divination with reflecting pools, mistletoe harvesting, shape shifting, bull riding (long story) and the protection of rivers and streams. ➢ Initial recommended spell repertoire (refer to Step 11): Divination & Oak Truth, River & Pool.
[61-65]	➢ **(Theme 120)** ➢ **Pagan.** This is a rural druid, who befriends the country folk and protects them from humanoids and monsters. He also protects the forest, and teaches the folk not to wipe out the forest or its protectors. He probably dwells in a sacred grove in a hamlet or village, surrounded by adorers. He is certainly not above entering dungeons and ridding the countryside of evil from time to time. ➢ Initial recommended spell repertoire (refer to Step 11): Wild-Wandering.
[66-70]	➢ **(Theme 121)** ➢ **Primal Druid / Druidess.** This uncivilized druid is a devout follower of the Old Ways. He believes in beast slaying, blood sacrifice, trophy taking, mandrake harvesting, herbal poison brewing and moon dancing. If you want to play a guy who runs around skyclad in warpaint howling at the moon as he throws spears at bears and then mounts their bloody skulls in gardens to make dripping-fertile soil for his poison herbs, this is the theme for you.

	➢ Initial recommended spell repertoire (refer to Step 11): Blood & Vitae, Sky & Celestials.



[71-75]	➢ **(Theme 122)** ➢ **Shape-Shifter / Skin-Wearer.** This druid is convinced that to understand and protect the animals, you need to *be* one. Even if he is not a shape shifter yet, he is completely focused on achieving that goal. His enemies are primarily the undead, especially liches and vampires and other dread corruptors of the life spirit. ➢ Initial recommended spell repertoire (refer to Step 11): Beasts & Insects, Stealth & Secrecy.
[76-80]	➢ **(Theme 123)** ➢ **Stone Shaper.** This is a cave and netherworld druid. He harvests valuable fungi and mushrooms, cultivates the deep roots of the World Tree saplings, and uses earth and stone magic to summon elementals and crush his enemies. ➢ Initial recommended spell repertoire (refer to Step 11): Earth & Stone.
[81-85]	➢ **(Theme 124)** ➢ **Sun Brother / Sister.** This is as close as you can get to a druidic pyromaniac. He believes in burning his enemies, blasting creatures of the darkness with sacred sunlight, blinding foes, and generally lighting up the dark. Why? Well, it's fun, and he worships the Eternal Sun Spirit. Or something. ➢ Initial recommended spell repertoire (refer to Step 11): Fire & Thunderbolt, Radiance & Faerie.
[86-90]	➢ **(Theme 125)** ➢ **Wicker Man / Woman.** This is a creepy sacrificial druid, the kind that would exist if all of the Roman horror stories were true. He loves to keep the wilds pure by wiping out invaders, torturing them, feeding them to beasts, or maybe even eating them. He's not evil, just feral and protective. His favorite way of making sacrifices is to (spoiler) stuff victims into a wooden giant or juggernaut and set it on fire. ➢ Initial recommended spell repertoire (refer to Step 11): Blood & Vitae, Fire & Thunderbolt.
[91-95]	➢ **(Theme 126)**

	➢ **Willow Druid / Druidess.** This druid venerates the power of the willow spirits. The principles of the willow include water magic, quicksand magic, tree spirit summoning, traps, evasion, and enchanted sleep (typically brought about with mushroom powder applied to darts or thorns). ➢ Initial recommended spell repertoire (refer to Step 11): River & Pool, Tree & Plant Spirits.
[96-00]	➢ **(Theme 127)** ➢ **Yew Druid / Yew Druidess.** This druid worships the yew spirits. Principles of the yew tree include protection of evergreen forests, collecting spells and books, making wands and scrolls, and purifying evil or corrupted places. ➢ Initial recommended spell repertoire (refer to Step 11): Enchantment & Binding, Tree & Plant Spirits.

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- Fighter
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- Mage
- Monk
- Paladin
- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR FIGHTERS



Fighter themes mostly assume a weapon preference. If you like the concept, you can run with it — an archer, for example, would favor the long bow, short bow, and maybe a knife or javelin. But if you find this too constricting, you can then either choose a theme you like, or assume that the fighter *began* as this theme and then began to evolve away from it. This latter option can be amusing; for example, a trained archer who begins following buddies on dungeon expeditions will be constantly freaking out about melee, short-range encounters, lighting conditions, lines of sight and formations. In other

words, these themes can be used for role-playing opportunities instead of just weapon selection.

Roll 1d100, and refer to the following table.

[01-04]	➢ **(Theme 128)** ➢ **Amazon (Female Only).** This fighter comes from a matriarchal society. She always talks down to men, even her friends, simply because foreign men don't seem to know their place. She is fearless, swift, and probably an excellent archer.
[05-09]	➢ **(Theme 129)** ➢ **Archer or Crossbowman.** This fighter likes bows. Archers tend to be accustomed to indirect fire, and so in dungeons they might favor oil flasks and grenade-like weapons. Crossbowmen tend to favor fighting in formation (due to reload times), and may exhort their parties to fight in strict lines of battle instead of just running everywhere (and forcing ranged weapon users to fire into a wild melee where friendly targets might get hit.
[10-13]	➢ **(Theme 130)** ➢ **Armsman / Armswoman.** This fighter is equally comfortable with melee and ranged combat, but in hand-to-hand combat reveals a strong preference for pole arms, shield walls, and formation fighting. ➢ The fighting style Lord's Armsman is recommended.
[14-18]	➢ **(Theme 131)** ➢ **Axe Bearer.** This guy single-handedly puts the "hack" in hack-and-slash. He probably prefers to fight with no shield and either a battle axe or two hand axes, and is likely to keep a bandolier sheaf of throwing axes too. You know, just in case. ➢ The fighting style Axeman's Gear is recommended.
[19-22]	➢ **(Theme 132)** ➢ **Battler / Skull Crusher.** This fighter is in love crushing skulls with bludgeons. Preferably maces, but hammers, mauls, clubs, saps and blackjacks are good too. Blunt trauma is the *best* trauma. ➢ The fighting style Fist of Corynetes is recommended.

[23-27]	➢ **(Theme 133)** ➢ **Bodyguard / Protector.** This worthy fighter believes that an adventuring party can only succeed if the more vulnerable members are protected by cold steel. Usually, this means standing in front of magic-users and other spell slingers, but it also involves heroic acts such as fighting over the fallen body of an unconscious comrade, or pulling a friend out of a disastrous battle with a heroic fighting withdrawal.
[28-31]	➢ **(Theme 134)** ➢ **Brawler.** This fighter is more of a martial artist, pugilist, and / or wrestler. If your GM is willing to mix in some monkish ideals — none of the mysticism, but all of the light armor and martial arts tenets — you should certainly run with that. Otherwise, he will favor fist weapons, spiked bucklers, boot-tip blades (for kicks), lassos, subdual, choke-outs, and so forth.
[32-36]	➢ **(Theme 135)** ➢ **Challenger / Imperial Warrior.** This guy is very well-funded by his legion or by his family. In most games, that means a long bow and a two-handed sword. He dislikes shields, but doesn't mind heavy plate armor. His maxim is "Hold my ale, I'm going in swinging for maximum damage, you guys heal and cover me." It doesn't always go so well. ➢ The fighting style Imperial Regalia is recommended.
[37-40]	➢ **(Theme 136)** ➢ **Duelist.** This fighter is into one-on-one fights, and proving he's the best. He's the one who always charges the chieftain, shouts curses out the necromancer hiding behind his gnoles, or hunts down arch-villains to give them an angry preaching to before throwing down. As a variant, a less scrupulous duelist can be a bounty hunter, tracking down criminals and bringing them to justice … dead or alive.
[41-45]	➢ **(Theme 137)** ➢ **Fencer.** This agile fighter prefers a light, fast blade and a trusty shield. Instead of a long sword, he might favor a rapier, saber, or even a cutlass. If he's not a pirate, he's probably a swashbuckler, gentleman adventurer, and / or sailing captain.

	➢ The fighting style Sword and Board is recommended.
[46-49]	➢ **(Theme 138)** ➢ **Footman / Footwoman.** This uncompromising scrap fighter believes in both maximum damage and maximum protection. He probably carries a virtual arsenal, including a shield, sword, bow, throwing weapon, and a dagger in the boot. Plus a few extras. You know, in case he gets searched. If he can find a way to strap a spiked shield to his back, a great helm over a mail coif, and burning pitch applied to his blade, he'll do it. ➢ The fighting style Heavy Footman is recommended.
[50-54]	➢ **(Theme 139)** ➢ **Gladiator / Gladiatrix.** This fighter is either a mercenary professional, or a freed / escaped gladiatorial slave. He is the rare warrior who despises killing although he's probably the best at it. You can add a strong Roman theme if you like; there were dozens of gladiator types which you can choose from, and the background on some of them is quite fascinating. ➢ The fighting style Gladiator's Panoply is recommended.
[55-58]	➢ **(Theme 140)** ➢ **Guardsman / Guardswoman.** This fighter used to be a city or town guard. He's not only good at fighting, he's good at perceiving hidden objects, detecting lies, carrying heavy loads, and — to an extent — sneaking after bad guys. Your GM may decide that his alert presence reduces your party's chances of being surprised by 50%; however, if that's the case then the ability should be counter-balanced by a disadvantage (such as a phobia, -2 Charisma, or fear of a specific supernatural monster type).
[59-63]	➢ **(Theme 141)** ➢ **Hoplite.** This is a Greek-themed fighter. He prefers a spear, short sword and shield. Potential hoplite role-playing hooks include a preference for plumed helmets, spear grounding and waiting for enemy charges, devout loyalty, thriving on low rations or adverse conditions, and perhaps a hatred of legionnaires (below). ➢ The fighting style Spartan Regalia is recommended.

[64-67]	➢ **(Theme 142)** ➢ **Legionnaire.** This is a Roman-themed fighter. He prefers a large shield, breastplate, sword and spear (or javelins, or *plumbata* darts). Potential legionnaire role-playing hooks include fatalistic gravitas, abhorrence of chaos (as an ethos), stern discipline, and strict obedience to a leader.
[68-72]	➢ **(Theme 143)** ➢ **Man-at-Arms / Woman-at-Arms.** This is an interesting fighter, because he used to be one of the spear carriers who would fight to protect adventuring NPCs in dungeons while they all treated him like crap. He will be very brave, poor, perhaps a little stupid (or is it an act?), and fun to role-play. He will always be rolling his eyes, shaking his head (while not being watched), muttering under his breath, or randomly coming up with an ingenious plan while all of the other players are arguing like idiots.
[73-78]	➢ **(Theme 144)** ➢ **Mercenary Skirmisher.** This lightly-armored fighter prefers hiding, tracking, speed, low encumbrance, scouting, and ranged combat whenever possible. He prefers slings, thrown weapons, and the occasional bow and arrow. For role-playing, he will excel in reconnaissance, flanking attacks ("let's lead them through these six mapped rooms and then circle back and hit them from behind"), improvised missiles and hit and run tactics. ➢ The fighting style Tunnel Runner's Gear is recommended.
[79-82]	➢ **(Theme 145)** ➢ **Sentry.** This fighter is very similar to a guardsman, but he was more of a personal guard for a wealthy NPC. He is used to standing vigil alone for long periods of time. He doesn't work well with conflicting orders, but excels in dealing with darkness, stealth, laying ambushes or attacking from cover. He is likely to have the same alertness ability of a guardsman as well.



[83-86]	➢ **(Theme 146)** ➢ **Sergeant.** This fighter makes a lifelong habit out of hiring and leading platoons of men-at-arms, and the men idolize him. He

	talks about shitting in flooded trenches during a 72-hour siege, eating raw toads, and arm wrestling with badgerbears. He always takes damage while he fights alongside his men, who still think he's immortal. He loves the smell of flaming oil in the morning. It smells like victory. ➢ The fighting style Captain's Pride is recommended.
[87-90]	➢ **(Theme 147)** ➢ **Shield Bearer / Defender.** This protective fighter is all about the heavy armor. If he has to choose between chain mail and a two-handed sword, or plate mail and a rusty knife and shield, he'll take the knife every time. He occasionally acts as a bodyguard (above), but his sense of self-preservation is much higher. He loves one-handed weapons, shield slams, great helms and fighting in close formation.
[91-95]	➢ **(Theme 148)** ➢ **Trophy Hunter / Trophy Huntress.** This fighter kills things to collect their body parts. He's similar to a big game hunter, except that "big" can mean "any size of monster" and "game" can mean "anything that's in my way." If he gains treasure, he instantly puts it toward building a trophy hall filled with stuffed bears, beheaded dragons, giant skulls and ogre testicles. Ew. P.S.: Alchemists, mages, and any others who need material spell components absolutely love this guy. ➢ The fighting style Onslaught is recommended.
[96-00]	➢ **(Theme 149)** ➢ **Tunnel Soldier / Trooper.** This fighter only wants to fight. Preferably underground. He doesn't want to think, make decisions, parley or talk about the weather. He doesn't care if you like how he smells. And if you want him to carry something, he's going to carry his own ass into battle as long as you're giving the orders and fighting alongside him. Play him as mute, deaf, and obsessed with caves, dirt, and tunnel crawling for extra points.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

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- If you are not creating a spell caster, click here to proceed to Part 6

Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

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- Barbarian
- Bard
- Cleric
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- Fighter
- Illusionist
- Mage
- Monk
- Paladin
- Ranger
- Thief

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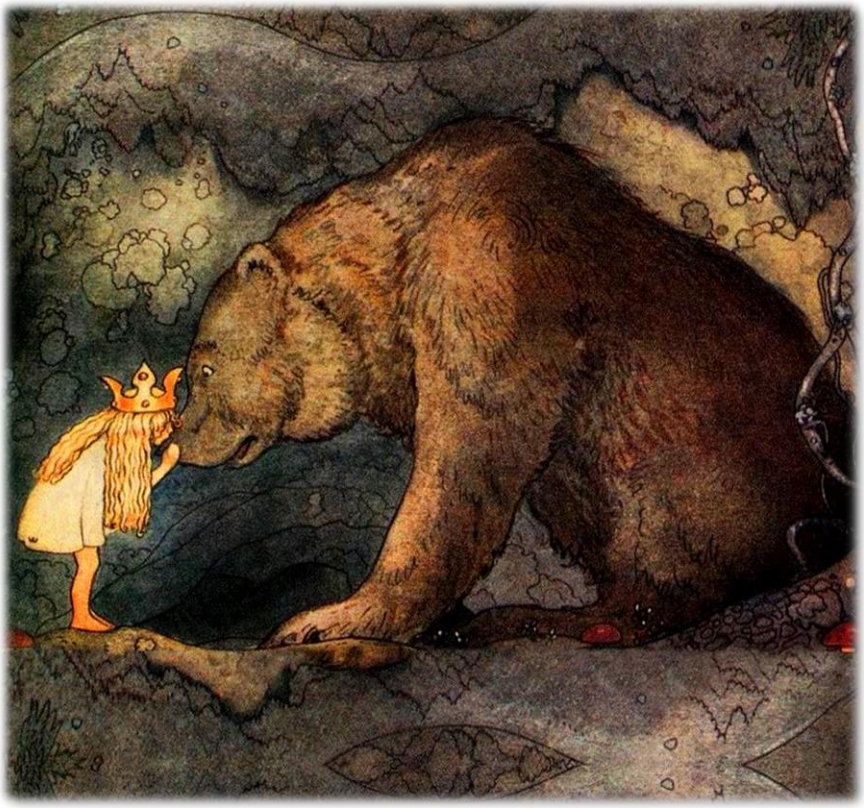
THEMES AND LEVEL TITLES FOR ILLUSIONISTS

Roll 1d100, and refer to the following table. (Initial recommended spell repertoires are described later in this volume.)

[01-04]	➢ **(Theme 150)** ➢ **Astral Walker.** This illusionist is reveres the sky, astral plane, stars, mists, and astral phenomenon both mundane (rainbows) and magical (wind-woven dimensional gates). ➢ Initial recommended spell repertoire (refer to Step 11): Mists & Cloud Shaping, Prismatic Wonders.
[05-09]	➢ **(Theme 151)**

	➢ **Beguiler.** This illusionist is only happy when he is baffling people, and making them wonder about the nature of reality. He is similar to a stage magician, but darker and more sinister in nature (perhaps consider Lord of Illusions by Barker). ➢ Initial recommended spell repertoire (refer to Step 11): Beguiling & Enlightenment, Shadowry & Mirrors.
[10-13]	➢ **(Theme 152)** ➢ **Chaos Bringer.** This creepy illusionist believes that our world is the shadow of a truer world, and that our truer selves are shadow creatures who need to break into this world to liberate us as their reflections. Probably not exactly sane. ➢ Initial recommended spell repertoire (refer to Step 11): Shadow Summoning, Voice Throwing & Mimicry.
[14-17]	➢ **(Theme 153)** ➢ **Charlatan.** Similar to a Beguiler, but this illusionist wants to rob people, sell them crap (such as snake oil potions) or infiltrate a castle and pretend he's the king for a day. The treasury will probably be fairly empty on that day … ➢ Initial recommended spell repertoire (refer to Step 11): Veils & Face Dancing, Voice Throwing & Mimicry.
[18-21]	➢ **(Theme 154)** ➢ **Charmer.** Similar to a beguiler, above, but he focuses on light and optimism instead of darkness and despair. He needs to be loved, or at least marveled at. ➢ Initial recommended spell repertoire (refer to Step 11): Beguiling & Enlightenment, Prismatic Wonders.
[22-26]	➢ **(Theme 155)** ➢ **Crystal Gazer / Prism Gazer.** This illusionist believes that illusions hide the truer nature of reality. He adores crystals, gems, reflections, and magical light … all of which further his studies. ➢ Initial recommended spell repertoire (refer to Step 11): Arcane Deduction, Prismatic Wonders.
[27-30]	➢ **(Theme 156)** ➢ **Deceiver.** This illusionist is similar to a charlatan, but he acts on a more personal level. He wants to replace a rival to take a new

	lover under the rival's guise, steal an identity, or beat a doppelganger and its own tricks. His role-playing hooks are long-term memory, vengeance, misplaced desires and an unforgiving nature. ➢ Initial recommended spell repertoire (refer to Step 11): Beguiling & Enlightenment, Veils & Face Dancing.
[31-35]	➢ **(Theme 157)** ➢ **Deluder.** This chaos-driven, or madness-driven, illusionist wants to change the collective minds of society so that the populace is ready for a great change in the cosmic order. They sow chaos, confusion, conduct mass hallucinations, and garble communication between powerful people. They consort with monsters who ally with their cause, and kill the rest. In my own campaign, these disturbing individuals are disciples of the King in Yellow. ➢ Initial recommended spell repertoire (refer to Step 11): Shadowry & Mirrors, Veils & Face Dancing.



[36-39]	➢ **(Theme 158)** ➢ **Dreamer / Dreamlander.** This illusionist belongs to the school of Randolph Carter; he wants only to visit, explore, and eventually live in H. P. Lovecraft's Dreamlands. He studies the nature of dreams, daydreams, nightmares, and dimensional realities as he prepares to make his ultimate transition to dream-life many years from now. ➢ Initial recommended spell repertoire (refer to Step 11): Mists & Cloud Shaping, Shadow Summoning.
[40-44]	➢ **(Theme 159)** ➢ **Dungeon Haunter.** This illusionist is a master treasure hunter and monster slayer. He focuses on supporting his party with summoned shadow monsters and illusions, and using voice throwing to create diversions and chances for ambush. He chooses illusions that terrify monsters — patriarchs, paladin lords, troops of elven archers, and so forth.
[45-48]	➢ **(Theme 160)** ➢ **Eidolon / Visionary.** This illusionist is a conceptual visionary. He uses illusions in creative ways, attempting to create GM-challenging inventions such as moving paintings, illusory pits and doors, bottomless pits which lead only into solid stone, and so forth. A good choice for thinking players. ➢ Initial recommended spell repertoire (refer to Step 11): Arcane Deduction, Mists & Cloud Shaping.
[49-53]	➢ **(Theme 161)** ➢ **Enthraller.** This illusionist likes to be served. He wants to mind control followers, henchmen, bodyguards, manservants, and even face-warped imposters which carry his own image. He wants the entire world to look like him, and to serve him. He is a frustrating yet valuable ally. ➢ Initial recommended spell repertoire (refer to Step 11): Beguiling & Enlightenment.
[55-57]	➢ **(Theme 162)** ➢ **Ethereal Wanderer.** Similar to an astral walker, but this illusionist is fascinated by the ethereal plane, planar travel, cloud

	castles, and accelerated journeys. He is a voyager, who uses the powers of illusion to explore the world(s) as quickly and as distantly as possible. ➢ Initial recommended spell repertoire (refer to Step 11): Arcane Deduction, Mists & Cloud Shaping.
[58-62]	➢ **(Theme 163)** ➢ **Face Dancer.** This illusionist is a human doppelganger. He enjoys disguise, misdirection, stealing passwords and information, infiltration, impersonation, and identity assumption. He probably has a huge heist in mind, eventually; but no one can guess what it might be. ➢ Initial recommended spell repertoire (refer to Step 11): Veils & Face Dancing.
[63-67]	➢ **(Theme 164)** ➢ **Hypnotist / Mesmerist.** This illusionist wants secrets, lore, and information; but he wants to do it with as little violence and as much subtlety as possible. His favorite movie (in an alternate world and time) is Inception. He loves mind reading, dream pulling, hypnotism, and hypnotic suggestion. ➢ Initial recommended spell repertoire (refer to Step 11): Beguiling & Enlightenment.
[68-72]	➢ **(Theme 165)** ➢ **Labyrinth Threader.** This illusionist prefers to hunt in dungeons for treasure and arcane knowledge. However, unlike the dungeon haunter he does not enjoy confrontation. He prefers magical stealth, scouting, and illusions which make traversing dungeons easier (such as creating a door for an orcish patrol to go through, while he takes the real door elsewhere). ➢ Initial recommended spell repertoire (refer to Step 11): Arcane Deduction, Shadowry & Mirrors.
[73-77]	➢ **(Theme 166)** ➢ **Masquer:** This illusionist is enthralled by high society, nobility, caravans, faires, and religious festivals. He is almost always masked, either with a real mask — the plague doctor visage being a favorite — or an illusory fantastical face. His illusions tend to be flamboyant, such as flying lions, juggled fires, rings of

	shadow magic and so forth. When he's angry, these gaudy tricks turn deadly. ➢ Initial recommended spell repertoire (refer to Step 11): Shadowry & Mirrors, Veils & Face Dancing.
[78-82]	➢ **(Theme (167)** ➢ **Mist Weaver / Veilist.** This illusionist is all about mist, fog, haze, grounded clouds, and even poisonous vapors. He is enthralled by the idea of the elemental planes of air and water, and is also interested in exploring faerie land and shadowland (see the dreamer theme for a similar longing). ➢ Initial recommended spell repertoire (refer to Step 11): Mists & Cloud Shaping.
[83-87]	➢ **(Theme 168)** ➢ **Phantasmagorian / Spectralist.** This illusionist is a haunted haunter, a Gothic magician who frightens himself and others with illusions of the macabre. He is fascinated by undead and also repelled by them. He has a bit of Edgar Allan Poe, Roderick Usher, and Vincent Price in his psyche. His ghost illusions and shadow creatures are terrifying and unparalleled. ➢ Initial recommended spell repertoire (refer to Step 11): Shadowry & Mirrors, Voice Throwing & Mimicry.
[88-94]	➢ **(Theme 169)** ➢ **Shadow Summoner / Shadow Weaver.** This illusionist is similar to a dungeon haunter, but he is less aggressive, and more cautious. He much prefers urban and wilderness adventures to dungeon crawls, and uses his shadows and illusions to protect himself and his friends. ➢ Initial recommended spell repertoire (refer to Step 11): Shadow Summoning.
[95-00]	➢ **(Theme 170)** ➢ **Wish Bringer / Nightmare Bringer.** This eccentric, capricious, and somewhat childlike illusionist is a depressed former idealist. He uses his illusions to make other people happy. When forced to violence, however, he can use terrifying forces to destroy his foes. Think Willy Wonka, crossed with Doctor Jekyll and Mister Hyde.

	➢ Initial recommended spell repertoire (refer to Step 11): Arcane Deduction, Beguiling & Enlightenment.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

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Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

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- Cleric
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- Fighter
- Illusionist
- Mage
- Monk
- Paladin
- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR MAGES



Roll 1d100, and refer to the following table. (Initial recommended spell repertoires are described later in this volume.)

[01-05]	➢ **(Theme 171)** ➢ **Abjurer.** This mage is either a hypochondriac scaredy-cat, or a noble defender of his friends. In either instance, he has chosen

	to specialize in abjuration and protective magics. He avoids danger whenever possible, but always seems to be in imminent danger … ➢ Initial recommended spell repertoire (refer to Step 11): Abjuration & Protection.
[06-09]	➢ **(Theme 172)** ➢ **Aeromancer / Wind Mage.** This mage is fascinated by air magic, and studies winds, the sky, mountain peaks, and the elemental plane of air. ➢ Initial recommended spell repertoire (refer to Step 11): Aeromancy & Wind Mastery.
[10-14]	➢ **(Theme 173)** ➢ **Apprentice / Neophyte.** This mage is a plucky neophyte who is out way past his bedtime. He's likely a teenage prodigy, sneaking out with the big people on daring adventurers; or, he's an orphan "adopted" by the party. He's basically fearless, but due to his youth and small size his ability scores are modified: -1 STR, +1 DEX, -1 CON, +1 INT, -1 WIS, +1 CHA.
[15-19]	➢ **(Theme 174)** ➢ **Arcane Scribe.** This mage is a bibliophile, a collector, and an antiquarian. His life revolves around decrypting riddles, deciphering old maps, and writing down as many spells as possible. He can — when he gains some experience — create magic scrolls with half the normal required time and gold investments, but he can never learn how to make potions (which simply do not interest him). ➢ Initial recommended spell repertoire (refer to Step 11): Divination & Lore Mastery.
[20-24]	➢ **(Theme 175)** ➢ **Astrologer.** This is the classic wizard in a robe, with a pointy hat, newfangled spectacles and an owl familiar. He is a diviner and sky master by trade, and he knows everything there is to know about the stars … particularly as they relate to both dimensional gates and zodiacal prophecy. After he gets over the adventuring life, he will settle down as some noblewoman's advisor.

	➢ Initial recommended spell repertoire (refer to Step 11): Aeromancy & Wind Mastery, Divination & Lore Mastery.
[25-29]	➢ **(Theme 176)** ➢ **Cabalist.** This eerie mage belongs to a necromantic secret society. He belongs to Kubrick's Eyes Wide Shut conspiracy in another world. They have dire plots to be hatched, which involve resurrecting a dead (anti-?) hero, summoning a demon lord and controlling it (ha!), achieving supremacy through sensual indulgence, or overthrowing the king and replacing him with Hastur the Unspeakable. He's not a nice guy, but he has fascinating friends, and oh does he throw the best magical parties. ➢ Initial recommended spell repertoire (refer to Step 11): Illusions & Trickery, Necromancy & Death Magic.
[30-34]	➢ **(Theme 177)** ➢ **Chiromancer.** This shady mage has a daytime business: he's a crystal ball scryer, palm reader and fortune teller. He does business out of a Professor Marvel wagon so he can leave quickly when the law or questions or angry clients get too prickly. His real business involves stealing secrets out of people — typically with ESP, hypnotism, and detection spells — and then either acting on the information, going on a quest with the information, or selling the information to thieves. ➢ Initial recommended spell repertoire (refer to Step 11): Divination & Lore Mastery.
[35-39]	➢ **(Theme 178)** ➢ **Diabolist / Demonologist.** This evil mage consorts with demons or devils, depending on alignment. He wants infernal power at all costs, and will probably become a lich in later life … if he survives that long. An interesting twist on the trope is a neutral diabolist, who thinks he's still a good guy but is slowly falling to the dark side because he cannot control his appetite for power at all costs. His friends might be able to save him, or not. ➢ Initial recommended spell repertoire (refer to Step 11): Evocation of Violent Forces, Necromancy & Death Magic.



[40-43]	➢ **(Theme 179)** ➢ **Dread Mage.** This evil or neutral mage is rather twisted. He enjoys contorting his enemies, impaling them, burning them to a crisp or polymorphing them into mice so his cat familiar can feast upon him. His goal in life is to kill someone worth killing, in the most bizarre way imaginable. ➢ Initial recommended spell repertoire (refer to Step 11): Alteration of Flesh & Body Warping, Evocation of Violent Forces.
[44-47]	➢ **(Theme 180)** ➢ **Dweomer Crafter / Transmuter.** This mage is obsessed with inanimate objects and their properties. He wants to turn lead into gold, create glass-steel, find a recipe for cold adamantite forging, and create an iron golem. He's an ambitious materials inventor of sorts, and probably wears a pair of haphazardly-fashioned micro-vision safety goggles. ➢ Initial recommended spell repertoire (refer to Step 11): Alteration of Objects & Transmutation, Geomancy & Metal Mastery.
[48-51]	➢ **(Theme 181)** ➢ **Earth Mage / Geomancer.** This is a netherworld and dungeon mage, who has a gift for casting earth-, stone- and metal-themed spells. He is obsessed with precious metals and jewels, particularly for their reagent properties. His ultimate goal is likely to create a tower or castle of his own, guarded by living statues, juggernauts, earth elementals and a stone golem. ➢ Initial recommended spell repertoire (refer to Step 11): Geomancy & Metal Mastery.
[52-55]	➢ **(Theme 182)** ➢ **Elementalist.** This mage is fascinated by the elemental planes, but he is too curious and adventurous to specialize. He loves air, earth, fire and water spells. Although interested in knowledge, he's even more interested in acquiring more spells and going on planar jaunts in the future.

	➢ Initial recommended spell repertoire (refer to Step 11): Aeromancy & Wind Master, Geomancy & Metal Mastery, Hydromancy & Frost Mastery, Pyromancy & Lightning Mastery.
[56-60]	➢ **(Theme 183)** ➢ **Eyebiter.** This mage enjoys giving people the (magical!) evil eye. He inflicts curses, causes diseases, and causes fear and insanity. As a game advantage, he can cast spells that have a vocal component without using his voice, as long as can make eye contact. (This makes him quite dangerous if he is sneaking around, surreptitiously casting spells in a city, or captured.) As a downside, due to his cursed nature spells which have a material component have a 3% chance of fizzling with no effect. ➢ Initial recommended spell repertoire (refer to Step 11): Alteration of Perception & Mind Warping, Necromancy & Death Magic.
[61-64]	➢ **(Theme 184)** ➢ **Fire Mage / Pyrologist.** For the player who only knows how to play mages who cast lightning bolt and fireball, here he is: the wizard obsessed with burning hands, fire magic, oil flasks, and blowing things up. For role-playing purposes, he is fascinated by the concepts of burnt offerings (contacting other planes with burning sacrifices), ifrit summoning, and the elemental plane of fire. ➢ Initial recommended spell repertoire (refer to Step 11): Pyromancy & Lightning Mastery.
[65-68]	➢ **(Theme 185)** ➢ **Frost Mage / Hydromancer.** The lifelong rival of the pyrologist, the frost mage focuses on the mastery of water magic, ice magic, underwater adventures, sea voyages, and the elemental plane of water. ➢ Initial recommended spell repertoire (refer to Step 11): Hydromancy & Frost Mastery.



[69-72]	➢ **(Theme 186)** ➢ **Hexer / Vexer.** This mage is interested in foiling his foes, but without necessarily killing them. He enjoys polymorphing them into toads, confusing them, tripping them, terrifying theme, paralyzing them, and perhaps (when necessary) even turning them into stone. If he is a bumbling apologetic pacifist for role-playing purposes, all the better. ➢ Initial recommended spell repertoire (refer to Step 11): Alteration of Essences & Energy Warping, Alteration of Person & Aura Warping.
[73-76]	➢ **(Theme 187)**

	➢ **Incantatrix.** This mage revels in magical duels. He loves spell slinging, wand combat, counterspells, and prismatic shields. His favorite enemies are evil wizards, liches, demons, devils, and Eyes of Azathoth. Strangely, 90% of incantatrixes never make it to high level, and those that do tend to have powerful allies. A good choice for a player who likes to play "on the edge."
[77-80]	➢ **(Theme 188)** ➢ **Invoker / Spell-Slinger.** In contrast to the dweomer crafter, this mage finds satisfaction in making something out of nothing. He creates magical shields, fireballs, and so forth. If it pops out of thin air, he loves it. If it's just an alteration of an existing object, bah! That's just for amateurs. ➢ Initial recommended spell repertoire (refer to Step 11): Evocation of Passive Forces, Evocation of Violent Forces.
[81-84]	➢ **(Theme 189)** ➢ **Occultist.** This good or neutral antiquarian-mage, unlike a diabolist, enjoys dabbling in the dark side and then stepping back from the edge. He is fascinated by infernal powers and black magic, but his strong moral center (or faith) keeps him from becoming evil. He might raise the dead, but only to speak with / question then, and then he will annihilate them once again. Until the next time … ➢ Initial recommended spell repertoire (refer to Step 11): Divination & Lore Mastery, Necromancy & Death Magic.
[85-88]	➢ **(Theme 190)** ➢ **Preceptor.** This mage hates to adventure alone. At the first opportunity, he hires level 1 magic-using henchmen to serve as his apprentices. He tends to go through apprentices like a doctor goes through disposable bandages, but he means well. Sorry for all the bloody mess. Every once in a while, a particularly promising apprentice makes it to level 2.
[89-93]	➢ **(Theme 191)** ➢ **Savant.** This wise wizard is a sage-mage. He collects books, scrolls, information, code words, runes, languages, old maps, and especially trivia. The only reason he is adventuring is because he doesn't yet know enough about the world to retire as

	a full-time sage. He's getting there, one lost city and one arcane treasure trove at a time. ➢ Initial recommended spell repertoire (refer to Step 11): Divination & Lore Mastery.



[94-00]	➢ **(Theme 192)** ➢ **Summoner.** This mage is similar to a preceptor, but instead of surrounding himself with flesh-and-blood students he prefers to be protected by illusions, automatons and summoned monsters. Virtually all of his memorized spells — once he gets past the cantrip stage — involve monster summoning. This is the guy who is usually being followed by a tame basilisk, three giant beetles, and a troupe of limping goblins. ➢ Initial recommended spell repertoire (refer to Step 11): Conjuration & Summoning.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

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- Mage
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- Paladin
- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR MONKS

Roll 1d100, and refer to the following table.

[01-07]	➢ **(Theme 193)** ➢ **Calcitro.** This surprising monk draws martial energy, and makes psychic attacks, using the Wyrding Way of battle shouts, throat vocalizations and words of power. He's rather dismaying to fight, as it sounds like you're about to be punched by an angry swarm of cicadas. ➢ The fighting style Purity is recommended.
[08-14]	➢ **(Theme 194)** ➢ **Crossbow Sharpshooter.** Instead of relying on stealth, martial arts and psychic powers, this monk is also an excellent shot. Enemies never know quite how to deal with him, since he insists on staying at range for as long as possible and then drops his weapon for deadly hand-to-hand combat when necessary. ➢ The fighting styles Arcs of Power, Inferiors' Peril, Master's Fists and Passive Dominance are recommended.
[15-21]	➢ **(Theme 195)** ➢ **Dark Initiate / Shadow Fighter.** This monk is evil, likes to hurt people, and focuses on the use of a combination of weapons, psychic attacks, burning oil and poison. Ambushes from darkness are considered ideal.
[22-28]	➢ **(Theme 196)** ➢ **Drunken Boxer.** This monk uses a stumbling, powerful style to keep his foes off-balance with strange movements and unexpected changes of momentum. In game terms, he is +1 to hit and damage while unarmed, but also suffers -1 to Armor Class. The bonus and penalty are negated when he fights with weapons.

	➢ The fighting style Purity is recommended.
[29-34]	➢ **(Theme 197)** ➢ **Knife Thrower.** This monk looks like an iron porcupine. He is covered in bandoliers and knife sheaths; monks who carry 20 or even 30 knives at a time are not uncommon. He uses them to keep enemies at range, and then resorts to weaponless combat when things go hand-to-hand. ➢ The fighting style Arcs of Power is recommended.
[35-40]	➢ **(Theme 206)** ➢ **Lost Shinto-Ryu Master.** This Japanese-themed monk is only loosely based on reality, because FRPG monks typically don't use swords. He is probably a master of axes, knives, and pole arms. ➢ The fighting style Iron Will or Strangers' Bane is recommended.
[41-46]	➢ **(Theme 198)** ➢ **Luctator / Wrestler.** This monk is not a puncher or a kicker; he is a highly trained wrestler. He favors overbearing attacks, charges, pinning, throws, and strangleholds. These maneuvers do a normal amount of damage, but the style is completely unexpected … especially be well-armored targets who find their armor is used against them. ➢ The fighting style Purity is recommended.
[47-52]	➢ **(Theme 199)** ➢ **Martial Artist / Sparring Master.** This is a classic fighting monk. He favors weaponless combat, but is a master of many weapons as well. Stealth, thieving skills and psychic powers are not nearly as favored; he likes to get his fists and feet dirty. He probably has a serene yet fierce code of honor. ➢ The fighting style Purity is recommended.
[53-58]	➢ **(Theme 200)** ➢ **Pankrator.** This is a brutal Greek-themed monk, trained in the art of *Pankration* wrestling. Punching and overbearing are favored, but any dirty trick outside of biting or eye-gouging x—x including choking, finger breaking, and genital smashing x—x is completely fair game. Victims of this monk will likely be an ugly mess. For added flavor, you can have your monk running

	around with oiled skin, a loincloth, a backpack full of dungeoneering equipment, and little else. ➢ The fighting style Purity is recommended.
[59-64]	➢ **(Theme 201)** ➢ **Percussor / Stick Fighter.** This monk loves using bludgeons. Staves and bos are fine, but clubs, hammers, and throwing sticks are preferred. A significant strength is the ability to improvise a weapon out of virtually anything; in a prisoner situation, tavern brawl, or a place where weapons are confiscated, only the percussor is going to be fully armed. ➢ The fighting style Extended Palms is recommended.
[65-70]	➢ **(Theme 202)** ➢ **Psychic Warrior.** This monk is either a spy, a psionicist, or a serene mystic. Whatever his style, he only fights physically as a last resort. He prefers mind games, psychic attacks, stealth, lock picking, and sneaking through enemy fortresses (much like Obi-Wan Kenobi on the Death Star).
[71-76]	➢ **(Theme 203)** ➢ **Pugilist / Pycta.** This monk loves to fight with his fists. Instead of kicks and grappling, he will favor fist enhancements such as brass knuckles, tiger claws, or even poisoned steel fingernails. He believes that he only truly defeats his opponents, and drains their essence, if he kills them with his palms and fingers. ➢ The fighting style Purity is recommended.
[77-82]	➢ **(Theme 204)** ➢ **Quarterstaff Fighter.** Much like a non-Jedi disciple of the Force, this monk prefers to fight with his "walking stick." It is a deadly weapon that also allows him to pole vault, search for traps, climb corner walls, and so forth. ➢ The fighting style Peace of Mind is recommended.
[83-88]	➢ **(Theme 205)** ➢ **Shaolin Monk.** This monk is a guardian of the fallen Shaolin Temple. You can base this as much, or as little, on Earth's history and legendry as you like. They are renowned for their endurance, balance, and ability to fight better-armed opponents.

	➢ The fighting style Iron Fury is recommended.
[89-94]	➢ **(Theme 207)** ➢ **Spear Master.** This monk prefers ranged combat, but at closer ranges than a crossbow specialist. He is a deadly dungeon and tunnel fighter, and has probably trained for years to excel in underground combat. ➢ The fighting styles Inferiors' Peril and Strangers' Bane are recommended.
[95-00]	➢ **(Theme 208)** ➢ **Wandering Mystic.** This philosophical combat monk is a loner, or an exile. He walks the earth. You know, righting wrongs and going on adventures. He's basically a bum. ➢ The fighting styles Others' Doubts and Peace of Mind are recommended.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

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- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR PALADINS



Roll 1d100, and refer to the following table.

[01-05]	➢ **(Theme 209)** ➢ **Armiger.** This paladin belongs to a noble family, or perhaps even a downtrodden once-noble family that is still allowed an armorial crest out of respect. He has a proud and storied familial coat of arms, which means that he has lots of allies and enemies he has never even met. If you're playing an armiger, you can ask the GM twice per game session to reroll the reaction dice for any human or demi-human encounter; but you must abide by the second result, even if it is worse than the first.
[06-11]	➢ **(Theme 210)** ➢ **Banner Bearer / Signifer.** Similar to an armiger, but this paladin's family has the proud heritage of an Oriflamme or similar battle banner. The banner must be carried by the paladin to be effective, which means carrying only a one-handed weapon and no shield. All NPC allies in sight of the banner have +1 to their to hit, damage, and morale dice. However, all enemies in

	sight of the banner will tend to focus their attacks on the paladin at least 25% of the time. As a result, this paladin hires men-at-arms and has lots of henchmen. This could be wonderful, or terrible … (Have fun with the tribe of 300 hobgoblins.)
[12-16]	➢ **(Theme 211)** ➢ **Black Knight.** This morose, mysterious knight hides his coat of arms for some reason. His family may be shamed, or he is acting against his lord's wishes, or he is on a quest for vengeance against evil where he suspects he may fall from (alignment) grace. He's a moody brooding guy, and pretty grim as far as paladins go.
[17-22]	➢ **Theme (212)** ➢ **Cataphract.** This is a Roman- or Byzantine-themed paladin. He probably hates barbarians, carries a dragon banner, wears the heaviest armor possible, rides around on a warhorse in barding, and prefers battles against terrible odds. ➢ The fighting style Knight of the Sword is recommended.
[23-27]	➢ **(Theme 213)** ➢ **Defiant.** This paladin doesn't give a flying f**k if ranged weapons are considered unchivalrous. He's not engaging in chivalry with evil monsters, he's kicking their asses. He carries the finest ranged weapons possible. ➢ The fighting style Knight of the Hunt is recommended.
[28-33]	➢ **(Theme 214)** ➢ **Green Knight.** This paladin prefers the wilds and borderlands. He protects villages and woodsmen, duels with patrolling knights from other kingdoms, hunts dragons and seeks out ruined demonic temples to purify. Dungeons are acceptable fighting places, but the wilderness is where he's truly happy. He is likely allied with rangers.
[34-38]	➢ **(Theme 215)** ➢ **Heir of Law.** This paladin upholds the tenets of law, while the tenets of good are considered secondary. This means that he focuses on chaotic evil opponents, especially demons, dragons and humanoids. He feels that Chaos (in general) is a disease, and

	even chaotic good friends sometimes make him uncomfortable with their behavior.
[39-44]	➢ **(Theme 216)** ➢ **Heir to the Light.** This paladin upholds the ideals of good, while the rules of law are considered secondary. This means that he focuses less on destroying evil, and more on protecting good-aligned friends and strangers. He is very companionable, and even good-aligned thieves will likely receive a smile and blind eye from time to time … if they are springing traps and locks in the name of good, of course. ➢ The fighting style Holy Redoubt is recommended.
[45-49]	➢ **(Theme 217)** ➢ **Heir of Mercy.** This grim paladin believes that his enemies are not truly purified until their heads are removed from their bodies … preferably after a killing blow, but otherwise after death. He usually does his grisly and noble work with an enormous axe. Blood-spattered armor, rather than shining plate, is considered proof of a day well spent. Paladins can be scary sometimes. ➢ The fighting style Sacred Executioner is recommended.
[50-55]	➢ **(Theme 218)** ➢ **Heir to the Oath.** This is a temple paladin, who works and fights closely with clerics of his deity. He goes on quests for the temple, and even commands cleric NPCs in battle. As can be imagined, he is a sworn enemy of the undead above all other enemies. ➢ The fighting style Knight Templar is recommended.
[56-60]	➢ **(Theme 219)** ➢ **Heir of Vengeance.** This paladin does not believe in shields. Two-handed melee weapons are where it's at. He strides in fearlessly, he slays. He gains advantage when rolling melee damage against evil targets, which means the damage is rolled twice, and the higher result is always taken. Unfortunately, when fighting in this vengeance mode, he also suffers a -2 penalty to Armor Class. He just doesn't care about getting hit while he's cleaving his foes in two. ➢ The fighting style Demon Slayer is recommended.

[61-66]	➢ **(Theme 220)** ➢ **Herald of Arms.** This paladin is a messenger, assistant to a lord, runner, and proud fighter of either a knightly order or a city state. He is usually found leading men-at-arms into battle.
[67-71]	➢ **(Theme 221)** ➢ **Horseman.** This paladin is mounted whenever possible. He is an excellent judge of steeds, and any horse he chooses to purchase will have maximum hit points. At higher experience levels, this skill will also apply to purchased subdued monster mounts and even his own warhorse. Unfortunately, off the saddle he's like a fish out of water, and he suffers a permanent -1 penalty to his walking and running movement rate.
[72-76]	➢ **(Theme 222)** ➢ **Jouster / Lancer.** Whenever he is not combatting evil, this paladin is training, or participating in jousts or tournaments (including Grand Melees on foot). He's usually wounded, or at least battered. He is a lord's favorite champion, but he is also notoriously easy to sway with cheers, taunts, or even blown kisses. ➢ The fighting style Regal Lancer or Lancer Imperious is recommended.



[77-81]	➢ **(Theme 223)** ➢ **Knight in Exile.** This knight has strange friends (adventurers), because he is an outcast from his order. He either left out of perceived dishonor, or was framed, or is protecting a friend by living a lie and taking the fall for someone. He is uncomfortable around over paladins, knights and cavaliers, and he does not use a coat of arms. He walks and rides a very different path which "normal" paladins will never understand. ➢ The fighting style Knight Hospitaller is recommended.
[82-86]	➢ **Theme (224)** ➢ **Lionheart.** This is an iconic English-themed paladin. He is always going on quests and crusades. He is chivalrous to a fault, but intolerant of all worshippers and deities who are not lawful good. He enjoys a +2 Charisma bonus in his own home realm, and a -1 Charisma penalty — he's really a stubborn butthead sometimes — everywhere else.



[87-93]	➢ **(Theme 225)** ➢ **Ritter.** This is a Germanic-themed paladin. He is very familiar with haunted forests, civil wars and squabbles, and helping the downtrodden. He is fearless, but quite nationalistic as well. He raises war dogs and battle mastiffs that fight alongside him. You can see him in Albrecht Durer's Knight, Death and the Devil.
[94-00]	➢ **(Theme 226)** ➢ **Squire of the Dragon.** This paladin (and his ancestral family, for generations) protects lawful good dragons, and furthers their purposes. Naturally, his arch-enemies are evil dragons and humanoids. He may be quite isolated, and does not necessarily communicate well with "normal" people.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

- If you are creating a spell caster, click here to proceed to Part 5
- If you are not creating a spell caster, click here to proceed to Part 6

Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

- Assassin
- Barbarian
- Bard
- Cleric
- Druid
- Fighter
- Illusionist
- Mage
- Monk
- Paladin
- Ranger
- Thief

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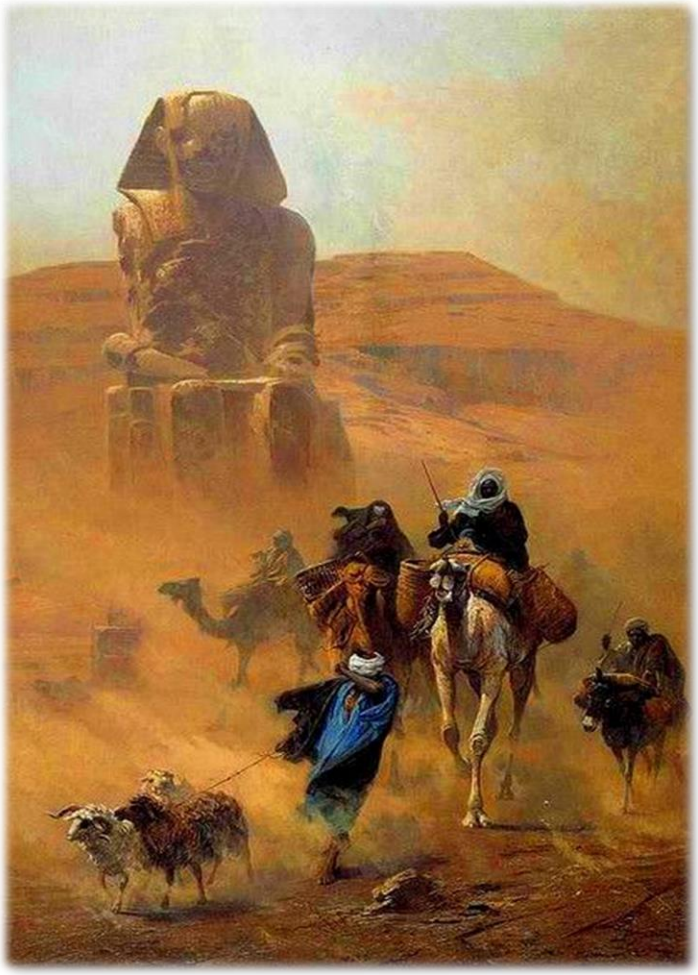
THEMES AND LEVEL TITLES FOR RANGERS



Roll 1d100, and refer to the following table.

[01-07]	➢ **(Theme 227)** ➢ **Bounder.** This ranger protects the halfling shires. He loves their food, music, comforts, and probably their smokeweed as well.

	His enemies by default are typically humanoids, but can also be trolls, badgerbears, manticores, dragons, and similar horrors. He is well-suited to living in the hills and forests, and is good at finding caves and crawling into small places. ➢ The fighting style Bounder's Barbs is recommended.
[08-14]	➢ **(Theme 228)** ➢ **Desert Stalker.** This ranger is a wasteland warrior, hunter and tracker. His skills include sandstorm avoidance, tomb crawling, water finding and shelter building. His enemies include cultists, minions of Set, giant scorpions, jackal men, and so forth. He probably dashingly handsome — in a rather scruffy way — and speaks with a coarse, romantic accent. Well-manicured facial hair is virtually mandatory.

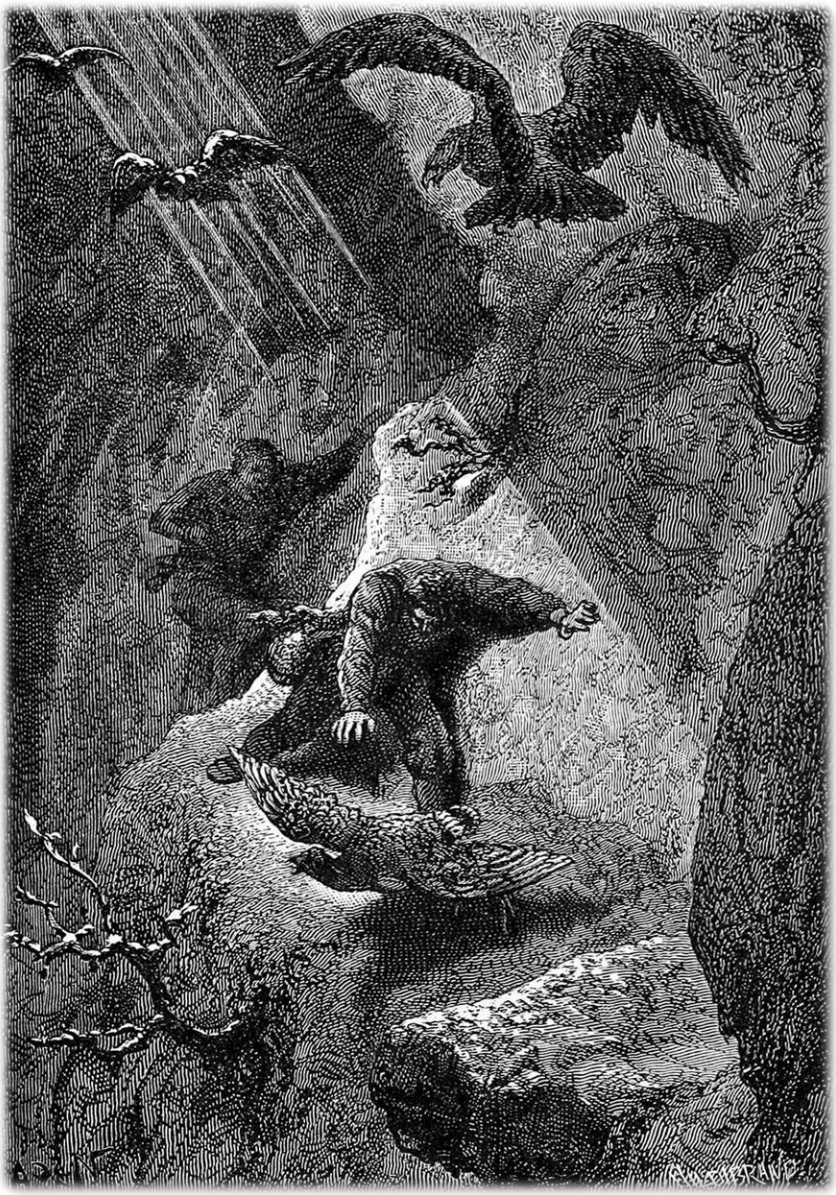


[15-21]	➢ **(Theme 229)** ➢ **Forest Stalker / Wildrunner.** This is a classic ranger, per some books you might have read. His skills include endurance running, herbalism, leaping, finding ruins, and fighting off vast hordes of bad guys using terrain, narrow defiles, temple doorways, ruined bridges, etc. Heroics are not an option, they're a way of life. ➢ The fighting style Forest Stalker's Secrets is recommended.

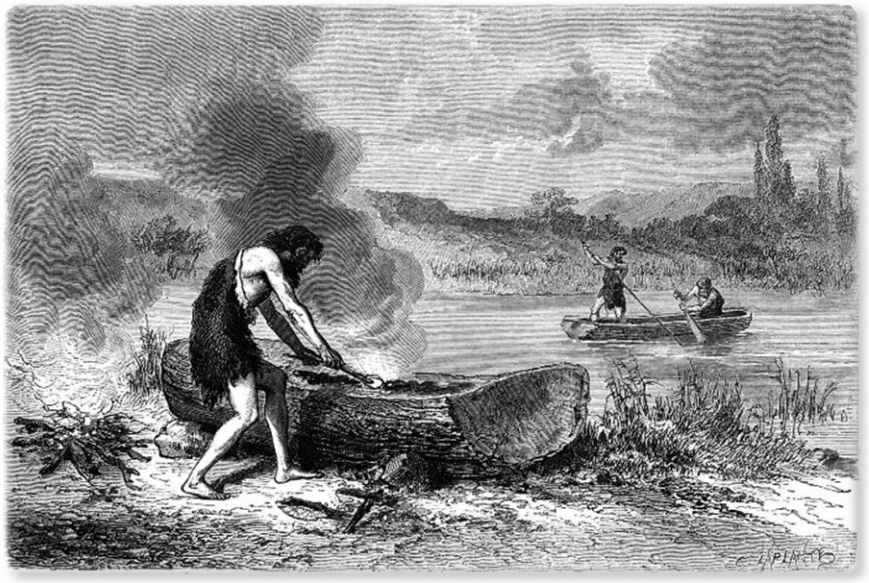


[22-28]	➢ **(Theme 230)** ➢ **Giant Killer.** This ranger lives to slay giants. Climbing beanstalks, raiding steadings, and plundering glacial rifts is what he's all about. In early experience levels, he cuts his teeth fighting great orcs and ogres. No one knows what his personal issue is; perhaps his family was stomped out, or his village was raided. Who knows? He likes to fight the big guys. ➢ The fighting style Giant Killer's Tools is recommended.
[29-35]	➢ **(Theme 231)** ➢ **Goblin Bane / Orc Slayer.** This guy hates humanoids. He kicks kobolds, hacks hobgoblins, batters bugbears and lacerates lizard men. He's seriously suicidal about traveling through the wilds to find their tribal strongholds ("There's only 40 to 400 of them, we can take 'em!") and probably writes warning runes in orc blood after he clears out each dungeon outpost. ➢ The fighting style Goblin Bane or Orc Slayer is recommended.
[36-42]	➢ **(Theme 232)** ➢ **Highlander / Hillsman.** This is a hills-based ranger. He specializes in finding caves, climbing cliffs, digging pits, setting deadfalls and navigating waterfalls. His skills (besides being a decent lumberjack) include herbalism, building, equipment repair, fur trapping and especially tracking. He doesn't have any blood enemies, but any evil he discovers is probably going down. The scattered villagers love him, although they're a bit frightened as well. His nickname as a living legend is "Grizzly" or "Growlybahr." He doesn't smell great. Beard mandatory, plaid optional.
[43-49]	➢ **(Theme 233)** ➢ **Houndsman / Houndswoman.** This ranger uses war dogs, hunting dogs and mastiffs to fight alongside him against evil. He can tame strays, feral dogs, foxes, and even wolves. At higher level, perhaps he can time monstrous wolves as well and turn them to good …
[50-56]	➢ **(Theme 234)**

	➢ **Hunter / Huntress / Prey Stalker.** This ranger is all about hunting for survival. He also hunts down evil monsters and corrupted beasts, and his tracking skills are unparalleled. Additional skills include spear fighting, archery, fur trapping, taming, raising abandoned young (he might have a tamed hippogriff mount later in life), and so forth. ➢ The fighting styles Huntsman's Companions and Outlander's Arms are recommended.



[57-63]	➢ **(Theme 235)** ➢ **Mountain Man / Woman.** This ranger dwells in the mountains, and has legendary endurance. He's like a hillman (above) on steroids. Skills include mountain climbing, setting avalanche ambushes, finding secret passes, skiing, and cold resistance. By nature of the terrain, his enemies are giants, dragons, and cave dwellers. Social skills leave something to be desired. ➢ The fighting style Bear's Paws is recommended.
[64-70]	➢ **(Theme 236)** ➢ **Netherworld Tracker.** This is a cave and dungeon ranger. His skills include setting and springing traps, finding secret doors, blind fighting, tunnel crawling, pit climbing, and combat with flaming oil. ➢ The fighting style Dragon's Bane is recommended.
[71-78]	➢ **(Theme 237)** ➢ **Plainsman / Plainswoman.** This is a plains ranger. He protects farmlands, borderlands, and roads from thieves, humanoid raider and monstrous enemies. Skills include speed and endurance running, shelter building, treasure hunting, cartography, camouflage, ambush setting and dungeon finding.



[79-85]	➢ **(Theme 238)** ➢ **Swamp Stalker.** This is a swamp ranger. His skilled include pathfinding, boat making, quicksand evasion, herbalism (poison antidotes), bird call mimicry and leech removal and healing (ugh). If he's clean, it means he's been dragged off to a healing hall back in civilization.
[86-92]	➢ **(Theme 239)** ➢ **Troll Slayer.** This ranger lives dangerously, and often briefly. He kills trolls. He uses heavy hacking weapons, crawls through filth, drags out heads and body parts and puts them to the torch. He has specialized armor and crystal containers to carry oil and acid flasks, too. This makes him exceedingly deadly with traps and grenade-like missiles against all kinds of other enemies as well.



[93-00]	➢ **(Theme 240)** ➢ **Tundra Walker.** This is a ranger of the frozen plains and snowfields. Skills include cross country skiing, snowshoeing, shelter building, trap setting (typically pits covered with a thin icy blanket), tundra foraging and hunting. He spends his life eliminating evils in the arctic, including white dragons, frost giants, polar worms and so forth. Putting him in front of a campfire will make him very grumpy.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

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Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

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- Bard
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- Druid
- Fighter
- Illusionist
- Mage
- Monk
- Paladin
- Ranger
- Thief

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THEMES AND LEVEL TITLES FOR THIEVES



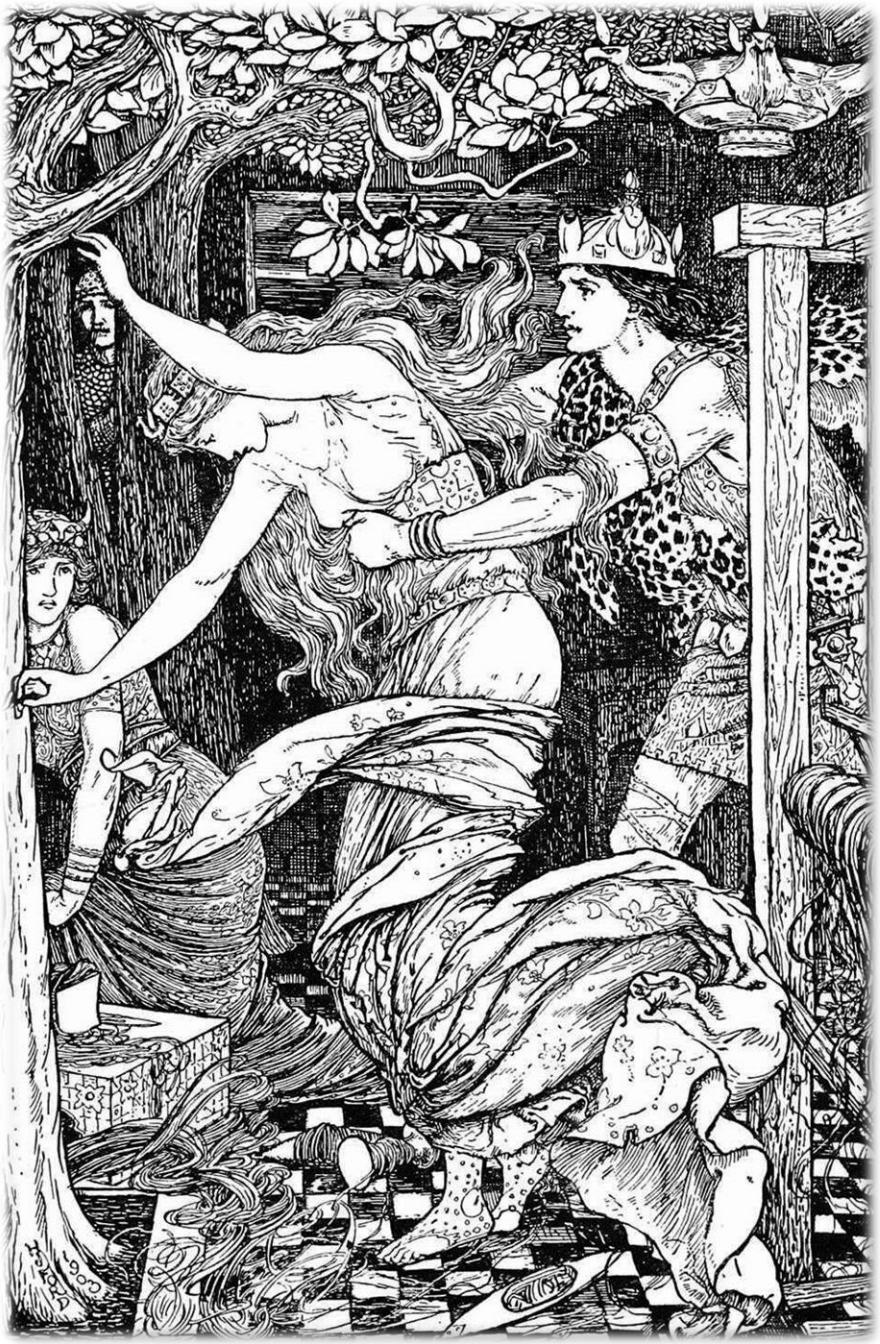
Roll 1d100, and refer to the following table.

[01-04]	➢ **(Theme 241)** ➢ **Backstabber.** This thief hates fair fights. In a melee, he will hide in shadows and wait until he can lunge out and stab someone in

	the back. One-hit kills are favored. If he gets stuck in melee as a result, he will fall back to the formation line while throwing knives and daggers (he has a lot). A favorite tactic is listening at a door, hearing humanoids, climbing up a wall over the door, throwing a rock, waiting for a humanoid to pop out to investigate and … yes … falling on top of the poor guy while stabbing him in the back of the neck. Hey, it's a living. ➢ The fighting style Old Reliable is recommended.
[05-09]	➢ **(Theme 242)** ➢ **Bandit.** This thief preys on cities, from the borderlands. He carries a small tent and is always on the move. He steals food, gold, and even fresh water when he's feeling especially lazy. Oh, and horses. He keeps the best and sets the rest free. He leaves the city to the Thieves' Guild and its minions, but anyone who steps out of the gates is fair game.

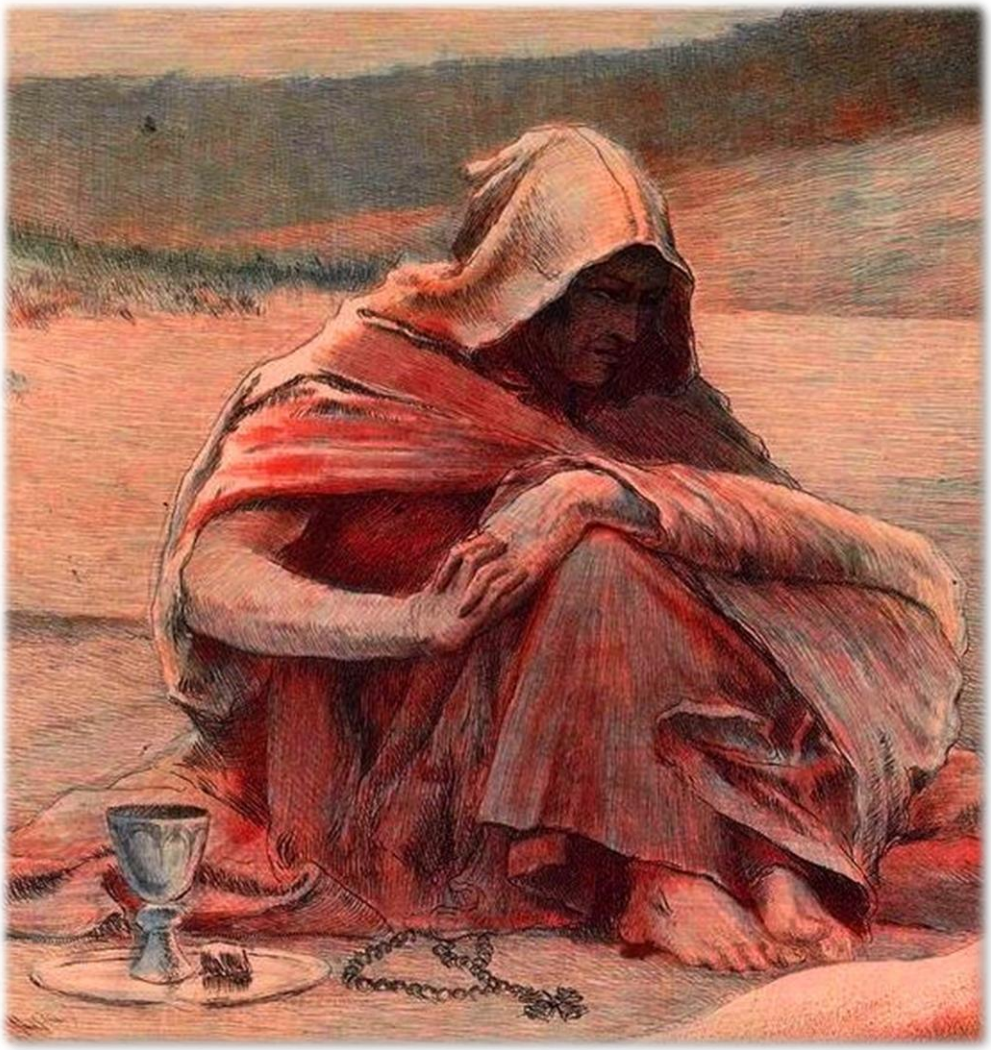


[10-14]	➢ **(Theme 243)** ➢ **Beggar Thief.** This thief loves disguises. He pretends to be blind, diseased, crippled, or all three. He's mostly making marks, eyeing nobles, listening to gossip, selling information and learning how to sneak into a wizard's tower. When the city watch gets wise, he hops to another quarter or another city entirely. His friends are "interesting" and many. ➢ The fighting style Bare Necessities is recommended.
[15-19]	➢ **(Theme 244)** ➢ **Brigand.** This thief is an evil bandit (above). Although he stills steals everything, his tricks of the trade are abduction and ransom. He occasionally sets people free if ransoms are not paid, but … well. It's rare. Most people know this, and most people pay. Bounty hunters are surely after him.
[20-24]	➢ **(Theme 245)** ➢ **Cat Burglar / Acrobat.** This is an expert urban thief. He only wants the richest and most dangerous targets, and specializes in planning impossible heists. Skills include grapnel throwing, tightrope walking, lock picking, wall climbing, leaping and balancing. When things get too hot in the city, he becomes an expert treasure hunter in the dungeons.
[25-29]	➢ **(Theme 246)** ➢ **Cozener / Forger.** This thief is an imposter, a swindler and a fraud. He sells snake oil, dons disguises, sells skeleton keys (that work once and break), runs cup-and-ball games, and cheats at gambling. He's almost always running or in a fight, although he's not always very good at it. ➢ The fighting style Crafty Nick is recommended.



[30-33]	➢ **(Theme 247)** ➢ **Desert Jackal.** This is a wasteland thief. He's actually an excellent caravan guard, because caravans are where all the valuables are. He stays loyal for a few weeks, gains trust and

	then robs everyone blind. He spends a lot of time hiding in the desert, so his skills include water finding, tomb delving and desert hunting and foraging. Secret weakness: He has no idea how to swim.
[34-37]	➢ **(Theme 248)** ➢ **Desperado / Outlaw.** This thief is a medieval gunslinger. If your campaign has firearms, he's the master. Otherwise, he uses fire grenades (oil), *plumbata* darts, and is the only the type of character in the world who can dual wield slings. Yes, even while reloading. If he finds himself in melee range, something went horribly wrong.
[38-42]	➢ **(Theme 249)** ➢ **Dungeon Scout / Tunnel Spider.** This non-evil thief is actually a really good guy. He steals from monsters, not from people. He's brave and willing to scout ahead for his friends, and excels in lock picking, trap removal and ambush setting. Unfortunately, he may not live very long … but his map making and treasure finding skills are unparalleled.
[43-47]	➢ **(Theme 250)** ➢ **Guttersnipe.** This teenaged urban thief looks much younger than he is. He's small, quick, smart, and filthy. He can climb like a cat, crawl like a rat, swim like a fish, and squeeze into places a halfling would say is too tight a squeeze. His skills include pickpocketing, sewer and dungeon crawling, information gathering, casing, guard avoidance, and looking completely innocent. He can't read, but he speaks well and cleans up nicely if you can get him off the streets.
[48-52]	➢ **(Theme 251)** ➢ **Gypsy Rogue.** This dashing, mysterious, and likely very handsome / beautiful thief is one of the *Roma*. He is a superstitious fortune teller, horse tamer, scavenger and forest stalker. He's extremely intelligent and only steals or kills when down on his luck. Otherwise, he's dancing, riding, gambling or playing a harp. ➢ The fighting style Silver Tongue is recommended.

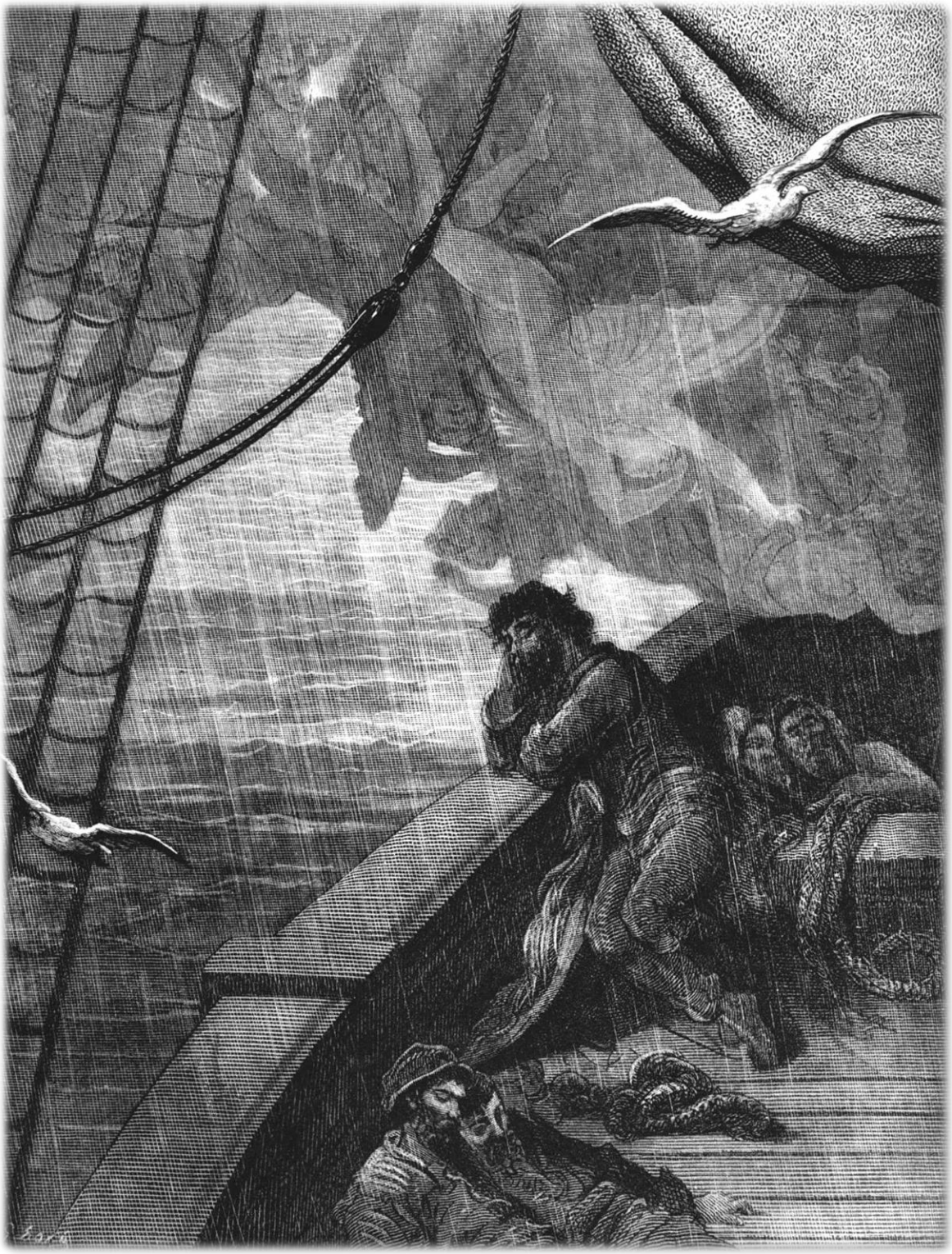


[53-57]	➢ **(Theme 252)** ➢ **Highwayman.** This thief is the scourge of the king's roads. The best roads are paved or cobblestone, and that's where the fastest travelers — messengers, heralds, knights, treasurers, and above all noblemen — are found. He strikes in the night, holds up wagons and coaches and chariots, cuts down trees to block roads, and tries to steal strongboxes without killing anyone. Usually. He has a taste for his prey's clothing, and likely owns a plumed hat, fine cloak, or even a silver rapier. ➢ The fighting style Silver Tongue is recommended.



[58-61]	➢ **(Theme 253)** ➢ **Horse Thief / Griffon Snatcher.** This thief is one of the most hated people of the borderlands. He steals not only horses, but also camels, mules, ponies, and (once he hits high level) even pegasi and griffons. He can gain any animal's trust, keep it quiet, and coax speed out of it like nobody's business. He keeps the best mount and sells the rest in the next kingdom over.
[62-65]	➢ **(Theme 254)** ➢ **Latro.** This thief is a professional mercenary and lone wolf. He's very honest, his word is pure gold, but you need to hire him to gain his unswerving loyalty. And if you miss a payment, he takes his own and disappears in the middle of the night. He'll

	be a treasure hunter, dungeon scout, archaeologist, escort, bodyguard, wilderness guide, gambling advisor, whatever. Just don't forget to pay him in small, transportable goods.
[66-69]	➢ **(Theme 255)** ➢ **Lock Breaker.** This thief is a medieval lockpicker and safecracker. Locked doors, chests, boxes and prisons are his quarry. He carries more kinds of wires, skeleton keys, files, chisels, and bizarre tools (like clockwork-disintegrating acid) than most dwarf elders have ever seen. He usually dies when an undiscovered treasure trap finally triggers in his face. Until then, he's filthy rich. In game terms, this thief gets permanent modifiers of +25% to open locks skill, +5% to find / remove traps, and -5% to everything else.
[70-74]	➢ **(Theme 256)** ➢ **Moonlighter / Pickpocket / Pilferer.** This is a common urban thief. Unlike a cat burglar, he doesn't care for style or long odds. He likes lifting valuables, turning crowds into panic scenes (for getaways), dodging guard patrols, intimidating noblemen and fencing stolen goods. (Moonlighters, by the way, are specialists who only target the nocturnal crowd.) He's very good at appraising valuables, and can spot a fake from a mile away.
[75-79]	➢ **(Theme 257)** ➢ **Mountebank.** This thief is a high society cozener / forger (above). He runs with, and steals from, a higher clientele. As he gains experience levels, he becomes obsessed with scrolls, passwords, language deciphering, map making, and most especially trying to cast magical spells. That's usually his downfall in the end. ➢ The fighting style Darting Tongue is recommended.
[80-84]	➢ **(Theme 258)** ➢ **Pirate.** This is a sea, river, and coastal thief. He's almost always in the taverns and alleys of a coastal town. He usually steals from drunk sailors, but a grand suicidal treasure hunt on some lost island is his dream. Skills include sailing, navigating, fishing, dueling, rope making, knot making and climbing.



[85-89]	➢ **(Theme 259)** ➢ **Reaver / Raider.** This is a combat thief. He prefers to fight and kill for his treasure, and his favorite allies are fighters and barbarians. (None of those goody-goody rangers or paladins, though; they ask too many questions.) He is always leading a force of bandits, men-at-arms and/or tribesmen into battle, and they fight in melee for him because he promises them — and actually delivers — a big cut of the loot.
[90-93]	➢ **(Theme 260)** ➢ **Scavenger.** This non-violent (when possible) thief is a fixer, gadget builder, clockwork improviser and equipment repairer. While the rest of the party is fighting over the gold and silver, he's grabbing a couple of jewels (perhaps for prism use) and scrounging through the trash piles. In game terms, gains a +10% chance to find / remover traps, +10% to open locks, +5% to scroll reading / magic use (even at level 1), and -5% to everything else.
[94-97]	➢ **(Theme 260)** ➢ **Sniper.** This battle thief, juggler and trick shooter uses his high agility to excel at the use of thrown and especially missile weapons. If it's a melee weapon, he only carries it if it can be hurled; and if he can use a bow or a hand crossbow, he's in heaven. At high level, may be skilled at outrageous feats such as throwing a grapnel rope 80' to wrap around an outcropping, or triggering a pressure plate by dropping a sling bullet on it from 50 yards out.
[98-00]	➢ **(Theme 261)** ➢ **Tomb Delver.** This thief is similar to a dungeon scout, but he's actually as interested in history, legends, artifacts and lost artwork as he is in plain old treasure. Skills by necessity include trap disarmament, undead slaying, map making, directional sense and secret door finding. Might hate snakes.

Class Theme Selection Complete. If you have selected a theme for each of your character's classes, click one of the links below to proceed.

- If you are creating a spell caster, click here to proceed to Part 5
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Step 10 Sub-Table Selection. If you are playing a multi-classed character, and you have not selected a theme for each of your classes, you can use the links below to proceed to the next appropriate class.

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- Cleric
- Druid
- Fighter
- Illusionist
- Mage
- Monk
- Paladin
- Ranger
- Thief

PART 5:
INITIAL SPELL REPERTOIRES

This section is primarily devoted to providing Game Masters with guidance on thematic spell selection for NPC spell casters (clerics, druids, illusionists and mages). This section adds particular flavor to villains, benefactors (quest givers) and spell-slinging henchmen and allies, such as rescued prisoners.



You will find a lot of thematic detail here that turns "just a magic-user" into a unique and fascinating character with individual preferences and motivations.

If you have a particular school of magic in mind due to the character's race, alignment, theme or epithet, you can choose from the table; otherwise, simply roll 1d100.

This section can also be used by players for their PCs; however, please note that some of the thematic suggestions provided here may result in restrictions placed upon low-level spell selection.

Veteran players who welcome a challenge and unexpected role-playing opportunities will find this section very rewarding, but beginning and casual players are advised to use this section with care as selections may result in temporary power limitations to their favorite characters.

In short, if you are a normal player, you may want to skip ahead to Part 6.

Step 11 Sub-Table Selection. You can click the link pertaining to your current character's class:

- Cleric
- Druid
- Illusionist
- Mage / Magic-User

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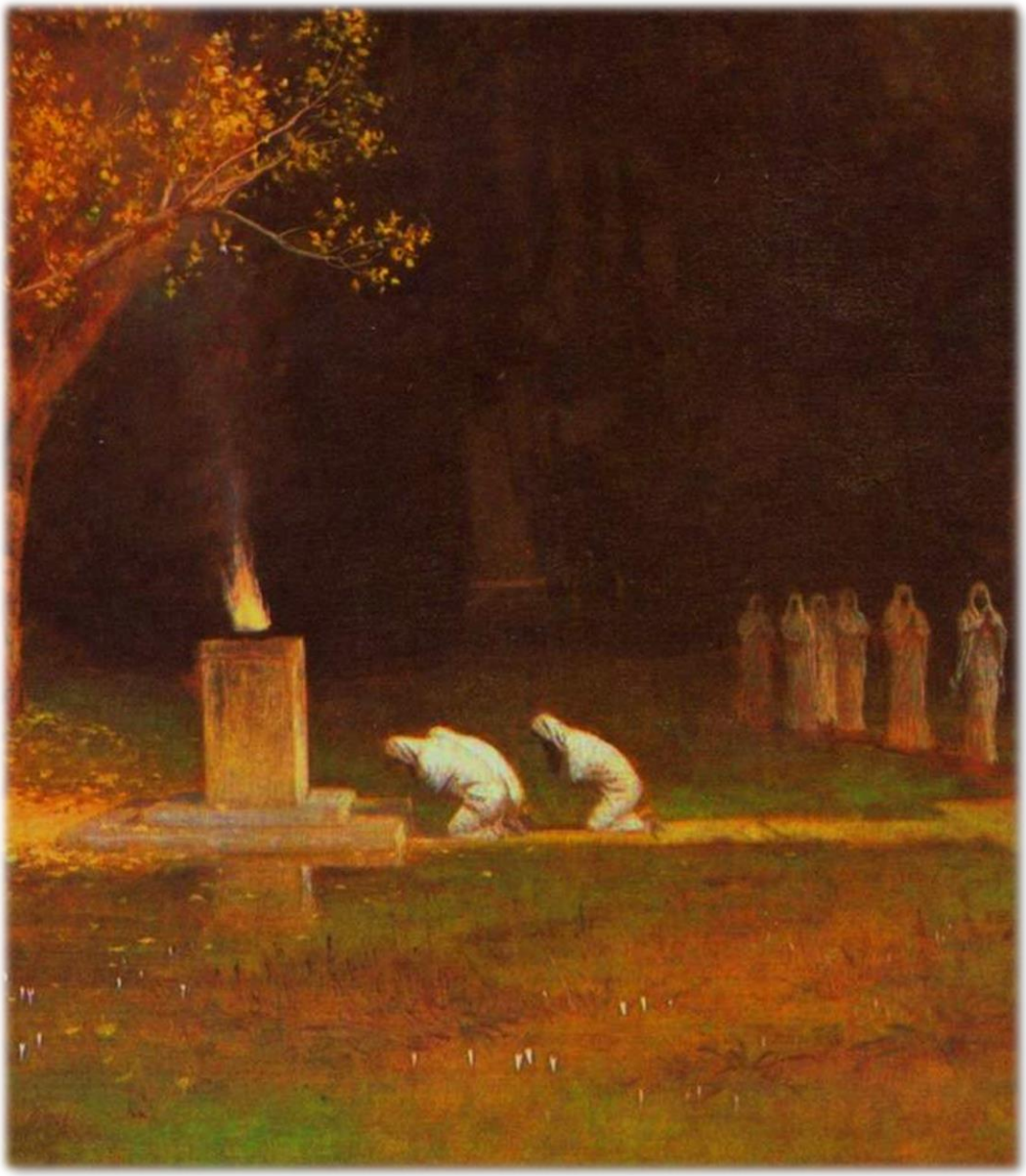
STEP 11 (A): INITIAL SPELLS FOR CLERICS

Spell repertoires for clerics are a relatively minor matter, because clerics have access to all spells of a given level through prayer to their deity. The following options provide interesting themes for clerics of various deities, and for clerics with a nebulous role which could benefit from further refinement.

Note that there is no harm in rolling twice or even three times on this table, so that a cleric is provided with a well-rounded selection of powerful spells.



Roll 1d100 and consult the following table.

[01-10]	➢ **Abjuration & Protection:** At level 1, this cleric favors the spells Protection from Evil and Sanctuary. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Dispel Magic (C3), Glyph of Warding (C3), Exorcise (C4), Protection from Evil 10' Radius (C4), Atonement (C5), Dispel Evil (C5) and Word of Recall (C6).

[11-15]	➢ **Beasts & Monsters:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of divine magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Snake Charm (C2), Speak with Animals (C4), Snakes to Sticks (C4), Sticks to Snakes (C4), Insect Plague (C5), Conjure Animals (C6) and Speak with Monsters (C6).
[16-20]	➢ **Charming & Enthralling:** At level 1, this cleric favors the spells Cause Fear, Command and Hold Person. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Snake Charm (C2), Quest (C5) and Symbol (C7).
[21-25]	➢ **Conjuration & Spirit Summoning:** At level 1, this cleric favors the spell Bless. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Chant (C2), Prayer (C3), Sticks to Snakes (C4), Insect Plague (C5), Aerial Servant (C6), Conjure Animals (C6), Gate (C7), Holy Word (C7) and Symbol (C7).
[26-35]	➢ **Curses & Afflictions:** For neutral and evil clerics only. At level 1, this cleric favors the spells Cause Fear, Cause Light Wounds, Curse, Detect Good, Hold Person and Protection from Good. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Bestow Curse (C3), Cause Blindness (C3), Cause Disease (C4), Protection from Good 10' Radius (C4), Dispel Good (C5), Energy Drain (C7) and Unholy Word (C7).
[36-40]	➢ **Darkness & Earth:** At level 1, this cleric favors the spell Darkness. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Silence 15' Radius (C2), Cause Blindness (C3), Continual Darkness (C3), Stone Tell (C6) and Earthquake (C7).
[41-45]	➢ **Deception & Secrecy:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of divine magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Obscure Alignment (C2), Silence 15' Radius (C2), Undetectable Charm (C2), Feign Death

	(C3), Obscure Object (C3), Babble (C4), Undetectable Lie (C4), Commune (C5), False Seeing (C5) and Lose the Path (C6).
[46-55]	➢ **Divination:** At level 1, this cleric favors the spells Detect Good and Detect Magic. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Augury (C2), Detect Charm (C2), Know Alignment (C2), Locate Object (C3), Detect Lie (C4), Divination (D4), Tongues (C4), Plane Shift (C5), True Seeing (C5), Find the Path (C6) and Stone Tell (C6).
[56-60]	➢ **Evocation & Creation:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of divine magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Spiritual Hammer (C2), Glyph of Warding (C3), Flame Strike (C5), Animate Object (C6), Blade Barrier (C6) and Symbol (C7).
[61-65]	➢ **Fire & Heat:** At level 1, this cleric favors the spells Destroy Water, Resist Cold and Resist Fire. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Flame Strike (C5) and Control Weather (C7).
[66-80]	➢ **Healing & Purification:** At level 1, this cleric favors the spells Cure Light Wounds, Purify Food and Drink and Remove Fear. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Slow Poison (C2), Create Food and Water (C3), Cure Blindness (C3), Cure Disease (C3), Remove Curse (C3), Cure Serious Wounds (C4), Neutralize Poison (C4), Cure Critical Wounds (C5), Heal (C6), Regenerate (C7), Restoration (C7) and Resurrection (C7).
[81-85]	➢ **Light & Air:** At level 1, this cleric favors the spell Light. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Continual Light (C3), Cure Blindness (C3), Plane Shift (C5), Aerial Servant (C6), Word of Recall (C6), Astral Spell (C7), Control Weather (C7) and Wind Walk (C7).
[86-90]	➢ **Necromancy & Corruption:** For evil clerics only. At level 1, this cleric favors the spells Cause Light Wounds and Putrefy Food and Drink.

	➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Animate Dead (C2), Cause Disease (C3), Feign Death (C3), Speak with the Dead (C3), Cause Serious Wounds (C4), Poison (C4), Cause Critical Wounds (C5), Raise Dead (C5), Slay Living (C5), Harm (C6), Energy Drain (C7) and Wither (C7).



[91-95]	➢ **Plants & Nature:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of divine magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Speak with Plants (C4) and Control Weather (C7).
[96-00]	➢ **Water & Cold:** At level 1, this cleric favors the spells Create Water, Resist Cold and Resist Fire.

	➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Lower Water (C4), Raise Water (C4), Part Water (C6) and Control Weather (C7).

Step 11 complete. Click on the link below to proceed to Part 6.

➢ Part 6: Trades, Skills, and Fighting Styles

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STEP 11 (B): INITIAL SPELLS FOR DRUIDS

Similarly to clerics, druids are capable of learning the entire allotment of level-available spells through their worship of tree and nature spirits. Refer to the earlier druidic character themes for recommendations of spell repertoires; otherwise, feel free to roll randomly as indicated below.

Roll 1d100 and consult the following table.

[01-10]	➢ **Beasts & Insects:** At level 1, this druid favors the spells Animal Friendship, Invisibility to Animals, Locate Animals and Speak with Animals. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Charm Person or Mammal (D2), Hold Animal (D3), Summon Insects (D3), Animal Summoning I (D4), Repel Insects (D4), Animal Growth (D5), Animal Summoning II (D5), Insect Plague (D5), Shrink Animal (D5), Snakes to Sticks (D5), Sticks to Snakes (D5), Animal Summoning III (D6), Anti-Animal Shell (D6), Creeping Doom (D6) and Reincarnate (D6).
[11-15]	➢ **Blood & Vitae:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of natural magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Cause Light Wounds (D2), Cure Light Wounds (D2), Cure Disease (D3), Cause Disease (D3),

	Neutralize Poison (D3), Poison (D3), Cause Serious Wounds (D4), Cure Serious Wounds (D4), Cause Critical Wounds (D6), Cure Critical Wounds (D6), Finger of Death (D7) and Reincarnate (D7).
[16-20]	➢ **Divination & Oak Truth:** At level 1, this druid favors the spells Detect Magic, Detect Snares and Pits, Locate Animals and Predict Weather. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Locate Plants (D2) and Commune with Nature (D5).
[21-30]	➢ **Earth & Stone:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of natural magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Stone Shape (D3), Commune with Nature (D5), Transmute Mud to Rock (D5), Transmute Rock to Mud (D5), Animate Rock (D7), Conjure Earth Elemental (D7) and Dismiss Earth Elemental (D7).
[31-35]	➢ **Enchantment & Binding:** At level 1, this druid favors the spell Animal Friendship. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Charm Person or Mammal (D2), Trip (D2), Hold Animal (D3), Snare (D3), Hold Plant (D4), Feeblemind (D6) and Confusion (D7).
[36-45]	➢ **Fire & Thunderbolt:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of natural magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Fire Trap (D2), Heat Metal (D2), Produce Flame (D2), Call Lightning (D3), Protection from Fire (D3), Pyrotechnics (D3), Control Temperature 10' Radius (D3), Produce Fire (D4), Protection from Lightning (D4), Quench Fire (D4), Wall of Fire (D5), Conjure Fire Elemental (D6), Dismiss Fire Elemental (D6), Fire Seeds (D6), Chariot of Kellion (D7), Fire Quench (D7) and Fire Storm (D7).
[46-50]	➢ **Radiance & Faerie:** At level 1, this druid favors the spell Faerie Fire.

	➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Call Woodland Beings (D4) and Reincarnate (D7).
[51-60]	➢ **River & Pool:** At level 1, this druid favors the spells Contaminate Water and Purify Water. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Chill Metal (D2), Create Water (D2), Obscurement (D2), Air Breathing (D3), Protection from Fire (D3), Water Breathing (D3) and Quench Fire (D4).
[61-65]	➢ **Sky & Celestials:** At level 1, this druid favors the spell Predict Weather. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Control Winds (D5), Weather Summoning (D6), Chariot of Kellion (D7), Control Weather (D7) and Fire Quench (D7).
[66-70]	➢ **Stealth & Secrecy:** At level 1, this druid favors the spells Invisibility to Animals and Pass without Trace. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Feign Death (D2), Obscurement (D2), Tree (D3) and Hallucinatory Forest (D4).
[71-80]	➢ **Tree & Plant Spirits:** At level 1, this druid favors the spells Entangle and Shillelagh. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Barkskin (D2), Locate Plants (D2), Trip (D2), Warp Wood (D2), Plant Growth (D3), Snare (D3), Tree (D3), Hallucinatory Forest (D4), Hold Plant (D4), Plant Door (D4), Speak with Plants (D4), Anti-Plant Shell (D5), Pass Plant (D5), Fire Seeds (D5), Transport via Plants (D5), Turn Wood (D5), Wall of Thorns (D5) and Transmute Meal to Wood (D7).
[81-90]	➢ **Warding & Protection:** Reroll for initial spell preference, because there are no level 1 spells in this sphere of natural magic. ➢ **Level Advancement (and Higher-Level NPCs):** In the future, however, favored spells will include Barkskin (D2), Protection from Fire (D3), Control Temperature 10' Radius (D4), Dispel Magic (D4), Protection from Lightning (D4), Repel Insects (D4),

	Anti-Plant Shell (D5), Anti-Animal Shell (D6) and Wall of Thorns (D6).
[91-00]	➢ **Wild-Wandering:** At level 1, this druid favors the spells Detect Snares and Pits and Pass without Trace. ➢ **Level Advancement (and Higher-Level NPCs):** Future favored spells will include Plant Door (D4), Pass Plant (D5), Transport via Plants (D6) and Turn Wood (D6).

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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STEP 11 (C): INITIAL SPELLS FOR ILLUSIONISTS



For level 1 illusionists, only a single roll per character is required on the table below. All low-level illusionists learn the spell Read Illusionist Magic during their apprenticeships.

For higher level NPC illusionists, the GM should consider rolling twice or three times for mid-level characters (levels 4-8) and three or four times for high-level characters (level 9+). Don't roll so much that you dilute the theme, but make sure that each NPC is truly unique.

The provided system uses a combination of thematically assigned spells and freely chosen spells. Some rules state that illusionists and mages gain one "bonus" spell per experience level beyond the 1st; these bonus spells will include the spells mentioned below at the appropriate levels, or if no listed spell can be gained, then the player will choose a spell from the appropriate level hierarchies as listed hereafter.

I strongly encourage the use of these tables for level 1 PCs, but as the character gains experience, he or she must be allowed to progress naturally as a direct result of treasures gained, spells found and life experience. In other words, your apprentice illusionist may have been taught Prismatic Wonders by his master, but there is nothing stopping him from learning other spells that he can find later in life.

For PC levels beyond 1, these following tables only show which *free bonus spell* the PC acquires (through study and inspiration) for gaining the new experience level. Additional spells — beyond the bonus spell — which were found through scrolls, captured spell books, or deals made with PCs or NPCs, will be *entirely different* from the thematic bonus spells listed in these sections.

Keep in mind that the PC's level 1 apprentice theme will provide a foundation, not a straitjacket that will limit his future options. Adventuring will always provide new spell discoveries through the acquisition of scrolls and spell books. Remember too that the goal of this book is Dungeon Delver *Enhancement*, and an array of infinite choices, not arbitrary restrictions! Reward player skill and adventuring success, and let each PC find his own path through the game world.

For the period (before the game) of level 1 apprenticeship at XP 0, and the spells provided by the illusionist's mentor, roll 1d100 once and consult the following table.

[01-10]	Arcane Deduction • Click here to proceed to the Arcane Deduction table
[11-25]	Beguiling & Enlightenment

	• Click here to proceed to the Beguiling & Enlightenment table
[26-35]	Mists & Cloud Shaping • Click here to proceed to the Mists & Cloud Shaping table
[36-45]	Prismatic Wonders • Click here to proceed to the Prismatic Wonders table
[46-60]	Shadow Summoning • Click here to proceed to the Shadow Summoning table
[61-75]	Shadowry & Mirrors • Click here to proceed to the Shadowry & Mirrors table
[76-90]	Veils & Face Dancing • Click here to proceed to the Veils & Face Dancing table
[91-00]	Voice Throwing & Mimicry • Click here to proceed to the Voice Throwing & Mimicy table

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ILLUSIONIST SPELLS: ARCANE DEDUCTION

At level 1, this illusionist will already know the spells Detect Illusion, Detect Invisibility and Read Illusionist Magic, as well as 1 additional spell (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.

Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Dispel Illusion (I3).
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	True Sight (I6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14	Alter Reality (I7) or Vision (I7).
Experience Level 15+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: BEGUILING AND ENLIGHTENMENT

At level 1, this illusionist will already know the spells Hypnotism and Read Illusionist Magic, as well as 2 additional spells (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Blindness (I2), Deafness (I2), Hypnotic Pattern (I2) or Misdirection.
Experience Level 4	Blindness (I2), Deafness (I2), Hypnotic Pattern (I2) or Misdirection.
Experience Level 5	Fear (I3), Illusionary Script (I3), Paralyzation (I3) or Suggestion (I3).
Experience Level 6	Fear (I3), Illusionary Script (I3), Paralyzation (I3) or Suggestion (I3).
Experience Level 7	Fear (I3), Illusionary Script (I3), Paralyzation (I3) or Suggestion (I3).
Experience Level 8	Confusion (I4), Dispel Exhaustion (I4) or Emotion (I4).
Experience Level 9	Confusion (I4), Dispel Exhaustion (I4) or Emotion (I4).
Experience Level 10	Chaos (I5).
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.

Experience Level 12	Suggestion (I6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: MISTS AND CLOUD SHAPING

At level 1, this illusionist will already know the spells Read Illusionist Magic and Wall of Fog.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Fog Cloud (I2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.

Experience Level 7	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 8	Minor Creation (I4).
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 10	Major Creation (I5) or Projected Image (I5).
Experience Level 11	Major Creation (I5) or Projected Image (I5).
Experience Level 12	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14	Astral Spell (I7).
Experience Level 15+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: PRISMATIC WONDERS

At level 1, this illusionist will already know the spells Color Spray, Dancing Lights, Light and Read Illusionist Magic.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Hypnotic Pattern (I2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Continual Light (I3).
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

➢ Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: SHADOW SUMMONING

At level 1, this illusionist will already know the spells Phantasmal Force and Read Illusionist Magic, as well as 2 additional spells (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Improved Phantasmal Force (I2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Spectral Force (I3).
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 8	Phantasmal Killer (I4) or Shadow Monsters (I4).
Experience Level 9	Phantasmal Killer (I4) or Shadow Monsters (I4).
Experience Level 10	Demi-Shadow Monsters (I5) or Summon Shadow (I5).

Experience Level 11	Demi-Shadow Monsters (I5) or Summon Shadow (I5).
Experience Level 12	Conjure Animals (I6), Permanent Illusion (I6), Programmed Illusion (I6) or Shades (I6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: SHADOWRY AND MIRRORS

At level 1, this illusionist will already know the spells Darkness, Gaze Reflection and Read Illusionist Magic, as well as 1 additional spell (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Mirror Image (I2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Continual Darkness (I3), Hallucinatory Terrain (I3) or Rope Trick (I3).
Experience Level 6	Continual Darkness (I3), Hallucinatory Terrain (I3) or Rope Trick (I3).
Experience Level 7	Continual Darkness (I3), Hallucinatory Terrain (I3) or Rope Trick (I3).
Experience Level 8	Massmorph (I4).
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 10	Maze (I5), Shadow Door (I5) or Shadow Magic (I5).
Experience Level 11	Maze (I5), Shadow Door (I5) or Shadow Magic (I5).
Experience Level 12	Demi-Shadow Magic (I6).

Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: VEILS AND FACE DANCING

At level 1, this illusionist will already know the spells Alter Self and Read Illusionist Magic, as well as 2 additional spells (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Blur (I2), Invisibility (I2) or Mirror Image (I2).
Experience Level 4	Blur (I2), Invisibility (I2) or Mirror Image (I2).
Experience Level 5	Invisibility 10' Radius (I3) or Non-Detection (I3).
Experience Level 6	Invisibility 10' Radius (I3) or Non-Detection (I3).
Experience Level 7	Player's or GM's choice of any 1st, 2nd or 3rd level spell.

Experience Level 8	Improved Invisibility (I4).
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Veil (I6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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ILLUSIONIST SPELLS: VOICE THROWING AND MIMICRY

At level 1, this illusionist will already know the spells Audible Glamer and Read Illusionist Magic, as well as 2 additional spells (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Magic Mouth (I2) or Ventriloquism (I2).
Experience Level 4	Magic Mouth (I2) or Ventriloquism (I2).
Experience Level 5	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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STEP 11 (D): INITIAL SPELLS FOR MAGES



(For those of you who might be skipping sections while augmenting a specific character, the advice for illusionists — provided in the previous chapter — is largely repeated here. ~K)

For level 1 mages, only a single roll per character is required on the table below. All low-level mages learn the spell Read Magic during their apprenticeships.

For higher level NPC mages, the GM should consider rolling twice or three times for mid-level characters (levels 4-8) and three or four times for high-level characters (level 9+). Don't roll so much that you dilute the theme, but make sure that each NPC is truly unique.

The provided system uses a combination of thematically assigned spells and freely chosen spells. Some rules state that illusionists and mages gain one "bonus" spell per experience level beyond the 1st; these bonus spells will include the spells mentioned below at the appropriate levels, or if no listed spell can be gained, then the player will choose a spell from the appropriate level hierarchies as listed hereafter.

I strongly encourage the use of these tables for level 1 PCs, but as the character gains experience, he or she must be allowed to progress naturally as a direct result of treasures gained, spells found and life experience. In other words, your apprentice mage may have been taught Abjuration and Protection by his master, but there is nothing stopping him from learning other spells that he can find later in life.

For PC levels beyond 1, these following tables only show which *free bonus spell* the PC acquires (through study and inspiration) for gaining the new experience level. Additional spells — beyond the bonus spell — which were found through scrolls, captured spell books, or deals made with PCs or NPCs, will be *entirely different* from the thematic bonus spells listed in these sections.

Keep in mind that the PC's level 1 apprentice theme will provide a foundation, not a straitjacket that will limit his future options. Adventuring will always provide new spell discoveries through the acquisition of scrolls and spell books. Remember too that the goal of this book is Dungeon Delver *Enhancement*, and an array of infinite choices, not arbitrary restrictions! Reward player skill and adventuring success, and let each PC find his own path through the game world.

For the period (before the game) of level 1 apprenticeship at XP 0, and the spells provided by the mage's mentor, roll 1d100 once and consult the following table.

[01-05]	Abjuration & Protection ➢ Click here to proceed to the Abjuration & Protection table
[06-10]	Aeromancy & Wind Mastery ➢ Click here to proceed to the Aeromancy & Wind Mastery table
[11-15]	Alteration of the Environment & Materia Warping ➢ Click here to proceed to the Alteration of the Environment & Materia Warping table
[16-20]	Alteration of Essences & Energy Warping ➢ Click here to proceed to the Alteration of Essences & Energy Warping table
[21-25]	Alteration of Flesh & Body Warping ➢ Click here to proceed to the Alteration of Flesh & Body Warping table
[26-30]	Alteration of Objects & Transmutation ➢ Click here to proceed to the Alteration of Objects & Transmutation table
[31-35]	Alteration of Perception & Mind Warping ➢ Click here to proceed to the Alteration of Perception & Mind Warping table
[36-40]	Alteration of Person & Aura Warping ➢ Click here to proceed to the Alteration of Person & Aura Warping table
[41-45]	Charms & Enchantments ➢ Click here to proceed to the Charms & Enchantments table
[46-50]	Conjuration & Summoning ➢ Click here to proceed to the Conjuration & Summoning table
[51-55]	Divination & Lore Mastery

	➢ Click here to proceed to the Divination & Lore Mastery table
[56-60]	Evocation of Passive Forces ("Shielding") ➢ Click here to proceed to the Evocation of Passive Forces and Shielding table
[61-70]	Evocation of Violent Forces ("Spell-Slinging") ➢ Click here to proceed to the Evocation of Violent Forces & Spell-Slinging table
[71-75]	Geomancy & Metal Mastery ➢ Click here to proceed to the Geomancy and Metal Mastery table
[76-80]	Hydromancy & Frost Mastery ➢ Click here to proceed to the Hydromancy & Frost Mastery table
[81-85]	Illusions & Trickery ➢ Click here to proceed to the Illusions & Trickery table
[86-90]	Meta-Magic ➢ Click here to proceed to the Meta-Magic table
[91-95]	Necromancy & Death Magic ➢ Click here to proceed to the Necromancy & Death Magic table
[96-00]	Pyromancy & Lightning Mastery ➢ Click here to proceed to the Pyromancy & Lightning Mastery table

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5 - 4 - 1

MAGE SPELLS: ABJURATION AND PROTECTION

At level 1, this mage will already know the spells Protection from Evil, Protection from Good, Read Magic and Shield.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Dispel Magic (M3), Protection from Evil 10' Radius (M3), Protection from Good 10' Radius (M3) or Protection from Normal Missiles (M3).
Experience Level 6	Dispel Magic (M3), Protection from Evil 10' Radius (M3), Protection from Good 10' Radius (M3) or Protection from Normal Missiles (M3).
Experience Level 7	Minor Globe of Invulnerability (M3) or Remove Curse (M4).
Experience Level 8	Minor Globe of Invulnerability (M3) or Remove Curse (M4).
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Anti-Magic-Shell (M6), Globe of Invulnerability (M6), Guards and Wards (M6), Repulsion (M6) or Spiritwrack (M6).
Experience Level 13	Anti-Magic-Shell (M6), Globe of Invulnerability (M6), Guards and Wards (M6), Repulsion (M6) or Spiritwrack (M6).
Experience Level 14	Anti-Magic-Shell (M6), Globe of Invulnerability (M6), Guards and Wards (M6), Repulsion (M6) or Spiritwrack (M6).

Experience Level 15	Anti-Magic-Shell (M6), Globe of Invulnerability (M6), Guards and Wards (M6), Repulsion (M6) or Spiritwrack (M6).
Experience Level 16	Mind Blank (M8) or Sigrid's Spell Immunity (M8).
Experience Level 17	Mind Blank (M8) or Sigrid's Spell Immunity (M8).
Experience Level 18	Prismatic Sphere (M9).
Experience Level 19+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 2

MAGE SPELLS: AEROMANCY AND WIND MASTERY

At level 1, this mage will already know the spells Feather Fall, Message, Read Magic and Ventriloquism.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Levitation (M2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.

Experience Level 5	Fly (M3) or Gust of Wind (M3).
Experience Level 6	Fly (M3) or Gust of Wind (M3).
Experience Level 7	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Airy Water (M5), Cloudkill (M5) or Conjure Air Elemental (M5).
Experience Level 10	Airy Water (M5), Cloudkill (M5) or Conjure Air Elemental (M5).
Experience Level 11	Airy Water (M5), Cloudkill (M5) or Conjure Air Elemental (M5).
Experience Level 12	Control Weather (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Astral Spell (M9).
Experience Level 19+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 3

MAGE SPELLS: ALTERATION OF THE ENVIRONMENT AND MATERIA WARPING

At level 1, this mage will already know the spells Hold Portal and Read Magic, as well as 2 additional spells (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Knock (M2) or Wizard Lock (M2).
Experience Level 4	Knock (M2) or Wizard Lock (M2).
Experience Level 5	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Dig (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.

Experience Level 9	Lorelei's Secret Chest (M5), Passwall (M5), Stone Shape (M5), Transmute Mud to Rock (M5) or Transmute Rock to Mud (M5).
Experience Level 10	Lorelei's Secret Chest (M5), Passwall (M5), Stone Shape (M5), Transmute Mud to Rock (M5) or Transmute Rock to Mud (M5).
Experience Level 11	Lorelei's Secret Chest (M5), Passwall (M5), Stone Shape (M5), Transmute Mud to Rock (M5) or Transmute Rock to Mud (M5).
Experience Level 12	Glassee (M6), Lower Water (M6), Move Earth (M6), Oberon's Freezing Sphere (M6), Part Water (M6) or Raise Water (M6).
Experience Level 13	Glassee (M6), Lower Water (M6), Move Earth (M6), Oberon's Freezing Sphere (M6), Part Water (M6) or Raise Water (M6).
Experience Level 14	Glassee (M6), Lower Water (M6), Move Earth (M6), Oberon's Freezing Sphere (M6), Part Water (M6) or Raise Water (M6).
Experience Level 15	Glassee (M6), Lower Water (M6), Move Earth (M6), Oberon's Freezing Sphere (M6), Part Water (M6) or Raise Water (M6).
Experience Level 16	Glassteel (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 4

MAGE SPELLS: ALTERATION OF ESSENCES AND ENERGY WARPING

At level 1, this mage will already know the spell Read Magic and any 3 of the following spells (player's or GM's choice): Affect Normal Fires, Burning Hands, Dancing Lights, Light, Push and Shocking Grasp.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Continual Light (M2), Darkness 15' Radius (M2) or Magic Mouth (M2).
Experience Level 4	Continual Light (M2), Darkness 15' Radius (M2) or Magic Mouth (M2).
Experience Level 5	Gust of Wind (M3) or Slow (M3).
Experience Level 6	Gust of Wind (M3) or Slow (M3).
Experience Level 7	Dimension Door (M4), Plant Growth (M4) or Wizard Eye (M4).
Experience Level 8	Dimension Door (M4), Plant Growth (M4) or Wizard Eye (M4).
Experience Level 9	Telekinesis (M5) or Teleport (M5).
Experience Level 10	Telekinesis (M5) or Teleport (M5).
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.

Experience Level 12	Control Weather (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th or 6th level spell.
Experience Level 14	Charm Plants (M7), Reverse Gravity (M7) or Vanish (M7).
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Temporal Reinstatement (M9), Temporal Stasis (M9) or Time Stop (M9).
Experience Level 19	Temporal Reinstatement (M9), Temporal Stasis (M9) or Time Stop (M9).
Experience Level 20	Temporal Reinstatement (M9), Temporal Stasis (M9) or Time Stop (M9).
Experience Level 21+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 5

MAGE SPELLS: ALTERATION OF FLESH AND BODY WARPING



At level 1, this mage will already know the spells Enlarge, Read Magic and Reduce, as well as 1 additional spell (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Strength (M2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Air Breathing (M3), Haste (M3) or Water Breathing (M3).
Experience Level 6	Air Breathing (M3), Haste (M3) or Water Breathing (M3).
Experience Level 7	Polymorph Other (M4) or Polymorph Self (M4).
Experience Level 8	Polymorph Other (M4) or Polymorph Self (M4).
Experience Level 9	Animal Growth (M5) or Shrink Animal (M5).
Experience Level 10	Animal Growth (M5) or Shrink Animal (M5).
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Disintegrate (M6) or Tristan's Transformation (M6).
Experience Level 13	Disintegrate (M6) or Tristan's Transformation (M6).
Experience Level 14	Duo-Dimension (M7), Simulacrum (M7) or Statue (M7).
Experience Level 15	Duo-Dimension (M7), Simulacrum (M7) or Statue (M7).
Experience Level 16	Duo-Dimension (M7), Simulacrum (M7) or Statue (M7).

Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Shape Change (M9).
Experience Level 19+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 6

MAGE SPELLS: ALTERATION OF OBJECTS AND TRANSMUTATION

At level 1, this mage will already know the spells Erase, Mending, Read Magic and Write.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Fool's Gold (M2), Rope Trick (M2) or Shatter (M2).
Experience Level 4	Fool's Gold (M2), Rope Trick (M2) or Shatter (M2).
Experience Level 5	Explosive Runes (M3) or Flame Arrow (M3).

Experience Level 6	Explosive Runes (M3) or Flame Arrow (M3).
Experience Level 7	Disenchanted Weapon (M4) or Enchanted Weapon (M4).
Experience Level 8	Disenchanted Weapon (M4) or Enchanted Weapon (M4).
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Enchant an Item (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Vanish (M7).
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Polymorph Any Object (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 7

MAGE SPELLS: ALTERATION OF PERCEPTION AND MIND WARPING

At level 1, this mage will already know the spell Read Magic and any 3 of the following spells (player's or GM's choice): Comprehend Languages, Confuse Languages, Unreadable Magic and Ventriloquism.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Audible Glamer (M3).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Babble (M3), Infravision (M3) or Tongues (M3).
Experience Level 6	Babble (M3), Infravision (M3) or Tongues (M3).
Experience Level 7	Runedale's Mnemonic Enhancer (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th or level spell.
Experience Level 9	Distance Distortion (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.

Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Maze (M8) or Power Word Blind (M8).
Experience Level 17	Maze (M8) or Power Word Blind (M8).
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 8

MAGE SPELLS: ALTERATION OF PERSON AND AURA WARPING

At level 1, this mage will already know the spell Read Magic and any 3 of the following spells (player's or GM's choice): Feather Fall, Jump, Message and Spider Climb.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Levitation (M3).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Blink (M5), Fly (M5) or Lorelei's Tiny Hut (M5).
Experience Level 6	Blink (M5), Fly (M5) or Lorelei's Tiny Hut (M5).
Experience Level 7	Fire Charm (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th or level spell.
Experience Level 9	Airy Water (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Darien's Instant Summons (M7) or Phase Door (M7).
Experience Level 15	Darien's Instant Summons (M7) or Phase Door (M7).

Experience Level 16	Mind Blank (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 9

MAGE SPELLS: CHARMS AND ENCHANTMENTS

At level 1, this mage will already know the spells Charm Person, Friends, Read Magic and Sleep.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Forget (M2), Ray of Enfeeblement (M2) or Scare (M2).
Experience Level 4	Forget (M2), Ray of Enfeeblement (M2) or Scare (M2).
Experience Level 5	Hold Person (M3) or Suggestion (M3).
Experience Level 6	Hold Person (M3) or Suggestion (M3).

Experience Level 7	Bestow Curse (M4), Charm Monster (M4), Confusion (M4), Fire Charm (M4) or Fumble (M4).
Experience Level 8	Bestow Curse (M4), Charm Monster (M4), Confusion (M4), Fire Charm (M4) or Fumble (M4).
Experience Level 9	Magic Jar (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Geas (M6) or Spiritwrack (M6).
Experience Level 13	Geas (M6) or Spiritwrack (M6).
Experience Level 14	Power Word Stun (M7).
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Antipathy / Sympathy (M8), Mass Charm (M8), Oberon's Irresistible Dance (M8), Symbol (M8) or Trap the Soul (M8).
Experience Level 17	Antipathy / Sympathy (M8), Mass Charm (M8), Oberon's Irresistible Dance (M8), Symbol (M8) or Trap the Soul (M8).
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 10

MAGE SPELLS: CONJURATION AND SUMMONING

At level 1, this mage will already know the spells Find Familiar, Push, Read Magic and Unseen Servant.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.

Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Monster Summoning I (M3).
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Monster Summoning II (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Conjure Air Elemental (M5), Conjure Earth Elemental (M5), Conjure Fire Elemental (M5), Conjure Water Elemental (M5), Malachai's Faithful Hound (M5) or Monster Summoning III (M5).
Experience Level 10	Conjure Air Elemental (M5), Conjure Earth Elemental (M5), Conjure Fire Elemental (M5), Conjure Water Elemental (M5), Malachai's Faithful Hound (M5) or Monster Summoning III (M5).
Experience Level 11	Conjure Air Elemental (M5), Conjure Earth Elemental (M5), Conjure Fire Elemental (M5), Conjure Water Elemental (M5), Malachai's Faithful Hound (M5) or Monster Summoning III (M5).
Experience Level 12	Invisible Stalker (M6) or Monster Summoning IV (M6).
Experience Level 13	Invisible Stalker (M6) or Monster Summoning IV (M6).
Experience Level 14	Cacodemon (M7), Limited Wish (M7) or Monster Summoning V (M7).
Experience Level 15	Cacodemon (M7), Limited Wish (M7) or Monster Summoning V (M7).
Experience Level 16	Monster Summoning VI (M8).

Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Gate (M9), Monster Summoning (M9) or Wish (M9).
Experience Level 19	Gate (M9), Monster Summoning (M9) or Wish (M9).
Experience Level 20	Gate (M9), Monster Summoning (M9) or Wish (M9).
Experience Level 21+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 11

MAGE SPELLS: DIVINATION AND LORE MASTERY

At level 1, this mage will already know the spells Detect Magic, Identify, Read Magic, as well as 1 additional spell (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Detect Evil (M2), Detect Good (M2), Detect Invisibility (M2), ESP (M2) or Locate Object (M2).
Experience Level 4	Detect Evil (M2), Detect Good (M2), Detect Invisibility (M2), ESP (M2) or Locate Object (M2).

Experience Level 5	Clairaudience (M3) or Clairvoyance (M3).
Experience Level 6	Clairaudience (M3) or Clairvoyance (M3).
Experience Level 7	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Contact Other Plane (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Legend Lore (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 12

MAGE SPELLS: EVOCATION OF PASSIVE FORCES (SHIELDING)

At level 1, this mage will already know the spells Read Magic, Shield and Tristan's Floating Disc, as well as 1 additional spell (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Web (M2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Wall of Fire (M4) or Wall of Ice (M4).
Experience Level 8	Wall of Fire (M4) or Wall of Ice (M4).
Experience Level 9	Brann's Interposing Hand (M5), Wall of Force (M5), Wall of Iron (M5) or Wall of Stone (M5).

Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Guards and Wards (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Maze (M8) or Symbol (M8).
Experience Level 17	Maze (M8) or Symbol (M8).
Experience Level 18	Prismatic Sphere (M9).
Experience Level 19+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 13

MAGE SPELLS: EVOCATION OF VIOLENT FORCES (SPELL-SLINGING)

At level 1, this mage will already know the spells Magic Missile and Read Magic, as well as 2 additional spells (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Stinking Cloud (M2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Fireball (M3) or Lightning Bolt (M3).
Experience Level 6	Fireball (M3) or Lightning Bolt (M3).
Experience Level 7	Fire Trap (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Cloudkill (M5) or Cone of Cold (M5).
Experience Level 10	Cloudkill (M5) or Cone of Cold (M5).
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.

Experience Level 12	Brann's Forceful Hand (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Brann's Grasping Hand (M7), Delayed Blast Fireball (M7) or Malachai's Sword (M7).
Experience Level 15	Brann's Grasping Hand (M7), Delayed Blast Fireball (M7) or Malachai's Sword (M7).
Experience Level 16	Brann's Clenched Fist (M8) or Incendiary Cloud (M8).
Experience Level 17	Brann's Clenched Fist (M8) or Incendiary Cloud (M8).
Experience Level 18	Brann's Crushing Hand (M9) or Meteor Swarm (M9).
Experience Level 19	Brann's Crushing Hand (M9) or Meteor Swarm (M9).
Experience Level 20+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 14

MAGE SPELLS: GEOMANCY AND METAL MASTERY

Reroll (on the table which introduced this chapter) for initial spell preference, because there are no level 1, 2 or 3 spells in this sphere of arcane magic.

As a summary and in the future, however, spells earned as a result of gained experience levels will be as follows:

Experience Level 1	Reroll to determine a secondary spell preference.
Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Dig (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Conjure Earth Elemental (M5), Distance Distortion (M5), Passwall (M5), Stone Shape (M5), Transmute Mud to Rock (M5), Transmute Rock to Mud (M5), Wall of Iron (M5) or Wall of Stone (M5).
Experience Level 10	Conjure Earth Elemental (M5), Distance Distortion (M5), Passwall (M5), Stone Shape (M5), Transmute Mud to Rock (M5), Transmute Rock to Mud (M5), Wall of Iron (M5) or Wall of Stone (M5).
Experience Level 11	Conjure Earth Elemental (M5), Distance Distortion (M5), Passwall (M5), Stone Shape (M5), Transmute Mud to Rock (M5), Transmute Rock to Mud (M5), Wall of Iron (M5) or Wall of Stone (M5).
Experience Level 12	Glassee (M6) or Move Earth (M6).

Experience Level 13	Glassee (M6) or Move Earth (M6).
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Glassteel (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Freedom (M9) or Imprisonment (M9).
Experience Level 19	Freedom (M9) or Imprisonment (M9).
Experience Level 20+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 15

MAGE SPELLS: HYDROMANCY AND FROST MASTERY

Reroll (on the table which introduced this chapter) for initial spell preference, because there are no level 1 or 2 spells in this sphere of arcane magic.

As a summary and in the future, however, spells earned as a result of gained experience levels will be as follows:

Experience Level 1	Reroll to determine a secondary spell preference.
Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Air Breathing (M3) or Water Breathing (M3).
Experience Level 6	Air Breathing (M3) or Water Breathing (M3).
Experience Level 7	Ice Storm (M4) or Wall of Ice (M4).
Experience Level 8	Ice Storm (M4) or Wall of Ice (M4).
Experience Level 9	Airy Water (M5), Cone of Cold (M5) or Conjure Water Elemental (M5).
Experience Level 10	Airy Water (M5), Cone of Cold (M5) or Conjure Water Elemental (M5).
Experience Level 11	Airy Water (M5), Cone of Cold (M5) or Conjure Water Elemental (M5).
Experience Level 12	Control Weather (M6), Lower Water (M6), Oberon's Freezing Sphere (M6), Part Water (M6) or Raise Water (M6).
Experience Level 13	Control Weather (M6), Lower Water (M6), Oberon's Freezing Sphere (M6), Part Water (M6) or Raise Water (M6).

Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 16

MAGE SPELLS: ILLUSIONS AND TRICKERY

At level 1, this mage will already know the spells Nicodemus' Magic Aura, Read Magic and Ventriloquism, as well as 1 additional spell (player's or GM's choice).

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Audible Glamer (M2), Invisibility (M2), Lorelei's Trap (M2), Mirror Image (M2) or Obscure Object (M2).
Experience Level 4	Audible Glamer (M2), Invisibility (M2), Lorelei's Trap (M2), Mirror Image (M2) or Obscure Object (M2).

Experience Level 5	Invisibility 10′ Radius (M3) or Phantasmal Force (M3).
Experience Level 6	Invisibility 10′ Radius (M3) or Phantasmal Force (M3).
Experience Level 7	Hallucinatory Terrain (M4) or Massmorph (M4).
Experience Level 8	Hallucinatory Terrain (M4) or Massmorph (M4).
Experience Level 9	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Project Image (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Mass Invisibility (M7) or Simulacrum (M7).
Experience Level 15	Mass Invisibility (M7) or Simulacrum (M7).
Experience Level 16	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 17

MAGE SPELLS: META-MAGIC

Reroll (on the table which introduced this chapter) for initial spell preference, because there are no level 1, 2 or 3 spells in this sphere of arcane magic.

As a summary and in the future, however, spells earned as a result of gained experience levels will be as follows:

Experience Level 1	Reroll to determine a secondary spell preference.
Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Extension I (M4).
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.

Experience Level 9	Extension II (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Enchant an Item (M6) or Extension III (M6).
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Permanency (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 18

MAGE SPELLS: NECROMANCY AND DEATH MAGIC



Reroll (on the table which introduced this chapter) for initial spell preference, because there are no level 1 or 2 spells in this sphere of arcane magic.

As a summary and in the future, however, spells earned as a result of gained experience levels will be as follows:

Experience Level 1	Reroll to determine a secondary spell preference.
Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Feign Death (M3).
Experience Level 6	Player's or GM's choice of any 1st, 2nd or 3rd level spell.
Experience Level 7	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 8	Player's or GM's choice of any 1st, 2nd, 3rd or 4th level spell.
Experience Level 9	Animate Dead (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Death Spell (M6) or Reincarnation (M6).

Experience Level 13	Death Spell (M6) or Reincarnation (M6).
Experience Level 14	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.
Experience Level 16	Clone (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Power Word Kill (M9).
Experience Level 19+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

- Part 6: Trades, Skills, and Fighting Styles

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5 - 4 - 19

MAGE SPELLS: PYROMANCY AND LIGHTNING MASTERY

At level 1, this mage will already know the spells Affect Normal Fires, Burning Hands, Read Magic and Shocking Grasp.

Future spells earned as a result of gained experience levels will be as follows:

Experience Level 2	Player's or GM's choice of any 1st level spell.
Experience Level 3	Pyrotechnics (M2).
Experience Level 4	Player's or GM's choice of any 1st or 2nd level spell.
Experience Level 5	Fireball (M3) or Lightning Bolt (M3).
Experience Level 6	Fireball (M3) or Lightning Bolt (M3).
Experience Level 7	Fire Charm (M4), Fire Shield (M4) or Fire Trap (M4).
Experience Level 8	Fire Charm (M4), Fire Shield (M4) or Fire Trap (M4).
Experience Level 9	Conjure Fire Elemental (M5).
Experience Level 10	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 11	Player's or GM's choice of any 1st, 2nd, 3rd, 4th or 5th level spell.
Experience Level 12	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 13	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, or 6th level spell.
Experience Level 14	Delayed Blast Fireball (M7).
Experience Level 15	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th or 7th level spell.

Experience Level 16	Incendiary Cloud (M8).
Experience Level 17	Player's or GM's choice of any 1st, 2nd, 3rd, 4th, 5th, 6th, 7th or 8th level spell.
Experience Level 18	Meteor Swarm (M9).
Experience Level 19+	Player's or GM's choice of any spell of any level.

Step 11 complete. Click on the link below to proceed to Part 6.

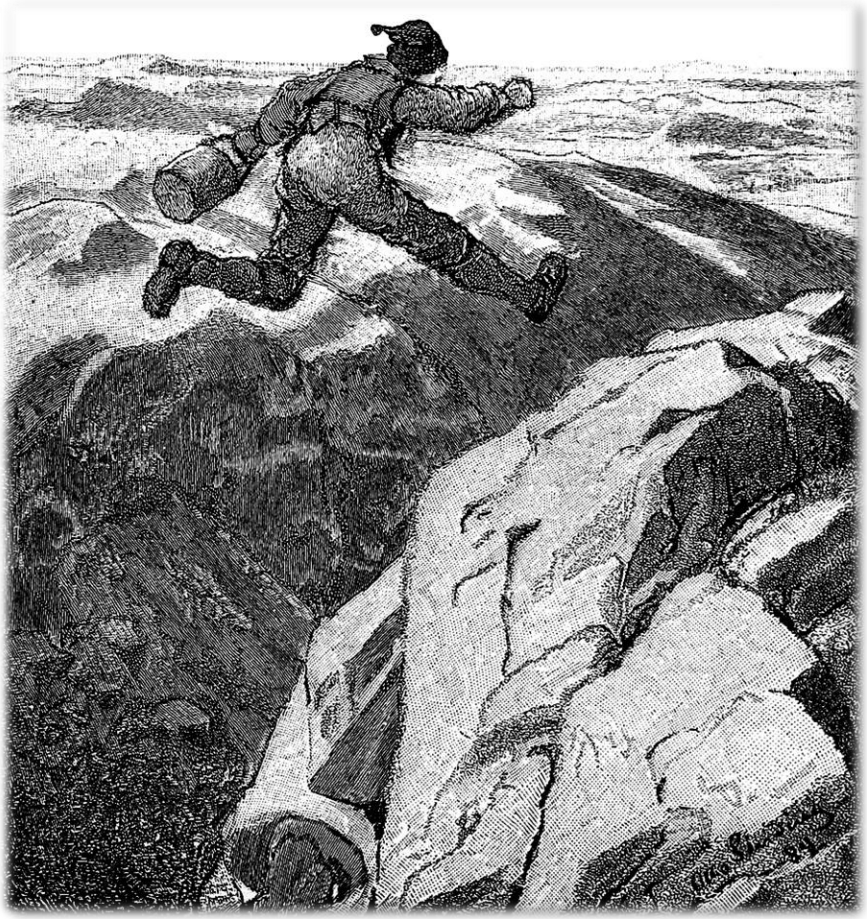
- Part 6: Trades, Skills, and Fighting Styles

PART 6:
TRADES, SKILLS AND FIGHTING STYLES

This section pertains to **skills and proficiencies**. I cannot predict how you, as the Game Master, handle such things, as the topic of skills in an archetype-based FRPG remains rather contentious as it has been for decades.

Generally, old school games have very vague and hand-waved skill systems, while new school games have skills and feats galore, with umpteen different modifiers, rules, exceptions, sub-rules, conflicting mechanics, and random crap ad nauseam. (You can take a wild guess concerning how I feel about ultra-detailed skills in an old school game. ;)

But what if you don't know what to do?



Here is a little advice if your game has a vague or nonexistent skill system, or a complex skill system that you want to replace with something easier.

Very generally, in my Castle Oldskull campaigns I use an old school mechanic called "ability checks," combined with a new school mechanic called "advantage."

Basically, you have a general list of skills that your character knows. You may have noticed in the class themes section that I listed things like tracking, blind-fighting, running, leaping, fur trapping, and so forth.

When your character wants to do something, the GM decides if the situation should be role-played. If it should, you talk your way through it, by either (for example) describing what you are trying to do in detail ("I'm lifting the chest lid with the tip of my sword while ducking down"), or solving a riddle using your own brain, or saying the words you are speaking to an NPC.

If the GM thinks it should be handled by a random roll instead, the GM then decides which of the six ability scores best applies to the situation. For example, Strength (physical power) is used to open doors, Intelligence (mental power) is used to see hidden items under dust, Wisdom (intuition) is used to guess at someone's emotions, Dexterity (agility) is used to climb ropes, Constitution (endurance) is used to hold your breath in a poison cloud, and Charisma (influence) is used to win over a potentially hostile guard with a wink and a smile. And so on, and so forth.

After deciding which ability score to use, the GM then decides if the task is easy, average, or hard. As one example, climbing a straight rope with gloves and both hands is easy, climbing a swinging rope while wearing a shield on your arm is average, and climbing a rope in the rain with an unconscious halfling on your back is hard. Some tasks are in fact so hard — climbing a rope with one hand, in the rain, with a fat dwarf on your shoulders — that they are basically impossible.

Once the GM knows the ability score to use and the task difficulty level, he informs the PC's player of both of these facts. The player then looks at the PC's ability score, and decides if he still wants to make the attempt.

If the player changes his mind after considering the odds, another action can be attempted instead.

If he decides to go through with it, he calculates the **target score** for the ability check. The target score is the number that the player wants to compare his die roll against. It is **equal to 20 minus the PC's ability score**. For example, if the needed ability is Strength, and the PC's Strength is 15, then the target score is (20 minus 15 equals) 5, or higher.

Then, he rolls 1d20 one or more times, as directed below. You want to roll high, especially a 20. You never want to roll a 1.

One of six things can happen:

Easy Ability Score Checks

- If the task is **easy**, and the PC **does not** have the appropriate skill (for example, trying to trap an animal but with knowledge of how exactly to do it), then the player has **no advantage**. This means he rolls 1d20 once.
- If the task is **easy**, and the PC **does have** the appropriate skill, then the player has **advantage.** This means he rolls 1d20 twice, and keeps the highest score.

Average Ability Score Checks

- If the task is of **average** difficulty, and the PC **does not** have the appropriate skill, then the player has **disadvantage**. This means he rolls 1d20 twice, and keeps the lowest score.
- If the task is of **average** difficulty, and the PC **does have** the appropriate skill, then the player has **no advantage**. This means he rolls 1d20 once.

Hard Ability Score Checks

- If the task is **hard**, and the PC **does not** have the appropriate skill, then the player has **severe disadvantage**. This means he rolls 1d20 three times, and keeps the lowest score.
- If the task is **hard**, and the PC **does have** the appropriate skill, then the player has **disadvantage**. This means he rolls 1d20 twice, and keeps the lowest score.

Once the d20 (or 2d20, or 3d20, as noted above) is rolled, the player and the GM compare the roll to the target score.

- If the **roll is a 1**, the result is **automatic failure**. If the PC's relevant ability score is 6 or lower, the failure is **catastrophic**.
- If the roll is **lower than the target score (but not a 1)**, the PC **fails**, but the failure is never catastrophic.
- If the roll is **equal to the target score**, the PC **barely succeeds**.
- If the roll is **higher than the target score (but not a 20)**, the PC **succeeds**, but the success is never phenomenal.

- If the **roll is a 20**, the result is **automatic success**. If the PC's relevant ability score is 15 or higher, the success is **phenomenal**.

The system is confusing at first, but becomes very quick, flexible and intuitive with a little practice.

The first step to making the system easy is to have all players record the target scores beside their ability scores on their character sheets. Remember, the target score is 20 minus the ability score. So if a PC has STR 16, INT 10, WIS 13, DEX 17, CON 12 and CHA 9, then his target scores are STR 16 (target 4+), INT 10 (target 10+), WIS 13 (target 7+), DEX 17 (target 3+), CON 12 (target 8+) and CHA (target 11+). Low targets mean success if likely, and high targets mean success is unlikely. So, this example PC will have an easy time with DEX and STR checks, and a fairly hard time with CHA and INT checks. But due to his decent ability scores, he won't be really *terrible* at anything unless it is hard.

The second step to making the system easy is to just keep using it!

Here is an example of the system in use:

Let us say our STR 16 (target 4+) example PC above wants to move a boulder. The GM considers the size of the boulder, and decides that the task is possible, but that it will be hard. He informs the player that the task is Strength-based and hard. The PC considers his STR of 16, and asks for clarification.

The GM explains that the PC has no "Move Boulder" skill, because no such skill exists in the game yet (most likely). But hey, maybe he could learn a skill called "Move Boulder" if he practiced every day, pushing stones around for a month or something.

The GM explains further that because (a) the task is hard and (b) the PC does not have the necessary skill, that the PC would have severe disadvantage when trying to move the boulder. This means that the player would need to roll 3d20, and to keep the lowest result. And any rolls of 1 would be very bad.

The player considers this, but notes that the target score of 4 means that success is still fairly likely … as long as he doesn't roll any 1s!

So he rolls 3d20, hopes for the best, and …

(Let's go through each possible scenario.)

Scenario 1: He rolls a 1, a 13, and a 10. He is forced to keep the lowest roll, which is a 1. This is a catastrophic failure. Not only does he fail to move the boulder, he also hurts his back and inflicts 1D6 damage on himself. And yes, if his hit points are low he could die from this damage; this would mean that the boulder rolled on top of him.

Scenario 2: He rolls a 5, a 19 and a 3. He is forced to keep the lowest roll, which is a 3. The target score was only 4, but the 3 is less than the needed 4 or higher, so he fails. The PC cannot move the boulder. The GM will probably let him rest for a round and try again if he wants to, so this is probably not a big deal … unless, of course, he is being chased by 30 bloodthirsty orcs and he only has 2 rounds remaining before they charge around the corner!

Scenario 3: He rolls a 4, a 12 and a 14. He is forced to keep the lowest roll, which is a 4. The target score was 4, and that's what he rolled, so he barely succeeds! He might (for example) damage something in his backpack, cracking open an oil flask, while he holds his breath and squeezes through the gap.

Scenario 4: He rolls a 13, a 5, and a 20. The 20 would be great, but he doesn't get to keep it, because he is forced to keep the lowest roll, which is a 5. The target score was 4, and his roll is still higher. He succeeds! He moves the boulder and moves through the gap fairly easily.

Scenario 5: Miraculously, he rolls a 20, a 20, and another 20. This is an automatic success without a doubt! Not only that, but his STR is in the "15 or higher" category, so it's a phenomenal success. He pushes harder than he ever has in his life, and his god gives him a surge of spirit. The boulder lurches aside, and then keeps rolling. As soon as the orcs come around the corner, they are crushed by the rolling boulder for 3D6 damage each! 17 of them are killed instantly, and the other 13 scatter in a screaming panic. Some things, however unlikely, are simply meant to be …

Once your players get savvy to this system and its infinite flexibility — hey, you can come up with millions of weird skills big and small, just by naming them — they will always be asking you this question once you explain the current situation and the needed ability check: "Hey, can I turn this into a skill?"

The answer is usually "Yes, but not right now, and it takes practice." So they can't learn a skill in 1 second to affect the current ability check, but they can (for example) eventually learn how to chop down a tree ("Lumberjack," maybe a Strength skill), juggle (a Dexterity skill), play draconian chess (an Intelligence skill), learn herbalism (a Wisdom skill), or how to lie with a straight face (a Charisma skill, in my opinion).

And here's the beauty of it: **You don't need to define any skills in your game until someone tries to do something.**

This means that the complexity of the game can grow as the campaign proceeds, and your players get more creative. Even better, you can always keep the game from going "skill happy" by simply telling the players they need to role-play or explain their way out of any given situation, instead of just rolling dice. (Try not to be too random and arbitrary about it, though, unless your players are trying to be munchkins or rules lawyers.)

If you're feeling generous, during downtime two PCs can easily teach each other skills that one of them knows and the other one doesn't.

You may need to develop a few constraints to keep them from "skilling up" endlessly, however. It all takes time to learn things. Maybe learning how to chop down trees safely only takes 10 days of practice, but learning how to appraise gemstones takes 60 days of memorization and concentration. Just give them a time-to-learn target based on your perceived complexity of the skill, and let them write that number down and hack away at it — one day, or even one hour at a time — whenever the party has some downtime. They don't get the skill until that "time to learn" number hits zero.

If your campaign lasts for many real-world years, you may eventually end up with excellently-played ancient elven PCs who know *hundreds* of skills … but that's not necessarily a terrible thing!

Part 6 introduction complete. The following sections pertain to clan and family trades for demi-human characters. If you are designing a human character, you can click the link below to skip these sections and proceed to Useful Secondary Skills.

- Continue on to Useful Secondary Skills

Otherwise, if you are designing a demi-human character, you can access the clan and family trade sections here:

- Click here for dwarven trades
- Click here for elven trades
- Click here for gnomish trades
- Click here for half-orcish trades
- Click here for halfling trades

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6 - 1

DETERMINING CLAN AND FAMILY TRADES

"Clan and family trades" are skills which demi-humans learn from their friends and families. Humans tend to move around a lot, and move away from their family members more often than not. Demi-humans, however, tend to stay put for years at a time and learn the racial traditions. This means that demi-humans have some added skills, even at experience level 1, which humans do not.

For human characters, skip this sections.

For demi-human characters, roll once on the appropriate table hereafter to determine the trade and expertise of the character's clan and family. This information is primarily of interest for background purposes, but it directly informs the skill system I described in the previous section. It can also be put to excellent use as an adventure hook.

For example, a descendant of dwarf mountaineers might receive a call for help from a stranded uncle, and the other PCs would need to decide whether they will undertake a dangerous aerial journey into the mountains to save a family friend.



These spheres of demi-human knowledge can also be used to further detail demi-human enclaves throughout the game world. For example, if the GM has created a clan of 380 dwarves, it can be assumed that this group has between 5 and 10 bloodlines (major families), and each bloodline can have one or perhaps two of the trades listed hereafter as their own "familial pride of place." Each bloodline has an important place in the clan, but the clan probably does not enjoy *all* of the possible skill types, unless it is large and lucky.

You will see some notes concerning Useful Secondary Skills; I describe these a little further on in this book.

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6 - 1 - 1

DWARVEN TRADES

Roll 1d100, and refer to the following table.

[01-03]	➢ **Architects & Builders.** ➢ Due to this ancestry, you can either pre-select "Mason / Builder" as your character's Useful Secondary Skill, or roll randomly.
[04-07]	➢ **Armorers & Smiths.** ➢ Due to this ancestry, you can either pre-select "Armorer" as your character's Useful Secondary Skill, or roll randomly.
[08-12]	➢ **Delvers of the Deep.** ➢ This gives the skills Identify Mithril and Identify Adamantite, which means that the PC can identify mithril / admantite ore, crafter weapons and armor, and so forth. The skills Appraise Mithril Treasure and Appraise Adamantite Treasure can be learned in time.
[13-18]	➢ **Dragon Warders.** ➢ These dwarves fight dragons. This gives the skill Critical Hits on Dragons, which — when it succeeds — allows you to inflict maximum damage on a dragon with your weapon.

[19-24]	➢ **Dungeon Delvers & Explorers.** ➢ Due to this ancestry, you can either pre-select "Miner" as your character's Useful Secondary Skill, or roll randomly.
[25-30]	➢ **Forge Guardians.** ➢ Due to this ancestry, you can either pre-select "Armorer" as your character's Useful Secondary Skill, or roll randomly.
[31-36]	➢ **Gem Cutters.** ➢ Due to this ancestry, you can either pre-select "Jeweler / Gem Cutter" as your character's Useful Secondary Skill, or roll randomly.
[37-42]	➢ **Giant Killers.** ➢ These dwarves fight giants. This gives the skill Critical Hits on Giants, which — when it succeeds — allows you to inflict maximum damage on a giant with your weapon.
[43-48]	➢ **Goblin Slayers.** ➢ Due to this ancestry, you can either pre-select "Bowyer / Fletcher" as your character's Useful Secondary Skill, or roll randomly.
[49-55]	➢ **Goldsmiths & Silversmiths.** ➢ This gives the skills Appraise Gold Treasure and Appraise Silver Treasure. The skills Craft Gold Treasure and Craft Silver Treasure can be learned in time.
[56-61]	➢ **Jewelers.** ➢ Due to this ancestry, you can either pre-select "Jeweler / Gem Cutter" as your character's Useful Secondary Skill, or roll randomly.
[62-68]	➢ **Merchants & Traders.** ➢ Due to this ancestry, you can either pre-select "Freighter / Pack Handler" or "Trader / Barterer" as your character's Useful Secondary Skill, or roll randomly.
[69-75]	➢ **Miners & Smelters.**

	➢ Due to this ancestry, you can either pre-select "Mason / Builder" or "Miner" as your character's Useful Secondary Skill, or roll randomly.
[76-82]	➢ **Mountaineers.** ➢ Due to this ancestry, you can either pre-select "Fisher" or "Trapper / Furrier" as your character's Useful Secondary Skill, or roll randomly.
[83-88]	➢ **Orc Slayers.** ➢ These dwarves fight orcs. This gives the skill Critical Hits on Orcs, which — when it succeeds — allows you to inflict maximum damage on an orc (or half-orc!) with your weapon.
[89-94]	➢ **Rogues & Thieves.** ➢ Due to this ancestry, you can either pre-select "Gambler" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a thief, or a multi-classed thief, he gets a permanent +2% bonus to XP gained.
[95-00]	➢ **Rune Priests.** ➢ Due to this ancestry, you can either pre-select "Painter / Artist" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a cleric, or a multi-classed cleric, he gets a permanent +2% bonus to XP gained.

Demi-human trade selection complete. You can click the link below to skip these sections and proceed to Useful Secondary Skills.

➢ Continue on to Useful Secondary Skills

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6 - 1 - 2

ELVEN TRADES

These trades apply both to elves, and to half-elves … except for half-elves who were raised by humans that never knew their elven parent.

Roll 1d100, and refer to the following table.

[01-06]	➢ **Arbor Priests.** ➢ Due to this ancestry, you can either pre-select "Farmer / Gardener" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a cleric, or a multi-classed cleric, he gets a permanent +2% bonus to XP gained.
[07-12]	➢ **Arcane Artificers.** ➢ Due to this ancestry, you can either pre-select "Armorer" or "Jeweler / Gem Cutter" as your character's Useful Secondary Skill, or roll randomly.
[13-19]	➢ **Archers.** ➢ Due to this ancestry, you can either pre-select "Bowyer / Fletcher" as your character's Useful Secondary Skill, or roll randomly.
[20-25]	➢ **Beast Masters.** ➢ Due to this ancestry, you can either pre-select "Beast Master" as your character's Useful Secondary Skill, or roll randomly.
[26-31]	➢ **Faerie Lorists.** ➢ Due to this ancestry, you can either pre-select "Painter / Artist" as your character's Useful Secondary Skill, or roll randomly.
[32-38]	➢ **Foresters & Herbalists.** ➢ Due to this ancestry, you can either pre-select "Forester / Herbalist" as your character's Useful Secondary Skill, or roll randomly.



[39-44]	➢ **Grove Protectors.** ➢ Due to this ancestry, you can either pre-select "Woodworker" as your character's Useful Secondary Skill, or roll randomly.
[45-50]	➢ **Hunters.**

	➢ Due to this ancestry, you can either pre-select "Hunter / Tracker" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a ranger, or a multi-classed ranger, he gets a permanent +2% bonus to XP gained.
[51-57]	➢ **Lore Masters.** ➢ The character gains a permanent +1 to INT or WIS (player's or GM's choice). ➢ Concurrently, he suffers a permanent -1 to STR or CON (player's or GM's choice).
[58-63]	➢ **Pool Seers.** ➢ Due to this ancestry, you can either pre-select "Fisher" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a druid, or a multi-classed druid, he gets a permanent +2% bonus to XP gained.
[64-69]	➢ **Rogues & Thieves.** ➢ Due to this ancestry, you can either pre-select "Gambler" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a thief, or a multi-classed thief, he gets a permanent +2% bonus to XP gained.
[70-75]	➢ **Trackers.** ➢ Due to this ancestry, you can either pre-select "Beast Master" or "Hunter / Tracker" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a ranger, or a multi-classed ranger, he gets a permanent +2% bonus to XP gained.
[76-81]	➢ **Viticulturists.** ➢ Due to this ancestry, you can either pre-select "Farmer / Gardener" as your character's Useful Secondary Skill, or roll randomly.
[82-87]	➢ **Wardens & Sentries.** ➢ Your GM may decide that this character's alert presence reduces your party's chances of being surprised by 50%; however, if that's the case then the ability should be counter-balanced by a

	disadvantage (such as a phobia, -2 Charisma, or fear of a specific supernatural monster type).
[88-94]	➢ **Warriors.** ➢ If the character is a fighter, or a multi-classed fighter, he gets a permanent +2% bonus to XP gained.
[95-00]	➢ **Wizards.** ➢ If the character is a mage, or a multi-classed mage, he gets a permanent +2% bonus to XP gained.

Demi-human trade selection complete. You can click the link below to skip these sections and proceed to Useful Secondary Skills.

➢ Continue on to Useful Secondary Skills

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6 - 1 - 3

GNOMISH TRADES

Roll 1d100, and refer to the following table.

[01-06]	➢ **Armorers & Weapon Smiths.** ➢ Due to this ancestry, you can either pre-select "Armorer" as your character's Useful Secondary Skill, or roll randomly.
[07-13]	➢ **Beast Masters.** ➢ Due to this ancestry, you can either pre-select "Beast Master" as your character's Useful Secondary Skill, or roll randomly.
[14-19]	➢ **Burrowers & Builders.** ➢ Due to this ancestry, you can either pre-select "Farmer / Gardener" or "Mason / Builder" as your character's Useful Secondary Skill, or roll randomly.
[20-26]	➢ **Foresters & Herbalists.**

	➢ Due to this ancestry, you can either pre-select "Forester / Herbalist" as your character's Useful Secondary Skill, or roll randomly.
[27-32]	➢ **Highlanders.** ➢ Due to this ancestry, you can either pre-select "Hunter / Tracker" as your character's Useful Secondary Skill, or roll randomly.
[33-38]	➢ **Jewel Crafters.** ➢ Due to this ancestry, you can either pre-select "Jeweler / Gem Cutter" as your character's Useful Secondary Skill, or roll randomly.
[39-44]	➢ **Leatherworkers.** ➢ Due to this ancestry, you can either pre-select "Leatherworker / Tanner" as your character's Useful Secondary Skill, or roll randomly.
[45-50]	➢ **Miners & Smelters.** ➢ Due to this ancestry, you can either pre-select "Miner" as your character's Useful Secondary Skill, or roll randomly.
[51-56]	➢ **Rogues & Thieves.** ➢ Due to this ancestry, you can either pre-select "Gambler" as your character's Useful Secondary Skill, or roll randomly.
[57-62]	➢ **Scavengers.** ➢ This character gains the skills Improvise Weapon, Repair Armor, and Repair Weapon. Tasks may take a fair amount of time, depending upon materials and complexity.
[63-68]	➢ **Skirmishers & Slingers.** ➢ This character always has a +1 to hit and damage with slings and staff slings. ➢ However, the character can only be proficient with slings, and no other weapons, at experience level 1. If the player refuses this penalty, the +1 bonuses are never gained.
[69-75]	➢ **Tinkers.**

	➢ Due to this ancestry, you can either pre-select "Armorer" or "Trader / Barterer" as your character's Useful Secondary Skill, or roll randomly.
[76-81]	➢ **Totem Priests.** ➢ If the character is a cleric, or a multi-classed cleric, he gets a permanent +2% bonus to XP gained.
[82-87]	➢ **Traders.** ➢ Due to this ancestry, you can either pre-select "Trader / Barterer" as your character's Useful Secondary Skill, or roll randomly.
[88-93]	➢ **Tricksters.** ➢ The character may opt to gain +1 INT, at the penalty of -1 CHA. ➢ If the character is an illusionist, or a multi-classed illusionist, he gets a permanent +2% bonus to XP gained.
[94-00]	➢ **Wanderers & Explorers.** ➢ Due to this ancestry, you can either pre-select "Navigator / Cartographer" as your character's Useful Secondary Skill, or roll randomly.

Demi-human trade selection complete. You can click the link below to skip these sections and proceed to Useful Secondary Skills.

➢ Continue on to Useful Secondary Skills

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6 - 1 - 4

HALF-ORCISH TRADES

Half-orcs are crafty, and they tend to band together in youth for mutual survival, so half-orcs will know one of these trades even if they never knew their orcish parent. *Someone* passed on the skill.

Roll 1d100, and refer to the following table.

[01-05]	➢ **Assassins.** ➢ If the character is an assassin, or a multi-classed assassin, he gets a permanent +2% bonus to XP gained.
[06-10]	➢ **Cannibals & Death Chanters.** ➢ After any battle, if the half-orc is willing to drink the blood of a fallen foe, he can heal his own wounds slightly and regain 1 hit point. ➢ This assumes that the fallen prey (a) has blood, (b) does not have envenomed blood, and (c) the half-orc is willing to drink. ➢ Only 1 hit point per battle can be healed, but the effect can take place any number of times a day. ➢ The character suffers a permanent -1 penalty to CHA.
[11-16]	➢ **Delvers of the Deep.** ➢ This gives the skills Identify Mithril and Identify Adamantite, which means that the PC can identify mithril / admantite ore, crafter weapons and armor, and so forth. The skills Appraise Mithril Treasure and Appraise Adamantite Treasure can be learned in time.
[17-22]	➢ **Duelists & Gladiators.** ➢ If the character is a fighter, or a multi-classed fighter, he gets a permanent +2% bonus to XP gained.
[23-28]	➢ **Dwarf Slayers.**

	➢ These half-orcs fight dwarves. This gives the skill Critical Hits on Dwarves, which — when it succeeds — allows you to inflict maximum damage on a dwarf with your weapon.
[29-34]	➢ **Elf Slayers.** ➢ Due to this ancestry, you can either pre-select "Bowyer / Fletcher" as your character's Useful Secondary Skill, or roll randomly.
[35-40]	➢ **Exiles & Wanderers.** ➢ These characters gain a +2% bonus to XP, but only during game sessions where they engaged in more than one full day's travel outdoors.
[41-46]	➢ **Headhunters & Witch Doctors.** ➢ Due to this ancestry, you can either pre-select "Hunter / Tracker" as your character's Useful Secondary Skill, or roll randomly.
[47-52]	➢ **Hunters & Scouts.** ➢ Due to this ancestry, you can either pre-select "Beast Master," "Hunter / Tracker" or "Trapper / Furrier" as your character's Useful Secondary Skill, or roll randomly.
[53-58]	➢ **Laborers & Thralls.** ➢ Due to this ancestry, you can either pre-select "Leatherworker / Tanner" or "Mason / Builder" as your character's Useful Secondary Skill, or roll randomly.
[59-64]	➢ **Mercenary Soldiers.** ➢ If the character is an NPC, he gains a permanent +1 (or +10%) bonus to morale. ➢ If the character is a PC, he can opt to gain a permanent bonus of +1 CON, at the penalty of -1 INT or CHA.
[65-70]	➢ **Netherworld Explorers.** ➢ These characters gain a +2% bonus to XP, but only during game sessions where play ends while they are still inside a subterranean dungeon or cave region.
[71-76]	➢ **Poisoners.**

	➢ These characters can brew and extend batches of poison. They cannot make their own poisons, but they can purchase poison and turn 1 dose into 2. ➢ This action can only be performed once a day, and only once per purchased dose.
[77-82]	➢ **Rogues & Thieves.** ➢ Due to this ancestry, you can either pre-select "Gambler" as your character's Useful Secondary Skill, or roll randomly.
[83-88]	➢ **Skirmishers & Warriors.** ➢ If the character is a fighter, or a multi-classed fighter, he gets a permanent +2% bonus to XP gained.
[89-94]	➢ **Slavers.** ➢ These characters gain advantage whenever they are inflicting subdual damage. For example, if the half-orc is attempting to subdue a dragon, he rolls twice for damage, and keeps the highest result.
[95-00]	➢ **Totemists & Shamans.** ➢ Due to this ancestry, you can either pre-select "Woodworker" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a cleric, or a multi-classed cleric, he gets a permanent +2% bonus to XP gained.

Demi-human trade selection complete. You can click the link below to skip these sections and proceed to Useful Secondary Skills.

➢ Continue on to Useful Secondary Skills

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6 - 1 - 5

HALFLING TRADES

Note that from a power gamer perspective, there are a few "cooler" unique powers hidden in this table that other races do not get. I did this for flavor, to give the race some

respect, and to encourage players to try playing halflings when they might not otherwise. (The race is really fairly underpowered after the first few experience levels, except in regards to thieves.) However, these abilities are balanced with penalties in several cases.

Roll 1d100, and refer to the following table.

[01-05]	➢ **Adventurers & Burglars.** ➢ Due to this ancestry, you can either pre-select "Trapper / Furrier" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a thief, or a multi-classed thief, he gets a permanent +2% bonus to XP gained.
[06-11]	➢ **Beast Masters.** ➢ Due to this ancestry, you can either pre-select "Beast Master" as your character's Useful Secondary Skill, or roll randomly.
[12-16]	➢ **Bounders & Shire Reeves.** ➢ The character either gains a permanent +1 bonus to initiative rolls, or a +3 bonus to movement speed. ➢ However, due to being ill-fated he also suffers a permanent -1 penalty to all non-magical saving throws.
[17-21]	➢ **Cartographers & Explorers.** ➢ Due to this ancestry, you can either pre-select "Navigator / Cartographer" as your character's Useful Secondary Skill, or roll randomly.
[22-26]	➢ **Druids.** ➢ Due to this ancestry, you can either pre-select "Woodworker" as your character's Useful Secondary Skill, or roll randomly. ➢ If the character is a druid, or a multi-classed druid, he gets a permanent +2% bonus to XP gained.
[27-32]	➢ **Eccentrics.** ➢ This character can opt for either a permanent bonus of +1 INT, or +1 WIS. ➢ However, he also suffers a permanent penalty of -1 CHA just for being an odd bird with halting speech and wild hand gestures. ➢ Due to this ancestry, you can either pre-select "Painter / Artist" as your character's Useful Secondary Skill, or roll randomly.

[33-38]	➢ **Farmers.** ➢ Due to this ancestry, you can either pre-select "Farmer / Gardener" as your character's Useful Secondary Skill, or roll randomly.
[39-44]	➢ **Gardeners & Herbalists.** ➢ Due to this ancestry, you can either pre-select "Farmer / Gardener" or "Forester / Herbalist" as your character's Useful Secondary Skill, or roll randomly.
[45-49]	➢ **Gypsy Folk & Roma Wanderers.** ➢ These halflings gain a permanent (player's or GM's choice) bonus of (a) +1 DEX and +1 CHA, or (b) +1 to all non-magical saving throws. ➢ Simultaneously, they suffer a permanent (player's or GM's choice) penalty of -2% to all XP gained, due to a curse placed upon the bloodline centuries ago. If the character ever dies and is resurrected, the curse is forever lifted from his days. The CHA bonus is lost at this time, but the DEX bonus forever remains.
[50-55]	➢ **Leatherworkers.** ➢ Due to this ancestry, you can either pre-select "Leatherworker / Tanner" as your character's Useful Secondary Skill, or roll randomly.
[56-61]	➢ **Lore Masters & Storytellers.** ➢ The character gains a permanent +1 to INT or WIS (player's or GM's choice). ➢ Concurrently, he suffers a permanent -1 to STR or CON (player's or GM's choice).
[62-66]	➢ **Merchants & Traders.** ➢ Due to this ancestry, you can either pre-select "Freighter / Pack Handler" or "Trader / Barterer" as your character's Useful Secondary Skill, or roll randomly.
[67-72]	➢ **Ostlers & Tavern Keepers.** ➢ As a bit of flavor, this character can buy all food and drink for half price, for life. Ostlers gotta watch out for each other.

	➢ The character also gains the skill Appraise Food & Drink Treasures, which helps to determine the value of rare wines, edible spices, and so forth.
[73-77]	➢ **Pipeweed Growers.** ➢ Due to this ancestry, you can either pre-select "Farmer / Gardener" as your character's Useful Secondary Skill, or roll randomly.
[78-82]	➢ **River Folk.** ➢ The character gains a permanent +2 bonus to swimming speed. ➢ Due to this ancestry, you can either pre-select "Fisher" as your character's Useful Secondary Skill, or roll randomly.
[83-88]	➢ **Singers & Entertainers.** ➢ The character gains a permanent +1 (or +10%) bonus to reaction rolls in non-violent situations. No penalty.
[89-94]	➢ **Smiths.** ➢ Due to this ancestry, you can either pre-select "Armorer" as your character's Useful Secondary Skill, or roll randomly.
[95-00]	➢ **Woodcrafters.** ➢ Due to this ancestry, you can either pre-select "Woodworker" as your character's Useful Secondary Skill, or roll randomly.

Demi-human trade selection complete. You can click the link below to skip these sections and proceed to Useful Secondary Skills.

➢ Continue on to Useful Secondary Skills

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6 - 2

USEFUL SECONDARY SKILLS

Again, old school FRPGs do not typically use ultra-detailed skill systems to determine a character's abilities. A few notes pertaining to secondary skills can be found in a First Edition Game Master's Guide (c. 1979).

I personally recommend that these skills be treated in the same way as racial trades esoteric demi-human knowledge; when a player wants his character to perform a basic action related to a secondary skill, use your favorite skill system or the ability check / advantage system which I outlined earlier in this book.

The difference with Useful Secondary Skills is that all characters get them, including humans. These are skills that characters learn in civilian life, prior to the experience level 1 (before the beginning of the game). They also have the worthy side effect of giving you a bit of vague information about your character's background.

Secondary skill effects are always minor, but always useful. Armorers should be able to repair armorer, barterers might purchase gear at reduced cost (perhaps -10%), painters can appraise the value of artistic treasures, and so forth. Exact effects are left up to the GM … I can't really "go there" in this already-humongous book without getting too crunchy, which is not the true purpose of this supplement I'm afraid.

These tables provide a slight additional layer of detail to the secondary skill determination process, with the available talents based on a character's race. Note that as a counter-balance to their lack of ingrained racial lore, human characters are given the widest possible array of Useful Secondary Skills.

Racial secondary skill selection. The options for useful secondary skills are based on a character's race. You can click on the appropriate link below to skip through to the next relevant section.

- Click here for dwarven secondary skills
- Click here for elven secondary skills
- Click here for gnomish secondary skills
- Click here for half-elven secondary skills
- Click here for half-orcish secondary skills
- Click here for halfling secondary skills
- Click here for human (or other race, not listed above) secondary skills

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6 - 2 - 1

SKILLS FOR DWARVES

For each character, roll 1d100 once and refer to the following table.

[01-05]	Armorer
[06-20]	Fisher
[21-25]	Freighter / Pack Handler
[26-30]	Gambler
[31-45]	Jeweler / Gem Cutter
[46-50]	Leatherworker / Tanner
[51-65]	Mason / Builder
[66-80]	Miner
[81-85]	Painter / Artist
[86-90]	Trader / Barterer
[91-95]	Trapper / Furrier
[96-98]	Woodworker
[99-00]	Roll Twice (ignoring further rolls of 99 or 00)

Secondary skill selection complete. You can click the link below to skip the additional racial skill sections and proceed to the additional languages section.

- Continue on to additional language selection

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6 - 2 - 2

SKILLS FOR ELVES AND HALF-ELVES

For each character, roll 1d100 once and refer to the following table.

[01-05]	Armorer
[06-20]	Beast Master
[21-35]	Bowyer / Fletcher
[36-45]	Farmer / Gardener
[46-50]	Fisher
[51-65]	Forester / Herbalist



[66-75]	Hunter / Tracker
[76-80]	Leatherworker / Tanner
[81-85]	Painter / Artist
[86-90]	Weaver / Tailor
[91-98]	Woodworker
[99-00]	Roll Twice (ignoring further rolls of 99 or 00)

Secondary skill selection complete. You can click the link below to skip the additional racial skill sections and proceed to the additional languages section.

- Continue on to additional language selection

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6 - 2 - 3

SKILLS FOR GNOMES

For each character, roll 1d100 once and refer to the following table.

[01-10]	Armorer
[11-20]	Beast Master
[21-30]	Farmer / Gardener
[31-35]	Fisher
[36-45]	Forester / Herbalist
[46-60]	Jeweler / Gem Cutter
[61-65]	Leatherworker / Tanner

[66-70]	Mason / Builder
[71-75]	Miner
[76-80]	Painter / Artist
[81-85]	Trapper / Furrier
[86-90]	Weaver / Tailor
[91-98]	Woodworker
[99-00]	Roll Twice (ignoring further rolls of 99 or 00)

Secondary skill selection complete. You can click the link below to skip the additional racial skill sections and proceed to the additional languages section.

- Continue on to additional language selection

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6 - 2 - 4

SKILLS FOR HALF-ORCS

For each character, roll 1d100 once and refer to the following table.

[01-15]	Bowyer / Fletcher
[16-30]	Gambler
[31-50]	Hunter / Tracker
[51-60]	Leatherworker / Tanner
[61-65]	Miner
[66-90]	Trapper / Furrier
[91-98]	Woodworker

[99-00]	Roll Twice (ignoring further rolls of 99 or 00)

Secondary skill selection complete. You can click the link below to skip the additional racial skill sections and proceed to the additional languages section.

- Continue on to additional language selection

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6 - 2 - 5

SKILLS FOR HALFLINGS

For each character, roll 1d100 once and refer to the following table.

[01-10]	Bowyer / Fletcher
[11-25]	Farmer / Gardener
[26-35]	Fisher
[36-45]	Forester / Herbalist
[46-50]	Hunter / Tracker
[51-60]	Leatherworker / Tanner
[61-65]	Navigator / Cartographer
[66-70]	Painter / Artist
[71-80]	Trader / Barterer
[81-90]	Weaver / Tailor
[91-98]	Woodworker
[99-00]	Roll Twice (ignoring further rolls of 99 or 00)

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6 - 2 - 6

SKILLS FOR HUMANS

For each character, roll 1d100 once and refer to the following table.

[01-05]	Armorer
[06-09]	Beast Master
[10-13]	Bowyer / Fletcher
[14-20]	Farmer / Gardener
[21-25]	Fisher
[26-28]	Forester / Herbalist
[29-33]	Freighter / Pack Handler
[34-37]	Gambler
[38-43]	Hunter / Tracker
[44-45]	Jeweler / Gem Cutter
[46-50]	Leatherworker / Tanner
[51-55]	Mason / Builder
[56-60]	Miner
[61-63]	Navigator / Cartographer
[64-67]	Painter / Artist
[68-73]	Sailor
[74-76]	Shipwright
[77-83]	Trader / Barterer
[84-88]	Trapper / Furrier

[89-94]	Weaver / Tailor
[95-98]	Woodworker
[99-00]	Roll Twice (ignoring further rolls of 99 or 00)

Secondary skill selection complete. You can click the link below to skip the additional racial skill sections and proceed to the additional languages section.

- Continue on to additional language selection

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6 - 3

STEP 14: RANDOM ADDITIONAL LANGUAGE DETERMINATION

When a character knows additional languages due to a high Intelligence score (or because of another background factoid, at the GM's discretion), you can use the following system to determine what they are.

Languages are split into common, uncommon, rare and very rare groups based on monster population, and the monster types presented in Castle Oldskull gaming supplement CDDG1.

The GM can add any number of additional game-specific languages to these tables desired; just try to keep the distribution of languages roughly even. For example, instead of having languages in the Common table that have a 9% chance of appearing, and then a new language that has a 1% chance of appearing, move the 1% language down to the Uncommon table instead.

To determine the rarity of each language skill, roll on the following table:

[01-40]	➢ **Common Language** ➢ (40% chance) ➢ Refer to Table 6 - 3 - 1
[41-70]	➢ **Uncommon Language**

	➢ (30% chance) ➢ Refer to Table 6 - 3 – 2
[71-90]	➢ **Rare Language** ➢ (20% chance) ➢ Refer to Table 6 - 3 – 3
[91-00]	➢ **Very Rare Language** ➢ (10% chance) ➢ Refer to Table 6 - 3 - 4

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6 - 3 - 1
COMMON LANGUAGES

Game Masters: Please note that if you have created nationalistic languages for your game world (Cimmerian, Hyperborean, Lycian or whatever), that this table should be redesigned so that results 51-00 indicate character knowledge of a specific realm's foreign tongue.

Roll 1d100 and consult the following table.

[01-15]	Dwarf
[16-35]	Elf
[36-50]	Gnome
[51-65]	Halfling
[66-75]	Hill Giant
[76-85]	Ogre

Additional language selection complete. If you need to roll more additional languages for this character, you can click the link below to return to the language rarity determination table.

- Return to the language rarity selection table

Otherwise, you can continue on to the next relevant section. If your character has thieving skills (pick pockets, find / remove traps, etc.) you will want to progress to the Specialized Rogue Talents section. Otherwise, you will want the Fighting Styles section.

- Continue on to Specialized Rogue Talents (for characters with thieving skills)
- Continue on to Fighting Styles (for characters without thieving skills)

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6 - 3 - 2

UNCOMMON LANGUAGES

Roll 1d100 and consult the following table.

[01-15]	Black Dragon
[06-01]	Brass Dragon
[11-15]	Bugbear
[16-20]	Fire Giant
[21-25]	Gargoyle
[26-30]	Gnole
[31-40]	Goblin
[41-45]	Hobgoblin
[46-55]	Kobold
[56-60]	Manticore
[61-65]	Merfolk
[66-70]	Satyr (can be interpreted, but can only be spoken by elves)

[71-75]	Stone Giant
[76-80]	Troll
[81-85]	Water Naga
[86-90]	Wererat
[91-95]	Werewolf
[96-00]	White Dragon

Additional language selection complete. If you need to roll more additional languages for this character, you can click the link below to return to the language rarity determination table.

- Return to the language rarity selection table

Otherwise, you can continue on to the next relevant section. If your character has thieving skills (pick pockets, find / remove traps, etc.) you will want to progress to the Specialized Rogue Talents section. Otherwise, you will want the Fighting Styles section.

- Continue on to Specialized Rogue Talents (for characters with thieving skills)
- Continue on to Fighting Styles (for characters without thieving skills)

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6 - 3 - 3

RARE LANGUAGES

Roll 1d100 and consult the following table.

[01-02]	Amber Behemoth
[03-05]	Blue Dragon
[06-08]	Bronze Dragon
[09-11]	Brownie
[12-14]	Centaur
[15-17]	Cloud Giant
[18-20]	Copper Dragon
[21-23]	Criosphinx
[24-25]	Dimensional Hound (can be interpreted, but can only be spoken by elves or gnomes)
[26-28]	Frost Giant
[29-30]	Giant Eagle (can be interpreted, but can only be spoken by elves)
[31-33]	Green Dragon
[34-36]	Gynosphinx
[37-39]	Harpy
[40-42]	Hieracosphinx
[43-45]	Hippocampus
[46-48]	Lammasu
[49-51]	Lizard Man

[52-54]	Medusa
[55-56]	Mimic
[57-59]	Minotaur
[60-62]	Nixie
[63-65]	Peryton
[66-68]	Red Dragon
[69-70]	Salamander
[71-73]	Shedu
[74-76]	Spirit Naga
[77-79]	Sprite
[80-82]	Storm Giant
[83-84]	Tentacle Beast
[85-86]	Thrall of Cthulhu
[87-89]	Triton
[90-92]	Unicorn
[93-95]	Werebear
[96-98]	Wereboar
[99-00]	Worgos (Monstrous Wolf) (can be interpreted, but can only be spoken by dwarves or half-orcs)

Additional language selection complete. If you need to roll more additional languages for this character, you can click the link below to return to the language rarity determination table.

- Return to the language rarity selection table

Otherwise, you can continue on to the next relevant section. If your character has thieving skills (pick pockets, find / remove traps, etc.) you will want to progress to the

Specialized Rogue Talents section. Otherwise, you will want the Fighting Styles section.

- Continue on to Specialized Rogue Talents (for characters with thieving skills)
- Continue on to Fighting Styles (for characters without thieving skills)

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6 - 3 - 4

VERY RARE LANGUAGES

Roll 1d100 and consult the following table.

[01-05]	Androsphinx
[06-09]	Carnivorous Ape
[10-13]	Dragon Turtle
[14-18]	Dryad (can be interpreted, but can only be spoken by elves)
[19-23]	Ettin
[24-27]	Eye of Azathoth
[28-32]	Genie
[33-36]	Giant Lynx (can be interpreted, but not spoken)
[37-40]	Giant Owl (can be interpreted, but not spoken)
[41-44]	Gold Dragon
[45-49]	Guardian Naga
[50-53]	Ice Toad
[54-57]	Invisible Monster
[58-61]	Ki-Rin

[62-66]	Nymph
[67-71]	Ogre Mage
[72-75]	Pixie (can be interpreted, but can only be spoken by elves)
[76-79]	Silver Dragon
[80-83]	Sylph (can be interpreted, but can only be spoken by elves)
[84-88]	Titan
[89-92]	Weretiger
[93-95]	Winter Wolf (can be interpreted, but can only be spoken by dwarves)
[96-97]	Xoran (Three-Legged Earth Elemental)
[98-00]	Exotic Tongue (another very rare language as selected by the GM)

Additional language selection complete. If you need to roll more additional languages for this character, you can click the link below to return to the language rarity determination table.

- Return to the language rarity selection table

Otherwise, you can continue on to the next relevant section. If your character has thieving skills (pick pockets, find / remove traps, etc.) you will want to progress to the Specialized Rogue Talents section. Otherwise, you will want the Fighting Styles section.

- Continue on to Specialized Rogue Talents (for characters with thieving skills)
- Continue on to Fighting Styles (for characters without thieving skills)

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6 - 4

STEP 15: SPECIALIZED ROGUE TALENTS FOR CHARACTERS WITH THIEVING SKILLS

Each character with thieving skills — typically assassins, monks and thieves — gains one of the following rare specialized talents at GM's discretion. I personally believe that thieving skills are interesting and useful, but are a bit too weak and "orthodox" and could stand a little boost and variety to keep things interesting. Your mileage may vary.

Monks and thieves gain a single specialized talent at level 1 (before the game begins), while assassins gain a single talent when first attaining level 3 (when they first learn thieving skills). These skills add interest to the game and to each character, and are powerful enough to be useful without being game-breaking. Please note that all of these talents are non-magical abilities, even if they have spell-like effects.

Further, I suggest that thieves — but not monks or assassins — should get an additional roll on this table to acquire a new specialized talent, when they attain experience levels 5 (2nd talent), 9 (3rd talent), 13 (4th talent), 17 (5th talent) and so forth.

Some of these abilities are passive, or "always on." For skills with a chance of failure, the base success chance — before difficulty modifiers — is 5% per experience level, to a maximum of 95%.

Special Aside: I also recommend that *all* characters get thieving skills equivalent to a level 1 thief, beginning at experience level 3; and then gain additional skill on every further odd experience level. So a level 5 fighter is equivalent to a level 2 thief, a level 7 fighter is equivalent to a level 3 thief, and so forth. Dexterity bonuses and penalties, and racial bonuses and penalties, also apply.

Non-percentage thief skills such as backstab, however, are never learned; and non-thieves never learn the specialized rogue talents in this section.

This is my personal solution to the ridiculous notion that only thieves can open locks, find traps, move silently and so forth, while no one else can. You can come up with your own solution as you see fit.

Roll 1d100 and consult the following table.

[01-07]	➢ **Agile in Armor.** ➢ Passive ability. The thief can wear studded leather, ring mail or even scale mail and still use other thieving abilities (albeit at a -10% penalty for Dexterity-based abilities; e.g., hearing noise is not penalized, and neither is finding traps, but hiding in shadows and moving silently and climbing walls are).
[08-14]	➢ **Ambush.** ➢ Can only be used when monsters are encountered, and the thief is not surprised. If successful, the thief gains a +3 to the first round's initiative determination roll.
[15-21]	➢ **Cover Tracks.** ➢ If successful, equivalent to casting Pass Without Trace.
[22-28]	➢ **Detect Lies.** ➢ If successful, the thief "casts" a Detect Lie spell. This ability can be attempted once a day.
[29-35]	➢ **Escape from Bonds.** ➢ If successful, the thief is able to slip out of any restraints without being noticed by an observer.
[36-42]	➢ **Forgery.** ➢ If successful, the thief creates a convincing document of seeming importance (letter or marque, gate pass, land deed, etc.). Most important documents are illuminated / painted with heraldry / sealed with an insignia, and will probably require about 100 gold pieces of materials per attempt. ➢ For added fun, the thief always believes that the forgery is successful, even if it is not.
[43-49]	➢ **Holdout.** ➢ If successful, the thief is capable of bringing a single small item (dagger, key, lock pick, sharpened coin, etc.) into a heavily guarded / forbidden area without causing alarm. ➢ Further, the thief is allowed a skill check when being searched, unless completely stripped.
[50-56]	➢ **Perception of Hidden Doors.**

	➢ The thief gains a passive +1 in 6 chance to discover concealed and secret doors. However, this bonus only applies when the thief is actively searching. ➢ It will not allow a thief to walk by a secret door without searching and detect it.
[57-63]	➢ **Poison Resistance.** ➢ The thief gains a passive +2 bonus to saving throws vs. poison.
[64-70]	➢ **Scrounging.** ➢ Requires a garbage-filled room, storeroom, trash heap, or something similar. ➢ If successful, the thief finds/creates either an improvised weapon or a desired and relatively minor tool. ➢ "Minor tools" include such things as candles, torches, waterskins etc.; but not holy water vials, oil flasks, thieves' tools or similarly valuable gear.
[71-77]	➢ **Shadowing.** ➢ The thief can track as a ranger of the same level, but only in urban environments.
[78-84]	➢ **Silver Tongue.** ➢ If successful, the thief tells an utterly convincing lie which cannot be magically detected as an untruth. ➢ Blatantly impossible falsehoods, however (such as stating "I am a god") can never be made convincing in this manner.
[85-91]	➢ **Sprint.** ➢ If successful, the thief gains a +100% bonus to movement rate for 1d3 rounds. This ability can be attempted up the three times per day.
[92-00]	➢ **Unbeliever's Luck.** ➢ The thief gains a passive +1 bonus to saving throws vs. all magical effects.

Specialized Rogue Talent selection complete. Proceed to the next section, Determining Fighting Styles (which applies to all characters).

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6 - 5

STEP 16: DETERMINING FIGHTING STYLES

The following weapon proficiency sub-system allows characters to possess a SLIGHT in-game advantage while using certain weapons and shields during combat.

The purpose of this system is threefold: [1] to provide more interesting opportunities for weapon selection and role-play, [2] to cure universal "Long Sword Syndrome" (where a long sword is *always* the best choice of melee weapon for every character that can wield one), and [3] to overwrite the 1985 "Unearthed" weapon specialization rules, which are in this author's opinion both ill-conceived and wildly overpowered.

This alternate suggested system encourages players to use specific weapons of choice, while keeping all other weapon options reasonably viable. So if you're skilled in wielding broad swords and you find a magical axe, the axe is actually a very viable upgrade … but the non-magical broad sword is a pretty good option too.

Here's how it works:

For each character, roll once on the appropriate class table for fighting style, to determine that character's chosen fighting style and weapon preference at experience level 1.

The rules for preferred and talented weapons (and shields) are very simple, as follows:

- If **one weapon type** is listed in the fighting style table entry (for example, "broad sword"), the character gains both **+1 to hit and +1 damage** when wielding that weapon.
- If **more than one weapon** type is listed in the fighting style table entry (for example, "long sword and knife,") the character gains +1 damage when wielding that weapon, but does *not* gain the +1 to hit bonus.
- If a **shield** is listed, the character gains an additional +1 armor class bonus when using a shield of any kind. This means that a non-magical shield will give a +2 bonus. This provides a minor survivability bonus to many characters, with considerable impact at experience level 1 and much less impact later on.
- You may have noticed that fighting styles were suggested way back in this book, in the character theme section. If your character theme lists a suggested fighting style (or more than one), you can still roll for a random style on the tables that

follow. Then, after the roll, you can either take the randomly-determined style, or one of the suggested fighting styles from your character theme. It's your choice.

- The GM can add more fighting styles whenever he likes; these examples are just provided to exemplify the archetype flavor already suggested by the First Edition weapon proficiencies, allowed weapons and class options.

Special Notes and Advice on Weapon Specialization

Power Creep Warning: Please note that it is strongly recommended that **no additional benefits** ever be granted for specialized weapon use. Never apply a bonus stronger than +1.

If you disagree with this, I (reluctantly) recommend that use the old Unearthed specialization system for single-classed fighters only, not for multi-classed fighters or rangers. Fighters fight, and that is all that they really specialize in. That should give them a fair advantage in battle if you feel they still need a further boost.

Special Note for Multi-Class Characters: For these characters, always roll on the most advantageous fighting style table. Very generally, warriors (fighters, paladins, etc.) have the most beneficial tables, and mages have the least beneficial. So a fighter / magic-user should be rolled on the fighter table instead of the magic-user one.

Special Note for All Players: Because some of these fighting styles are slightly more powerful than others, a player rolling for his own character should be allowed two rolls on the appropriate table. The most-preferred result is then selected and the other is disregarded.

This allows a slight bit of min/maxing while retaining game balance!

Introduction to fighting styles complete. Click below to proceed to the fighting style selection table for your character.

Please note that these links are not listed alphabetically; they are arranged from "most martial and combative character" (fighter) to "least martial and combative character" (mage / magic-user).

If you are designing a multi-classed character, you should click the link closest to the top of the list, for the most advantageous fighting style. For example, if you are designing a cleric / fighter / magic-user, you should click on the fighter link.

- [1] Click here for Fighter fighting styles
- [2] Click here for Paladin fighting styles
- [3] Click here for Barbarian fighting styles

- [4] Click here for Ranger fighting styles
- [5] Click here for Assassin fighting styles
- [6] Click here for Monk fighting styles
- [7] Click here for Cleric fighting styles
- [8] Click here for Bard fighting styles
- [9] Click here for Druid fighting styles
- [10] Click here for Thief fighting styles
- [11] Click here for Illusionist fighting styles
- [12] Click here for Mage / Magic-User fighting styles

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6 - 5 - 1

FIGHTING STYLES FOR ASSASSINS

Roll 1d100 and consult the following table.

[01-05]	➢ **Death by Thorn** ➢ Broad Sword, Javelins and Shield
[06-15]	➢ **Dread Impaler** ➢ Trident and Shield
[16-20]	➢ **Executioner** ➢ Battle Axe and Shield
[21-25]	➢ **Gut-Wrencher** ➢ Spear, Short Sword and Shield
[26-35]	➢ **Infiltrator's Suite** ➢ Daggers, Short Bow and Shield
[36-45]	➢ **Merciless Cruelty** ➢ Long Sword, Long Bow and Shield
[46-55]	➢ **Reaper's Judgment** ➢ Pole Arm and Short Bow

[56-60]	➢ **Sacred Headhunter** ➢ Footman's Mace and Shield
[61-65]	➢ **Scorpion** ➢ Two-Handed Sword
[66-75]	➢ **Scorpion and Deliverance** ➢ Two-Handed Sword and Long Bow
[76-80]	➢ **Skulker's Ambush** ➢ Short Sword, Sling and Shield
[81-90]	➢ **Spider's Kiss** ➢ Long Sword and Shield



[91-95]	➢ **Trophy Taker** ➢ Footman's Flail and Shield
[96-00]	➢ **Viper's Sting** ➢ Short Sword, Daggers and Shield

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 2

FIGHTING STYLES FOR BARBARIANS

Roll 1d100 and consult the following table.

[01-10]	➢ **Arms of the Barrens** ➢ Spear, Knives and Shield
[11-19]	➢ **Badger Paws** ➢ Hand Axes and Shield
[20-28]	➢ **Bear's Claw** ➢ Battle Axe and Shield
[29-37]	➢ **Berserker's Own** ➢ Two-Handed Sword
[38-46]	➢ **Blade of the Beast** ➢ Long Sword and Shield

[47-55]	➢ **Boar Tusks** ➢ Broad Sword, Javelins and Shield
[56-64]	➢ **Lynx Hunter's Regalia** ➢ Two-Handed Sword and Long Bow
[65-73]	➢ **Warhound's Gear** ➢ Battle Axe, Throwing Axe and Shield
[74-82]	➢ **Wildcat Arc** ➢ Short Sword, Sling and Shield
[83-91]	➢ **Wolf Arc** ➢ Long Sword, Long Bow and Shield
[92-00]	➢ **Wolverine's Talons** ➢ Spear, Short Sword and Shield

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 3

FIGHTING STYLES FOR BARDS

Roll 1d100 and consult the following table.

Please note that if your Game Master allows your bard to use fighter fighting styles (due to earlier experience levels in the fighter class, implying the character learned a fighting style before ever becoming a bard) you should roll for a fighter fighting style instead.

[01-10]	➢ **Arcs of Grace** ➢ Darts and Throwing Knives
[11-20]	➢ **Barbed Retorts** ➢ Javelins and Throwing Knives
[21-30]	➢ **Cruel Dirge** ➢ Broad Sword and Club
[31-40]	➢ **Desert Threnody** ➢ Scimitar and Sling
[41-50]	➢ **Drum Chant** ➢ Club and Daggers
[51-60]	➢ **Elegy of Eld** ➢ Falchion and Darts
[61-70]	➢ **Instruments of Silence** ➢ Lasso and Sap
[71-80]	➢ **Lyrist's Assist** ➢ Spear and Staff
[81-90]	➢ **Northlander's Lament** ➢ Bastard Sword and Knife
[91-00]	➢ **Paean of the Huntsman** ➢ Short Sword and Lasso

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 4

FIGHTING STYLES FOR CLERICS

Roll 1d100 and consult the following table.

[01-10]	➢ **Bishop's Armsman** ➢ Footman's Flail, Throwing Hammers
[11-20]	➢ **Hospitaller of the Chain** ➢ Footman's Flail and Shield
[21-30]	➢ **Hospitaller of the Orb** ➢ Footman's Mace and Shield
[31-40]	➢ **Peace Seeker** ➢ Staff
[41-50]	➢ **Poor Goodman** ➢ Club and Shield
[51-60]	➢ **Priestly Hobilar** ➢ Horseman's Flail and Shield
[61-70]	➢ **Priestly Horseman** ➢ Horseman's Mace and Shield
[71-80]	➢ **Repeller** ➢ Hammer and Shield
[81-90]	➢ **Spirit of Wrath** ➢ Throwing Hammers and Shield
[91-00]	➢ **Wandering Goodman** ➢ Staff and Shield

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6 - 5 - 5

FIGHTING STYLES FOR DRUIDS

Roll 1d100 and consult the following table.

[01-05]	➢ **Bark and Branch** ➢ Club and Shield
[06-15]	➢ **Bark and Deeping Thorn** ➢ Spear and Shield
[16-20]	➢ **Bark and Thorn** ➢ Dagger and Shield
[21-25]	➢ **Deeping Thorn** ➢ Spear
[26-30]	➢ **Full and Crescent Moon** ➢ Scimitar and Shield
[31-40]	➢ **Greatquill** ➢ Throwing Spears and Shield
[41-50]	➢ **Hailstone** ➢ Sling and Shield
[51-60]	➢ **Hermit of Redoubt** ➢ Staff and Shield
[61-65]	➢ **Hermit's Solace** ➢ Staff
[66-75]	➢ **Porcupine's Quills** ➢ Darts and Shield
[76-80]	➢ **Reaper** ➢ Scimitar
[81-90]	➢ **Stoutroot** ➢ Hammer and Shield

[91-00]	➢ **Thunderbolt** ➢ Throwing Hammers and Shield

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

- ➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

- ➢ Continue on to Character Background

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6 - 5 - 6

FIGHTING STYLES FOR FIGHTERS

Roll 1d100 and consult the following table.

[01-10]	➢ **Axeman's Gear** ➢ Battle Axe, Throwing Axe and Shield



[11-15]	➢ **Captain's Pride** ➢ Two-Handed Sword
[16-20]	➢ **Fist of Corynetes** ➢ Footman's Mace and Shield

[21-30]	➢ **Gladiator's Panoply** ➢ Trident, Short Sword and Shield
[31-40]	➢ **Heavy Footman** ➢ Long Sword, Long Bow and Shield
[31-50]	➢ **Imperial Regalia** ➢ Two-Handed Sword and Long Bow
[51-55]	➢ **Lord's Armsman** ➢ Pole Arm and Short Bow
[56-60]	➢ **Merciless Cruelty** ➢ Long Sword, Long Bow and Shield
[61-65]	➢ **Onslaught** ➢ Footman's Flail, Spear and Shield
[66-75]	➢ **Skirmisher** ➢ Broad Sword, Javelins and Shield
[76-85]	➢ **Spartan Regalia** ➢ Spear, Short Sword and Shield
[86-95]	➢ **Sword and Board** ➢ Long Sword and Shield
[96-00]	➢ **Tunnel Runner's Gear** ➢ Short Sword, Sling and Shield

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 7

FIGHTING STYLES FOR ILLUSIONISTS

Roll 1d100 and consult the following table.

[01-15]	➢ **Barbs of Mischief** ➢ Darts
[16-30]	➢ **Barbs of Trickery** ➢ Throwing Daggers
[31-45]	➢ **The Deceit** ➢ Dagger
[46-60]	➢ **The Flourish** ➢ Staff
[61-80]	➢ **Flourish and Mischief** ➢ Staff and Darts
[81-00]	➢ **Flourish and Trickery** ➢ Staff and Throwing Daggers

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 8

FIGHTING STYLES FOR MAGES

Roll 1d100 and consult the following table.

[01-15]	➢ **Caster's Barbs** ➢ Darts
[16-30]	➢ **Caster's Bolts** ➢ Throwing Daggers
[31-45]	➢ **Caster's Dirk** ➢ Dagger
[46-65]	➢ **Solace and Barbs** ➢ Staff and Darts
[66-85]	➢ **Solace and Bolts** ➢ Staff and Throwing Daggers
[86-00]	➢ **Wizard's Solace** ➢ Staff

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 9

FIGHTING STYLES FOR MONKS

Roll 1d100 and consult the following table.

[01-05]	➢ **Arcs of Power** ➢ Daggers and Crossbow
[06-10]	➢ **Extended Palms** ➢ Clubs
[11-20]	➢ **Inferiors' Peril** ➢ Spear and Crossbow
[21-30]	➢ **Iron Fury** ➢ Throwing Axes
[31-40]	➢ **Iron Will** ➢ Hand Axes and Crossbow
[41-45]	➢ **Master's Discipline** ➢ Bo Sticks
[46-55]	➢ **Master's Fists** ➢ Jo Stick and Crossbow
[56-60]	➢ **Others' Doubts** ➢ Javelins
[61-70]	➢ **Passive Dominance** ➢ Pole Arm and Crossbow
[71-85]	➢ **Peace of Mind** ➢ Staff
[86-95]	➢ **Purity** ➢ Unarmed
[96-00]	➢ **Strangers' Bane** ➢ Pole Arm

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

- Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

- Continue on to Character Background

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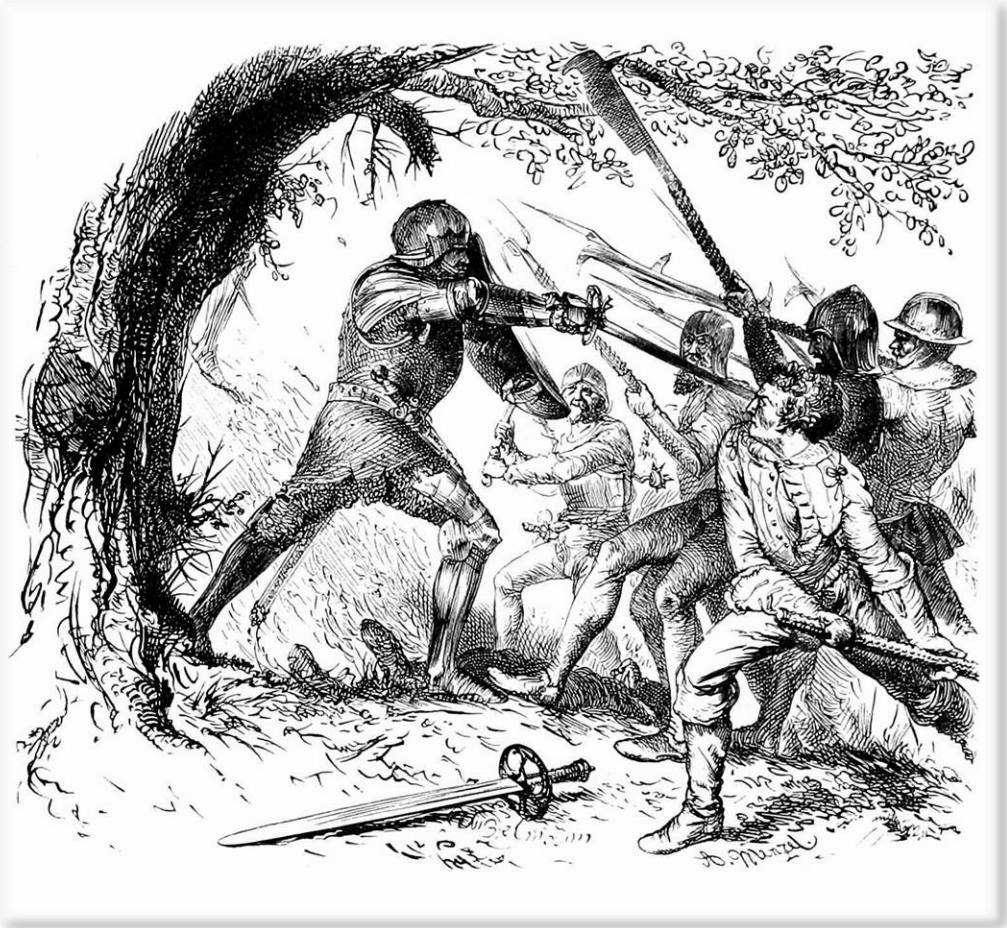
6 - 5 - 10

FIGHTING STYLES FOR PALADINS



Roll 1d100 and consult the following table.

[01-10]	➢ **Demon Slayer** ➢ Two-Handed Sword
[11-20]	➢ **Devil Hunter** ➢ Two-Handed Sword and Long Bow
[21-30]	➢ **Holy Redoubt** ➢ Footman's Flail, Dagger and Shield
[31-40]	➢ **Knight Hospitaller** ➢ Footman's Mace, Broad Sword and Shield
[41-50]	➢ **Knight of the Hunt** ➢ Long Sword, Long Bow and Shield
[51-60]	➢ **Knight of the Sword** ➢ Long Sword and Shield
[61-70]	➢ **Knight Templar** ➢ Long Sword, Footman's Mace and Shield
[71-80]	➢ **Lancer Imperious** ➢ Pole Arm / Lance and Long Bow
[81-90]	➢ **Regal Lancer** ➢ Long Sword, Spear / Lance and Shield
[91-00]	➢ **Sacred Executioner** ➢ Battle Axe, Dagger and Shield

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

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6 - 5 - 11

FIGHTING STYLES FOR RANGERS



Roll 1d100 and consult the following table.

[01-10]	➢ **Bear's Paws** ➢ Footman's Mace, Throwing Hammer and Shield
[11-20]	➢ **Borderlander's Panoply** ➢ Footman's Flail, Throwing Daggers and Shield
[21-30]	➢ **Bounder's Barbs** ➢ Battle Axe, Spear and Shield
[31-40]	➢ **Dragon's Bane** ➢ Two-Handed Sword and Long Bow
[41-50]	➢ **Forest Stalker's Secrets** ➢ Long Sword, Darts and Shield
[51-60]	➢ **Giant Killer's Tools** ➢ Pole Arm and Long Bow
[61-70]	➢ **Goblin Bane** ➢ Broad Sword, Javelins and Shield
[71-80]	➢ **Huntsman's Companions** ➢ Spear, Short Bow and Shield
[81-90]	➢ **Orc Slayer** ➢ Trident, Darts and Shield
[91-95]	➢ **Outlander's Arms** ➢ Pole Arm and Short Bow
[96-00]	➢ **Royal Huntsman** ➢ Long Sword, Long Bow and Shield

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

- Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

- Continue on to Character Background

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6 - 5 - 12

FIGHTING STYLES FOR THIEVES

Roll 1d100 and consult the following table.

[01-10]	➢ **Bare Necessities** ➢ Club and Dagger
[11-25]	➢ **Crafty Nick** ➢ Darts and Dagger
[26-40]	➢ **Cruel Retorts** ➢ Long Sword and Throwing Daggers
[41-55]	➢ **Darting Tongue** ➢ Short Sword and Darts
[56-70]	➢ **Old Reliable** ➢ Daggers
[71-85]	➢ **Shadow Strike** ➢ Sling and Throwing Daggers
[86-00]	➢ **Silver Tongue** ➢ Broad Sword and Darts

Fighting Style selection complete. Click below for a demi-human character, to proceed to the section on Racial Lore.

➢ Continue on to Racial Lore for Demi-Humans

Otherwise, for a human character (or character of a rare race) you can continue to the Character Background section.

➢ Continue on to Character Background

PART 7:
BACKGROUND AND STANDING

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7 - 1
STEP 17: RACIAL LORE FOR DEMI-HUMAN CHARACTERS

(Human characters do not gain the benefits of this section. They have unlimited experience level advancement to comfort them! ~K)

In old school FRPGs, the demi-human races are regarded as mixing with human culture on an individual level, while retaining a higher cultural stance which is distant, insular and possibly even xenophobic. Adventuring demi-humans are rarer than their home enclave- and clan-dwelling counterparts, who largely keep to themselves.

One of the side effects of this phenomenon is that demi-human youths gain significant knowledge of diverse and unusual matters (from a human lore perspective). This knowledge can certainly prove valuable whenever demi-human adventurers set out to earn their fortune in the larger world.

These fields of lore are not quite skills, because they aren't used in combat or dangerous situations. Rather, these are areas of esoteric useful knowledge where the Game Master might be able to provide players with hints under the guise of character trivia, remembered tales, know-how and memory.

The following tables can be used to determine the primary lore and story preference of a demi-human character's family, representing the esoteric knowledge which has been passed on to the adventurer.

The number of rolls made on the appropriate racial trade table should be determined as follows:

First, add the character's Intelligence (INT) and Wisdom (WIS) scores together.

- If the sum of INT+WIS is **less than 18**: Roll **once** on the appropriate racial clan and family trade table hereafter.

- If the sum of INT+WIS is **between 18 and 24**: Roll **twice**.
- If the sum of INT+WIS is **between 25 and 32**: Roll **three** times.
- If the sum of INT+WIS is **33 or higher**: Roll **four** times.
- And if you ever roll an area of racial lore that has already been selected for that character, reroll until the result is something new.

If you're a "soft rules" GM, then racial lore allows you to provide answers to player's questions *in that field* whenever you feel it's appropriate. If the question is too obscure, the answer may be hinted at, but is not known. For example, if a character has Dragon Lore, and the character's player asks you, "Are red dragons known to be found in this region?" then you can answer truthfully. But if the question is, "What kinds of treasure are kept by the red dragons that might exist in this region?" then the answer is more likely "You have no idea, but you do remember tales from a century ago that told of young red dragons attacking mithril ore caravans in the region. Those red dragons, if the tales are true, are probably powerful adults by now."

For GMs who require a more solid rule of thumb, consider the following: Whenever the appropriate subject comes up (dragon lore, mining, knowledge of gems etc.) and the player asks a GM a specific question ("Does my character know if …"), roll 1d20 and compare to either the character's Intelligence or Wisdom.

For an easy question, use the highest of these two ability scores; for a difficult question, use the lowest. If the roll is equal to or less than the character's ability score, answer the player's question both truthfully and in a limited fashion. If the roll is higher, tell the player that their character is not certain of the answer, but provide a vague hint if you like. The hint should probably not be a lie … unless your players are abusing this minor power by asking far too many questions!

Racial Lore introduction complete. Click below to select the Racial Lore appropriate to your character's race.

- Click here for Dwarven Racial Lore
- Click here for Elven Racial Lore
- Click here for Gnomish Racial Lore
- Click here for Half-Elven Racial Lore
- Click here for Half-Orcish Racial Lore
- Click here for Halfling Racial Lore

7-1-1

DWARVEN RACIAL LORE

For each roll of 1d100, consult the following table:

[01-12]	Artifacts and Relics
[13-24]	Dragons
[25-37]	Dwarf History
[38-49]	Humanoid Wars
[50-61]	Legendary Gems
[62-74]	Mithril and Adamantite
[75-87]	Mountains and Hills
[88-00]	Runes and Sigils

Racial Lore selection complete. Click on the link below to continue to the Character Background section.

- Character Background

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7-1-2

ELVEN AND HALF-ELVEN RACIAL LORE

Please note that half-elves gain racial lore, unless they were raised entirely out of the influence of their elven parent.

For each roll of 1d100, consult the following table:

[01-12]	Artifacts and Relics
[13-24]	Dragons
[25-37]	Elf History
[38-50]	Forests & Waterways
[51-63]	Healing Herbs
[64-75]	Legendary Magic Items
[76-88]	Spell Reagents
[89-00]	Wines and Luxuries

Racial Lore selection complete. Click on the link below to continue to the Character Background section.

- Character Background

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7 - 1 - 3

GNOMISH RACIAL LORE

For each roll of 1d100, consult the following table:

[01-12]	Beast Lore
[13-25]	Folkloric Medicine
[26-38]	Forests & Waterways
[39-51]	Gnome History
[52-63]	Legendary Gems
[64-75]	Mithril and Adamantite

[76-87]	Mountains and Hills
[88-00]	Songs and Riddles

Racial Lore selection complete. Click on the link below to continue to the Character Background section.

- Character Background

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7 - 1 - 4

HALF-ORC RACIAL LORE

Half-orcs are crafty, and they tend to band together in youth for mutual survival, so half-orcs will know one of these areas of lore even if they never knew their orcish parent. *Someone* passed on the racial lore.

For each roll of 1d100, consult the following table:

[01-12]	Exotic Weapons
[13-25]	Humanoid Wars
[26-38]	Monster Lore
[39-50]	Poisons
[51-63]	Survivalism
[64-75]	Swamps
[76-87]	Tribal Runes and Symbols
[88-00]	Wastelands

Racial Lore selection complete. Click on the link below to continue to the Character Background section.

- Character Background

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7-1-5

HALFLING RACIAL LORE

For each roll of 1d100, consult the following table:

[01-12]	Arts & Handicrafts
[13-25]	Brewing & Fermentation
[26-37]	Fireworks and Incendiaries
[38-50]	Foodstuffs & Ingredients
[51-63]	Halfling History
[64-75]	Legendary Magic Items
[76-87]	Pipeweed
[88-00]	Songs and Riddles

Racial Lore selection complete. Click on the link below to continue to the Character Background section.

- Character Background

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7 - 2

STEP 18: DETERMINING CHARACTER BACKGROUND

Generally speaking, a character's background is a "hook" which gives the character a thematic history in the briefest terms possible. These nebulous descriptions can be turned into an historical detail profile as desired (or not).

If you already have a better idea, you can ignore this question. But if you don't have a clue, this section can be a godsend!

These backgrounds are very sparse indeed, with the lack of detail being intentional so that players and GMs can feel free to elaborate and tell unique stories about each character. For players, you will probably find that you will want only a brief descriptor when beginning the game, and further details will come forth naturally as you role-play and establish your character's personality.

Game Masters should note that Very Rare backgrounds sometimes tend be either fairly powerful, fairly limiting, or pivotal in the campaign's future direction. These are always recommended (because they make the game more unusual and interesting), but should be considered with special care.

Roll 1d100 for each character to determine background rarity, and then roll on the rarity table which follows:

[01-40]	Common Background ➢ Click here to proceed to the Common Background table
[41-70]	Uncommon Background ➢ Click here to proceed to the Uncommon Background table
[71-90]	Rare Background ➢ Click here to proceed to the Rare Backgbround table
[91-00]	Very Rare Background ➢ Click here to proceed to the Very Rare Background table

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7 - 2 - 1

COMMON CHARACTER BACKGROUNDS

For each roll of 1d100, consult the following table:

[01-08]	Abandoned by Father
[09-16]	Abandoned by Mother
[17-24]	Apprentice / Journeyman
[25-36]	Bastard
[37-44]	Father Slain



[45-52]	Foreigner
[53-60]	Grew Up in a Large Family
[61-68]	Grew Up in a Small Family
[69-76]	Mother Slain
[77-84]	Only Child
[85-92]	Orphan
[93-00]	Peregrine / Pilgrim

Character background selection complete. Click on the link below to continue to the Consideration of Famous Historical Ancestors section.

- Consideration of Famous Historical Ancestors

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7 - 2 - 2

UNCOMMON CHARACTER BACKGROUNDS

For each roll of 1d100, consult the following table:

[01-06]	Abandoned by Both Parents
[07-12]	Abused / Tortured
[13-18]	Adopted
[19-24]	Almost Died
[25-30]	Born of Slaves
[31-36]	Both Parents Slain

[37-42]	Criminal
[43-48]	Deep Dark Secret
[49-55]	Exile / Forsaken
[56-62]	Falsely Accused or Imprisoned
[63-68]	Freed Criminal
[69-74]	Freed Slave
[75-80]	Grew Up with Another Race
[81-87]	Nomadic / Tribe-Born
[88-94]	Outcast / Exile
[95-00]	Raised on the Streets

Character background selection complete. Click on the link below to continue to the Consideration of Famous Historical Ancestors section.

- Consideration of Famous Historical Ancestors

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7 - 2 - 3

RARE CHARACTER BACKGROUNDS

For each roll of 1d100, consult the following table:

[01-05]	Accidental Killer
[06-10]	Born at Sea
[11-15]	Born Underground
[16-20]	Deserter / Lost

[21-25]	Escaped Slave
[26-30]	Fallen Clergy / Noble
[31-35]	Haunted
[36-40]	Heretic / Unbeliever
[41-45]	Hunted / Pursued
[46-50]	Insane (or Perceived as Insane)
[51-55]	Left for Dead
[56-60]	Lycanthrope (or Survived Lycanthrope Attack; GMs choice for game balance)
[61-65]	Member of Secret Society
[66-70]	Raised in a Convent / Monastery
[71-75]	Raised in a Special Skill Setting (add an additional Secondary Skill)
[76-80]	Raised in the Wild
[81-85]	Recovered Alcoholic / Addict
[86-90]	Recovered Plague Victim
[91-95]	Tortured and Branded
[96-00]	Witnessed Disaster

Character background selection complete. Click on the link below to continue to the Consideration of Famous Historical Ancestors section.

- Consideration of Famous Historical Ancestors

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7 - 2 - 4

VERY RARE CHARACTER BACKGROUNDS

For each roll of 1d100, consult the following table:

[01-05]	Amnesiac / Enchanted (Unknown Background)
[06-10]	Born in Another World
[11-15]	Born of Royalty
[16-20]	Born on Another Plane
[21-25]	Cursed



[26-30]	Deposed Ruler
[31-35]	Doppelganger / Face Dancer (details up to GM for game balance reasons)
[36-40]	Faerie Changeling
[41-45]	Feral Child / Raised by Beasts
[46-55]	Last of His / Her Kind
[56-60]	Of Demonic Blood
[61-65]	Of Diabolic Blood
[66-70]	Of Vampiric Blood (details up to GM for game balance reasons)
[71-75]	Reincarnated Hero (will not affect personal alignment)
[76-80]	Reincarnated Villain (will not affect personal alignment)
[81-90]	Sibling is Arch-Enemy
[91-95]	Spy
[96-00]	Time Traveler

Character background selection complete. Click on the link below to continue to the Consideration of Famous Historical Ancestors section.

- Consideration of Famous Historical Ancestors

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7 - 3

STEP 19: CONSIDERATION OF FAMOUS HISTORICAL ANCESTORS

This is a fun and unexpected piece of role-playing opportunity which you can give to each of your characters: Whose shadow is your character living in? Who exactly is the family hero, crazy uncle, or shameful betrayer?

I recommend rolling once on the table below for every character. If you (as the player or GM) want to know more about the famous ancestor, you can use the name and personality systems to give the mystery person some interesting eccentricities … which may have been passed down!

If you would like to randomly determine the ancestor's gender, you can simply decide that [01-50] indicates a male and [51-00] a female. Additional details, such as epithet, alignment and so forth can be created at random if you feel that the ancestor will have a strong bearing upon the current character's fate.

For game balance reasons, the GM might restrict some of the more wild implications of heroic traits being passed down the bloodline. Or, any advantages can be tempered by the fact that villains are determined to hunt down ever last descendant and so-and-so, to the ends of the earth …

Roll 1d100 once and consult the following table:

[01-75]	➢ No famous historical ancestor.
[76]	➢ **Alchemist.** ➢ Family has an interest in brewing, gathering herbs, creating poisons, experimentation, etc.



[77]	➢ **Assassin.** ➢ If descendant character is evil, family follows in the ancestor's footsteps; if neutral or good, family is known for disguise, impressions, spying, infiltration, etc.
[78]	➢ **Bard.** ➢ Family has an interest in storytelling, jokes, tall tales, camaraderie, wandering, drinking songs, etc.

[79-80]	➢ **Cleric.** ➢ Family is very pious and reverent toward a particular god or demigod; if evil, family worships an arch-devil or demon lord.
[81]	➢ **Druid.** ➢ Family has a worshipful love of nature, the wilderness, animals, exploring, etc.
[82-86]	➢ **Fighter.** ➢ Family has an aggressive interest in fighting, dueling, brawling, contests, wrestling, etc.
[87]	➢ **Illusionist.** ➢ Family has an interest in practical jokes, imaginary landscapes, sleight of hand, juggling, the Dreamlands, etc.
[88-89]	➢ **Magic-User.** ➢ Family has a scholarly interest in magic, spells, scrolls, magical effects of monsters, etc.
[90]	➢ **Monk.** ➢ Family cultivates a belief in mind over matter, psychic powers, self-sufficiency, austere living without dependence on objects, etc.
[91-94]	➢ **Noble.** ➢ Family puts on airs and is obsessed with manners, clothing, heraldry, family lineages, etc. May have certain reaction bonuses and penalties in regards to other noble houses in the campaign.
[95]	➢ **Paladin.** ➢ If good, family is part of a knightly order; if evil, family has fallen from grace and despises the ancestor for hardship.
[96]	➢ **Ranger.** ➢ Family prefers staying away from cities, wilderness exploration, hunting, tracking, trapping, beast taming, etc.
[97]	➢ **Sage.** ➢ Family has an obsessive interest in lore, mysteries, history, riddles, legends, myths, puzzles, etc.

	➢ If human, the player or GM can roll on any of the racial lore tables in this book (dwarven, elven, etc.); only one roll is made.



[98-99]	➢ **Thief.** ➢ Family has a colorful reputation for stealth, deception, gambling, mischief, breaking and entering, permanent borrowing, etc.
[00]	➢ **Two or More Noteworthy Personages** ➢ Roll twice.

Famous Historical Ancestors section complete. The next relevant section depends on the type of character you are designing.

- Click here if you are creating a Bard
- Click here if you are creating a Druid
- Click here if you are creating an Illusionist
- Click here if you are creating a Mage / Magic-User
- For all other character classes, click here to proceed to the Social Standing section

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7 - 4

STEP 20: BARDIC TRICKERY AND SIDESHOWS

(This section is usually only for bards, but may also apply for some rare character themes which incorporate "show business," e.g. charlatan or mountebank.)

The following bit of flair is recommended for bards and other characters that have a roguish aspect, such as duelists, chaotic wanderers, or multi-classed thieves. Every bardic character has a knack for not just chanting and playing instruments, but also for a specific type of entertainment.

These notes probably do not give any in-game benefits, but the GM is strongly encouraged to incorporate these details for future adventure hooks, NPC contacts, descriptions of bardic activity during healing and downtime, and so forth. It's all for color.

Roll 1d100 once on the table below to find out what the character's "show" is all about.

[01-05]	Acrobat / Tumbler
[06-10]	Actor / Impersonator
[11-15]	Bawdy Jokester
[16-20]	Bear Wrestler / Badger Baiter
[21-25]	Courtesan / Courtly Charmer
[26-30]	Dancer



[31-35]	Fire Eater
[36-40]	Jester
[41-45]	Juggler / Knife Thrower

[46-50]	Masker / Mummer
[51-55]	Minstrel / Troubadour
[56-60]	Musician / Harper
[61-65]	Piper / Satyricon Actor
[66-70]	Poet / Chanter
[71-75]	Prestidigitator / Stage Magician
[76-80]	Puppeteer / Toy Maker
[81-85]	Riddle Master / Puzzle Maker
[86-90]	Singer
[91-95]	Stilt Walker / Tightrope Walker
[96-00]	Storyteller

Bardic Trickery section complete. The next relevant section depends on the type of character you are designing.

- Click here to proceed to the Social Standing section

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7 - 5

STEP 21: DRUID SPIRIT COMPANIONS

(This section is usually only for druids, but at the GM's discretion it may apply to other sylvan or wilderness-based characters if the character is weak and needs a boost; for example, if the character has a low CON score or low hit points.)

Players of low-level druid characters may want a spirit companion, an animal which is possessed of unusual empathy, cleverness, bravery and loyalty. The following (relatively minor) companions are recommended:

[01-14]	Falcon
[15-28]	Guard Dog
[29-42]	Hawk
[43-56]	Hunting Dog
[57-71]	Palfrey
[72-86]	Pony
[87-00]	Wild Dog

There are many other animals possible (such as bears, great cats and even boars), but this system is based on giving a minor power boost to a level 1 character while avoiding animals that are too weak to be useful in wilderness adventures. Higher-level NPCs may have stronger companions, however.

Whether a spirit companion will accompany a druid into the dungeon is a question for the GM to decide.

Recommended names for spirit companions include: Barktooth, Blackroot, Fenclaw, Goodberry, Greysedge, Oakheart, Ownshadow, Rowan, Sage, Stonefang, Swiftwind, Thorn, and Willow.

Please see also the section a little bit hereafter for details on the recommended powers of spirit companions.

Druidic Spirit Companion section complete. Click on the link below to determine your companion's powers.

- Powers of Familiars and Spirit Companions

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7 - 6

STEP 22: FAMILIARS FOR ILLUSIONISTS AND MAGES



(This section is only for illusionists and mages.)

Players of low-level illusionist and mage characters may want a magical familiar, a reincarnated sprit guide made manifest in an animal's flesh. The following familiars are recommended for level 1 characters of zero XP:

[01-05]	Bat
[06-10]	Cat
[11-15]	Crow
[16-20]	Dog
[21-25]	Falcon
[26-30]	Frog
[31-35]	Hawk
[36-40]	Lizard
[41-45]	Monkey
[46-50]	Mouse
[51-55]	Owl
[56-60]	Rabbit
[61-65]	Rat
[66-75]	Raven
[76-80]	Snake
[81-85]	Tarantula
[86-90]	Toad
[91-95]	Weasel
[96-98]	Unusual Animal (of minor power; be creative)
[99-00]	Enchanted Familiar (Abyssal Imp, Dracunculus, Homunculus or Infernal Imp, depending on alignment)

Unlike druidic spirit companions, familiars will follow a mage anywhere. Alternately, they can be commanded to stay and hide in or near the mage's home (for safety's sake) and they will do so. They eat and drink, but only out of habit for their former natural incarnations; they do not require sustenance.

Even better, they never need sleep and can hide and serve "watch" as well. A familiar will not attack unless commanded to do so by its master. Some animals have no effective attack, but would still bite, run up someone's leg, obscure their vision, etc. They have fearless morale, and attack until slain (or until the mage commands that they stop and /or flee and hide).

Recommended names for familiars include: Brownae, Ezekiel, Flibbertigibbet, Goodfellow, Greedygut, Greymalkin, Grizzle, Jenkin, Jezebel, Oberon, Peck, Poppet, Pyewacket, Sackle, Thom, Tibble and Titania. A (very fun) research project into real-world witchcraft, and superstitions about witches, will turn up even more entertaining names for you to use.

Also unlike druidic spirit companions, familiars are not just friendly animals. They are necromantic incarnations, whose souls become inextricably linked with the souls of their masters. For this reason, a familiar's death can be very perilous to the master. When a familiar dies, the master suffers either 10 points of damage (if such an amount would not be fatal), or — if this would cause instant death or unconsciousness — is reduced to 1 hit point. The aggrieved master will also suffer bad luck, which can be interpreted as a -2 penalty to all saving throws, until the next full moon.

Lost familiars can be replaced by a new familiar, if desired; all that is required is a Find Familiar spell (at any time) or a night-long ritual of sleepless vigil and graveyard dancing under the full moon. If a new familiar is summoned in this way, roll again on the random table to determine the shape the new familiar will take. Familiars completely disregard the climate and terrain preferred by "normal" animals; finding a tarantula familiar in the arctic during a blizzard is by no means impossible.

As a character grows in levels and power, a familiar may become less of an advantage and more of a burden. To alleviate this, I personally rule that under the new moon, any master can release his familiar (simply by saying "Begone, good (name), I release thee"), which causes the animal body to die and the familiar's soul to soar free. This ritual of banishment requires an hour of careful meditation to prepare — you cannot relinquish a familiar during combat, for example!

To counterbalance the vulnerability caused by familiars, roll twice on the following table of powers. (Please note that druidic spirit companions will have a power as well, but only a single roll is allowed.) These powers are conveyed directly to the master, as long as the master is within 120', even through solid stone and even if the familiar is in hiding.

Familiar section complete. Click on the link below to determine your familiar's powers.

- Powers of Familiars and Spirit Companions

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7 - 7

POWERS OF FAMILIARS AND SPIRIT COMPANIONS

Roll once on this table for spirit companions, or twice for familiars.

[01-10]	➢ **Blood's Grace.** ➢ The first blow that would reduce you to less than 1 hit point reduces you to 1 hit point instead. This power can only take place once every 24 hours at most.
[11-19]	➢ **Creeping Shadow.** ➢ +20% to move silently if you have thieving skills (i.e., if the character is a multi-classed character along with the assassin or thief class; +10% to move silently otherwise
[20-28]	➢ **Evil Eye.** ➢ Enemies afflicted by your spells have -1 to their saving throws. ➢ Please note that this power is only available for familiars, not for spirit companions (reroll).
[29-37]	➢ **Good Luck.** ➢ +1 to all saving throws.
[38-46]	➢ **Guardian Spirit.** ➢ Reroll any one die roll, once per game session, but forced to keep the new result even if it is worse.
[47-55]	➢ **Guile.** ➢ +10% to all reaction rolls.
[56-64]	➢ **Primordial Insight.**

	➢ +5% to all experience gained while the familiar is in range.
[65-73]	➢ **Sixth Sense.** ➢ Half normal chance to be surprised.
[74-82]	➢ **Soul Link.** ➢ +1 Constitution while the familiar is in range.
[83-91]	➢ **Spirit Link.** ➢ +1 Intelligence while the familiar is in range, but 2% chance of spell failure per spell (when the familiar's mind momentarily overtakes the caster's own).
[92-00]	➢ **Swiftfoot.** ➢ +20' movement rate.

Familiar and Spirit Companion power consideration section complete. Continue on to the next section to determine your character's Social Standing.

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7 - 8

STEP 23: DETERMINING SOCIAL STANDING

Social Standing is a general indicator of a character's position in society. It is always of interest in regards to role-playing, and it becomes an especially crucial consideration during urban adventures. From a pragmatic standpoint, social standing is also important because it determines a character's starting wealth.

You want your players' actions to change their personal social standing all the time. And not always for the better! This, and the fact that each PC will have a different and unique social level, is going to make the players invested in the urban and city state aspects of your campaign.

This is the social standing system which I use; you can certainly develop your own if you disagree on any of the particulars. This system embraces all alignments, and races, and all classes. Even criminals and murderers have "ranks" of relative disfavor. One's worth is measured by a complex admixture of bloodline, birthright, profession, rank, respect, authority, and personal ambition.

Further, there is one old school concept that your players are going to figure out right off the bat: social ranks are not fair. There's prejudice against some classes, and favoritism toward others. Players may howl that this is unfair. The GM's reply should be, "It certainly is, and that's the point."

Social standings are entirely separate from character "builds" and the perceived power levels of various races and classes. After playing with social standing for a while, the players may realize that one of their more silent, less involved, or more eccentric buddies is actually "the leader" in regards to urban and social / noble-driven adventures, based on his or her PC's initial social standing. And that is good … you probably don't want a single player dominating all of the play sessions. If the party has a different dungeon leader, a different wilderness leader, and a different urban leader, that's probably an excellent thing.

These social levels originate in Gary Gygax's original writings, particularly as featured in 1985's release Unearthed Arcana. I have taken the system much farther than his outline, and have reduced the racial component, but the basics remain the same. Society frowns upon knaves, and celebrates the knights, because that's the way things work in the world swords and sorcery. Priests are respected, even if evil, because they are chosen and invested with power by the gods. Mages are respected too, even if they are empowered by dark forces, because they are personal manifestations of the will of the arcane. And in all circumstances, a level 1 paladin (the incarnation of a revered feudal bloodline) is going to be considerably more respected than a level 1 barbarian. But then again, the paladin probably has to worry about assassination attempts and rivalries between knightly orders, while the barbarian can come and go as he pleases.

If any players are still a bit uppity as a result of this unfair revelation, the GM should simply explain to them that some character classes are more highly regarded by the commoners than others are. The stereotypes are reinforced by personal experience. Ask them this: When you need to sit on the city bus for an hour and there's only two open seats left, would you rather sit by the polite and charming gentleman, or the stinky and aggressive homeless person? Alrighty then.

The GM can further note and explain that an individual's social standing will increase based on his personal (mis)deeds, generosity, intelligence, and the favors granted to him or her by the grateful powers who are aided (quest-giving Hierarchs, Exarchs, guild masters, knight captains, gladiatorial clan masters, and so forth). Some players may strive for fame, while others strive for infamy. Either extreme could yield some tremendous role-playing experiences for that person, and for the group. And the GM can quickly motivate power-seeking players to one-up one another in the influence game, too. This will lead to some surprising rivalries, make-up sessions, compromises, changes in lead, and so forth.

All of this is good: This is a crucial feature of the game that is rarely addressed in the modern edition. Further, this is a special and unusual form of progression that is unique to the city state, noble realms, and urban environments. The dungeon and the wilderness cannot provide this experience!

My own campaign has a lot more detail than what I am going to provide, but I did not want to overwhelm you. Basically, there are 100 "ranks" of social standing, or peerage. Each character (PC or NPC) is "born" at a specific rank, as listed in the tables hereafter. Personal good deeds improve this rank, and personal bad deeds worsen it. Good or bad deeds performed by the party may provide all PCs with a blanket reward or punishment (+3, -2, or whatever). The magnitude of the deed affects the magnitude of the fall / climb, with minor matters being a +/- 1 and major matters (murder of an innocent, saving the life of someone important) being a +/- 5. And importantly, events which occur outside of the public eye — whether good or bad — do not affect social standing!

The rank "100th" is the worst, and the rank "1st" is the best. No PC can ever reach "4th" without becoming an Exarch of a city state, and no PC can ever exceed "2nd" without overthrowing and becoming the Overlord of a city state. Ranks above 1st (Overlord) are not dealt with here, because they strictly apply to the rules of kingdoms. If the players and the GM want to go there, that's fine; you'll find my detailed advice on noble types, ranks, levels, influence, titles, and realm size in supplement GWG1, Game World Generator.

The starting social standing ratings for PCs of level 1 — race, alignment, and Charisma notwithstanding, until personal deeds are observed — are as follows:

- (Lowest) Assassins: 105th (click here to jump to that section)
- Thieves: 103rd (click here to jump to that section)
- Barbarians: 95th (click here to jump to that section)
- Bards: 89th (click here to jump to that section)
- Fighters: 80th (click here to jump to that section)
- Druids: 77th (click here to jump to that section)
- Rangers: 76th (click here to jump to that section)
- Mages: 69th (click here to jump to that section)
- Monks: 61st (click here to jump to that section)
- Clerics: 57th (click here to jump to that section)
- (Highest) Paladins: 45th (click here to jump to that section)
- (**Note for the Overwhelmed:** If you're only interested in establishing the beginning social standing of a new level 1 PC, you can click on the links above to bypass the full description of Social Ranks if you like!)

The Detailed Social Ranks

My fully detailed social rank system for the Castle Oldskull campaign — made very intricate to allow for multiple campaigns over decades of play, with lots of progression and PC social climbing — follows hereafter, detailing the social castes of "normal" people (NPCs and non-social climbing individuals) in the known world.

In the game, PCs can gain or lose influence ranks based on their adventures, actions, generosity, infamy, and the choices of the Game Master. You can use the "Average NPC of Level …" entries I provide here, by class and level, to see if you're giving out too much or too little reward for a character played by a player of average skill, hard work and ambition. But there's nothing stopping a super-skilled player from getting a PC up to experience level 25 or higher, and trying to establish a legitimate kingdom!

THE UNDER-CASTE: **THE EXILED, CRIMINAL, AND NEFARIOUS** **The Accursed and the Hunted**	
Relative Peerage	**Example Personages**
117	➢ Unforgivable Blood Nemeses of the World's Realms
116	➢ Arch-Enemies and Arch-Villains of the World's Realms
115	➢ Enemies of the World's Realms (vile assassins of rightful kings, tyrannical pretenders, etc.)
114	➢ Infamous Criminals ➢ Mass Murderers
113	➢ Notorious Criminals ➢ Murderers (professional assassin characters, however, have a different standing, beginning at the 88th rank)



112	➢ Career Criminals ➢ Man Slaughterers ➢ Violent Criminals
111	➢ Habitual Criminals ➢ Rebellious Slaves
110	➢ Diseased Slaves ➢ Petty Criminals

CASTE I: **LOWER LOWER CLASS (LLC)** **Slaves, Peasantry, and Untouchables**	
Relative Peerage	**Example Personages**
109	➢ Disgraced Slaves ➢ Weak Slaves
108	➢ Unproven Slaves
107	➢ Diseased Beggars ➢ Slaves (majority)
106	➢ Worthy Slaves (well-behaved, of long repute, etc.
105	➢ **Assassins of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
104	➢ Esteemed Slaves (e.g., those with artistic talents) ➢ Honored Slaves (e.g., those who save a master's life)
103	➢ Average NPC Assassins of Experience Level 2

	➢ **Thieves of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
102	➢ Beggars (majority)



101	➢ Average NPC Assassins of Experience Level 3 ➢ Average NPC Thieves of Experience Level 2 ➢ Beggar Children
100	➢ Bordars / Cottars (serfs of lower than average status) ➢ Freed Slaves (those legally freed for service, honor, etc.; not escaped) ➢ Worthy Beggars (former soldiers, etc.)
99	➢ Average NPC Assassins of Experience Level 4 ➢ Average NPC Thieves of Experience Level 3 ➢ Peons ➢ Serfs (majority)
98	➢ Peasant Farmers ➢ Peasant Laborers ➢ Villeins
97	➢ Average NPC Assassins of Experience Level 5 ➢ Average NPC Thieves of Experience Level 4 ➢ Drudges ➢ Tinkers (of poor skill / repute)

CASTE II: **MIDDLE LOWER CLASS (MLC)** **Inferiors, Servants, and Laborers**	
Relative Peerage	**Example Personages**
96	➢ Tinkers (majority)
95	➢ Average NPC Assassins of Experience Level 6 ➢ Average NPC Thieves of Experience Level 5 ➢ **Barbarians of Experience Level 1**

	➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
94	➢ Average NPC Barbarians of Experience Level 2 ➢ Disreputable Actors ➢ Tinkers (of considerable skill / repute)
93	➢ Average NPC Assassins of Experience Level 7 ➢ Average NPC Thieves of Experience Level 6
92	➢ Average NPC Barbarians of Experience Level 3 ➢ Laborers ➢ Unproven Men-at-Arms (no expeditions)
91	➢ Actors (majority) ➢ Average NPC Assassins of Experience Level 8 ➢ Average NPC Thieves of Experience Level 7 ➢ Herdsmen (unestablished, semi-nomadic)
90	➢ Average NPC Barbarians of Experience Level 4 ➢ Blooded Men-at-Arms (having conducted one expedition) ➢ Herdsmen (established, majority) ➢ Jugglers
89	➢ Average NPC Assassins of Experience Level 9 ➢ Average NPC Thieves of Experience Level 8 ➢ **Bards of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)** ➢ Herdsmen (of long standing / repute) ➢ Shifty / Disreputable Peddlers
88	➢ Average NPC Barbarians of Experience Level 5 ➢ Jugglers (charming / skilled) ➢ Known Actors (majority) ➢ Peddlers (majority) ➢ Shifty / Disreputable Fences
87	➢ Average NPC Assassins of Experience Level 10 ➢ Average NPC Thieves of Experience Level 9

	➢ Average NPC Bards of Experience Level 2 ➢ Men-at-Arms (majority; having conducted two to five expeditions) ➢ Respected / Well-Known Actors ➢ Trustworthy Peddlers

CASTE III: **UPPER LOWER CLASS (ULC)** **Kith, Kindred, and Lesser Citizenry**	
Relative Peerage	**Example Personages**
86	➢ Average NPC Barbarians of Experience Level 6 ➢ Fences (majority) ➢ Lesser Freemen (likely owning a small home only)
85	➢ Average NPC Assassins of Experience Level 11 ➢ Average NPC Bards of Experience Level 3 ➢ Average NPC Thieves of Experience Level 10 ➢ Famous Actors
84	➢ Average NPC Assassins of Experience Level 12 ➢ Average NPC Barbarians of Experience Level 7 ➢ Average NPC Bards of Experience Level 4 ➢ Average NPC Thieves of Experience Level 11 ➢ Trustworthy Fences
83	➢ Average NPC Barbarians of Experience Level 8 ➢ Freemen (majority, likely owning a home of moderate size) ➢ Shifty / Disreputable Moneychangers ➢ Veteran Men-at-Arms (having conducted six or more expeditions)
82	➢ Average NPC Assassins of Experience Level 13 ➢ Average NPC Barbarians of Experience Level 9

	➢ Average NPC Bards of Experience Level 5 ➢ Average NPC Thieves of Experience Level 12 ➢ Low-Skilled Tradesmen
81	➢ Average NPC Assassins of Experience Level 14 ➢ Average NPC Bards of Experience Level 6 ➢ Average NPC Thieves of Experience Level 13 ➢ Established Freemen (likely owning a fine home of moderate size) ➢ Worthy Citizens (in general; those which are difficult to classify)
80	➢ Average NPC Barbarians of Experience Level 10 ➢ Average NPC Fighters of Experience Level 1 (please note that this is for freelancers; officer-fighters in service of a city, stronghold or noble can rise considerably higher) ➢ Moneychangers (majority) ➢ **PC Fighters of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
79	➢ Average NPC Assassins of Experience Level 15 ➢ Average NPC Bards of Experience Level 7 ➢ Average NPC Thieves of Experience Level 14 ➢ Petty Merchants ➢ Tradesmen (majority)

CASTE IV: **LOWER MIDDLE CLASS (LMC)** **Greater Citizenry, Veterans, and Yeomanry**	
Relative Peerage	**Example Personages**
78	➢ Average NPC Bards of Experience Level 8 ➢ Trustworthy Moneychangers

77	➢ Average NPC Barbarians of Experience Level 11 ➢ Average NPC Fighters of Experience Level 2 ➢ **Druids of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
76	➢ Average NPC Assassins of Experience Level 16 (if your game's assassins can exceed the 15th level) ➢ Average NPC Thieves of Experience Level 15 ➢ Craftsmen (majority) ➢ **Rangers of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
75	➢ Average NPC Barbarians of Experience Level 12 ➢ Skilled Tradesmen ➢ Unprosperous Merchants
74	➢ Average NPC Assassins of Experience Level 17 ➢ Average NPC Bards of Experience Level 9 ➢ Average NPC Druids of Experience Level 2 ➢ Average NPC Thieves of Experience Level 16 ➢ Petty Sergeants (Level 1 NPC Fighters)
73	➢ Average NPC Barbarians of Experience Level 13 ➢ Average NPC Rangers of Experience Level 2 ➢ Common-Origin Knights (Level 1 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Enfranchised Citizens (general; those with hereditary honors for voting or minor ancestral property rights) ➢ Lieutenants (Level 1 NPC Fighters) ➢ Merchants (majority) ➢ Skilled Craftsmen
72	➢ Average NPC Assassins of Experience Level 18 ➢ Average NPC Bards of Experience Level 10 ➢ Average NPC Fighters of Experience Level 3 ➢ Average NPC Thieves of Experience Level 17

71	➢ Average NPC Barbarians of Experience Level 14 ➢ Average NPC Druids of Experience Level 3 ➢ Low-Skilled Artisans ➢ Sergeants (Level 2 NPC Fighters)
70	➢ Average NPC Assassins of Experience Level 19 ➢ Average NPC Bards of Experience Level 11 ➢ Average NPC Rangers of Experience Level 3 ➢ Average NPC Thieves of Experience Level 18 ➢ Common-Origin Knights (Level 2 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Senior Lieutenants (Level 3 NPC Fighters)
69	➢ Average NPC Barbarians of Experience Level 15 ➢ Average NPC Fighters of Experience Level 4 ➢ **Mages of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
68	➢ Artisans (majority) ➢ Average NPC Assassins of Experience Level 20 ➢ Average NPC Bards of Experience Level 12 ➢ Average NPC Druids of Experience Level 4 ➢ Average NPC Thieves of Experience Level 19 ➢ Bankers' Apprentices ➢ Prosperous Merchants ➢ Senior Sergeants (Level 3 NPC Fighters) ➢ Worthy Citizens (typically Enfranchised Citizens of long standing and high report, elders etc.)

CASTE V: MIDDLE MIDDLE CLASS (MMC) Gentlefolk, Gentry, and Respected Citizenry	
Relative Peerage	**Example Personages**
67	➢ Average NPC Barbarians of Experience Level 16 ➢ Average NPC Rangers of Experience Level 4 ➢ Common-Origin Knights (Level 3 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Shady / Disreputable Bankers
66	➢ Average NPC Bards of Experience Level 13 ➢ Average NPC Fighters of Experience Level 5 ➢ Average NPC Mages of Experience Level 2 ➢ Average NPC Thieves of Experience Level 20
65	➢ Average NPC Barbarians of Experience Level 17 ➢ Average NPC Druids of Experience Level 5 ➢ Sergeants of Arms (Level 4 NPC Fighters) ➢ Skilled Artisans
64	➢ Average NPC Bards of Experience Level 14 ➢ Average NPC Rangers of Experience Level 5 ➢ Common-Origin Knights (Level 4 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
63	➢ Average NPC Barbarians of Experience Level 18 ➢ Average NPC Fighters of Experience Level 6 ➢ Average NPC Mages of Experience Level 3 ➢ Bankers (majority) ➢ Wealthy Merchants
62	➢ Average NPC Bards of Experience Level 15 ➢ Average NPC Druids of Experience Level 6
61	➢ Average NPC Barbarians of Experience Level 19

	➢ Average NPC Rangers of Experience Level 6 ➢ Captains (Level 5 NPC Fighters) ➢ Common-Origin Knights (Level 5 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Landed Gentry Folk ➢ **Monks of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
60	➢ Average NPC Bards of Experience Level 16 ➢ Average NPC Fighters of Experience Level 7 ➢ Average NPC Mages of Experience Level 4
59	➢ Apprentice Guild Masters ➢ Average NPC Barbarians of Experience Level 20 ➢ Average NPC Druids of Experience Level 7
58	➢ Average NPC Bards of Experience Level 17 ➢ Average NPC Monks of Experience Level 2 ➢ Average NPC Rangers of Experience Level 7 ➢ Common-Origin Knights (Level 6 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Great Merchants ➢ Landless and Exiled / Overthrown Baronets ➢ Prosperous Bankers ➢ Senior Captains (Level 6 NPC Fighters)

CASTE VI: **UPPER MIDDLE CLASS (UMC)** **Honored Citizenry, Rising Personages, and Worthies**	
Relative Peerage	**Example Personages**
57	➢ Average NPC Fighters of Experience Level 8

	➢ Average NPC Mages of Experience Level 5 ➢ **Clerics of Experience Level 1 (typically independent of a temple, wanderers, prophet prentices, PC and NPC adventurers, etc.)** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**
56	➢ Average NPC Bards of Experience Level 18 ➢ Average NPC Druids of Experience Level 8 ➢ Minor Guild Masters (typically of minor trade guilds)
55	➢ Average NPC Monks of Experience Level 3 ➢ Average NPC Rangers of Experience Level 8 ➢ Captains of Arms (Level 7 NPC Fighters) ➢ Common-Origin Knights (Level 7 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
54	➢ Average NPC Bards of Experience Level 19 ➢ Average NPC Clerics of Experience Level 2 ➢ Average NPC Fighters of Experience Level 9 ➢ Average NPC Mages of Experience Level 6 ➢ Temple Priests (Level 1 NPC Clerics; established in a city state or kingdom, typically not adventurers or PCs)
53	➢ Average NPC Druids of Experience Level 9 ➢ Deposed Baronets ➢ Wealthy Bankers
52	➢ Average NPC Bards of Experience Level 20 ➢ Average NPC Rangers of Experience Level 9 ➢ Average NPC Monks of Experience Level 4 ➢ Common-Origin Knights (Level 8 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Vaunted Captains (Level 8 NPC Fighters)
51	➢ Average NPC Clerics of Experience Level 3 ➢ Average NPC Fighters of Experience Level 10 ➢ Average NPC Mages of Experience Level 7 ➢ Temple Priests (Level 2 NPC Clerics)

50	➢ Average NPC Druids of Experience Level 10 ➢ Average NPC Monks of Experience Level 5 ➢ Average NPC Rangers of Experience Level 10 ➢ Common-Origin Knights (Level 9 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
49	➢ Average NPC Clerics of Experience Level 4 ➢ Average NPC Fighters of Experience Level 11 ➢ Average NPC Mages of Experience Level 8 ➢ Great Bankers ➢ Landless and Exiled / Overthrown Barons ➢ Temple Priests (Level 3 NPC Clerics)

CASTE VII: **LOWER UPPER CLASS (LUC)** **Champions, Exemplars, and Scions**	
Relative Peerage	**Example Personages**
48	➢ Average NPC Druids of Experience Level 11 ➢ Guild Masters (typically of fairly influential trade guilds, or professional guilds; but if the experience level indicates a higher social rank, use the higher rank instead)
47	➢ Aspirant Hierarchs of a City State (typically experience level 9) ➢ Average NPC Monks of Experience Level 6 ➢ Average NPC Rangers of Experience Level 11 ➢ Common-Origin Knights (Level 10 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
46	➢ Average NPC Clerics of Experience Level 5 ➢ Average NPC Fighters of Experience Level 12 ➢ Average NPC Mages of Experience Level 9 ➢ Temple Priests (Level 4 NPC Clerics)

45	➢ Average NPC Druids of Experience Level 12 ➢ Average NPC Monks of Experience Level 7 ➢ Average NPC Rangers of Experience Level 12 ➢ Common-Origin Knights (Level 11 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ **Paladins of Experience Level 1** ➢ **You can scroll down through the pages to review the other Social Ranks, or click here to proceed to the next section (pertaining to Heraldry and Coats of Arms)**



44	➢ Average NPC Clerics of Experience Level 6 ➢ Average NPC Fighters of Experience Level 13 ➢ Average NPC Mages of Experience Level 10 ➢ Greater Guild Masters (typically of highly influential trade guilds, or powerful professional guilds; but if the experience level indicates a higher social rank, use the higher rank instead) ➢ Temple Priests (Level 5 NPC Clerics)
43	➢ Average NPC Druids of Experience Level 13 ➢ Average NPC Monks of Experience Level 8 ➢ Average NPC Paladins of Experience Level 2 ➢ Average NPC Rangers of Experience Level 13 ➢ Common-Origin Knights (Level 12 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
42	➢ Average NPC Clerics of Experience Level 7 ➢ Average NPC Druids of Experience Level 14 ➢ Average NPC Fighters of Experience Level 14 ➢ Average NPC Mages of Experience Level 11 ➢ Temple Priests (Level 6 NPC Clerics)

CASTE VIII: **MIDDLE UPPER CLASS (MUC)** **Heroic Champions, Lesser Nobility, and Peerage**	
Relative Peerage	**Example Personages**
41	➢ Average NPC Monks of Experience Level 9 ➢ Average NPC Paladins of Experience Level 3 ➢ Average NPC Rangers of Experience Level 14 ➢ Common-Origin Knights (Level 13 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)

	➢ Illustrious Guild Masters (typically of the most important trade guilds, e.g. the top five markets in the city state)
40	➢ Average NPC Clerics of Experience Level 8 ➢ Average NPC Fighters of Experience Level 15 ➢ Average NPC Mages of Experience Level 12 ➢ Deposed Barons ➢ Temple Priests (Level 7 NPC Clerics)
39	➢ Average NPC Druids of Experience Level 15 ➢ Average NPC Monks of Experience Level 10 ➢ Average NPC Paladins of Experience Level 4 ➢ Average NPC Rangers of Experience Level 15 ➢ Common-Origin Knights (Level 14 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
38	➢ Average NPC Clerics of Experience Level 9 ➢ Average NPC Fighters of Experience Level 16 ➢ Average NPC Mages of Experience Level 13 ➢ Deposed Viscounts ➢ Temple Priests (Level 8 NPC Clerics)
37	➢ Average NPC Druids of Experience Level 16 ➢ Generals (Hierarchy III, Tertius; Level 13 NPC Fighters)
36	➢ Average NPC Monks of Experience Level 11 ➢ Average NPC Paladins of Experience Level 5 ➢ Average NPC Rangers of Experience Level 16 ➢ Common-Origin Knights (Level 15 NPC Fighters or Cavaliers of Esteemed Non-Noble Families)
35	➢ Average NPC Clerics of Experience Level 10 ➢ Average NPC Fighters of Experience Level 17 ➢ Average NPC Mages of Experience Level 14 ➢ Deposed Counts ➢ Temple Priests (Level 9 NPC Clerics)
34	➢ Average NPC Druids of Experience Level 17 ➢ Average NPC Monks of Experience Level 12 ➢ Average NPC Paladins of Experience Level 6 ➢ Average NPC Rangers of Experience Level 17

	➢ Common-Origin Knights (Level 16 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Generals (Hierarchy II, Secundus; Level 14 NPC Fighters) ➢ Lesser Ruling Knight of an Honor Hold (typically a Level 5 NPC Cavalier or Paladin; refer to GWG1)
33	➢ Average NPC Clerics of Experience Level 11 ➢ Average NPC Fighters of Experience Level 18 ➢ Average NPC Mages of Experience Level 15 ➢ Average NPC Paladins of Experience Level 7 ➢ Deposed Marquises ➢ Temple Priests (Level 10 NPC Clerics)
32	➢ Average NPC Druids of Experience Level 18 ➢ Average NPC Monks of Experience Level 13 ➢ Average NPC Paladins of Experience Level 8 ➢ Average NPC Rangers of Experience Level 18 ➢ Common-Origin Knights (Level 17 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Generals (Hierarchy I, Primus; Level 15 NPC Fighters) ➢ Lesser Ruling Knight of an Honor Hold (typically a Level 6 NPC Cavalier or Paladin; refer to GWG1)
31	➢ Average NPC Clerics of Experience Level 12 ➢ Average NPC Druids of Experience Level 19 ➢ Average NPC Fighters of Experience Level 19 ➢ Average NPC Mages of Experience Level 16 ➢ Average NPC Paladins of Experience Level 9 ➢ Generals of the Archonate / Realm / Kingdom (typically Level 16 NPC Fighters) ➢ Lesser Ruling Knight Companion of a Freehold (typically a Level 6 NPC Cavalier or Paladin; refer to GWG1) ➢ Ruling Knight of an Honor Hold (typically a Level 7 NPC Cavalier or Paladin; refer to GWG1) ➢ Temple Priests (Level 11 NPC Clerics)

CASTE IX: UPPER UPPER CLASS (UUC) Aristocracy, Chosen Ones, and Greater Nobility	
Relative Peerage	**Example Personages**
30	➢ Average NPC Clerics of Experience Level 13 ➢ Average NPC Druids of Experience Level 20 ➢ Average NPC Mages of Experience Level 17 ➢ Average NPC Monks of Experience Level 14 ➢ Average NPC Paladins of Experience Level 10 ➢ Average NPC Rangers of Experience Level 19 ➢ Common-Origin Knights (Level 18 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Deposed Dukes ➢ Greater Ruling Knight of an Honor Hold (typically a Level 8 NPC Cavalier or Paladin; refer to GWG1) ➢ Lesser Ruling Knight Companion of a Freehold (typically a Level 7 NPC Cavalier or Paladin; refer to GWG1) ➢ Temple Priests (Level 12 NPC Clerics)
29	➢ Average NPC Clerics of Experience Level 14 ➢ Average NPC Mages of Experience Level 18 ➢ Average NPC Monks of Experience Level 15 ➢ Average NPC Monks of Experience Level 11 ➢ Average NPC Paladins of experience Level 11 ➢ Average NPC Rangers of Experience Level 20 ➢ Common-Origin Knights (Level 19 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Greater Ruling Knight of an Honor Hold (typically a Level 9 NPC Cavalier or Paladin; refer to GWG1) ➢ Lesser Ruling Knight Banneret of a Knightmark (typically a level 7 NPC Cavalier or Paladin; refer to GWG1) ➢ Regents (temporary)

	➢ Ruling Knight Companion of a Freehold (typically a Level 8 NPC Cavalier or Paladin; refer to GWG1) ➢ Temple Priests (Level 13 NPC Clerics)
28	➢ Average NPC Clerics of Experience Level 15 ➢ Average NPC Mages of Experience Level 19 ➢ Average NPC Monks of Experience Level 16 ➢ Average NPC Paladins of Experience Level 12 ➢ Common-Origin Knights (Level 20 NPC Fighters or Cavaliers of Esteemed Non-Noble Families) ➢ Deposed Grand Dukes ➢ Greater Ruling Knight Companion of a Freehold (typically a Level 9 NPC Cavalier or Paladin; refer to GWG1) ➢ Lesser Ruling Knight Banneret of a Knightmark (typically a level 8 NPC Cavalier or Paladin; refer to GWG1) ➢ Temple Priests (Level 14 NPC Clerics)
27	➢ Average NPC Clerics of Experience Level 16 ➢ Average NPC Mages of Experience Level 20 ➢ Average NPC Monks of Experience Level 17 ➢ Average NPC Paladins of Experience Level 13 ➢ Greater Ruling Knight Companion of a Freehold (typically a Level 10 NPC Cavalier or Paladin; refer to GWG1) ➢ Lesser Ruling Baronet of a Baronetcy (typically a level 8 NPC; refer to GWG1) ➢ Ruling Knight Banneret of a Knightmark (typically a level 9 NPC Cavalier or Paladin; refer to GWG1) ➢ Temple Priests (Level 15 NPC Clerics) ➢ Vice Marshals (Level 17 NPC Fighters)
26	➢ Average NPC Clerics of Experience Level 17 ➢ Average NPC Monks of Experience Level 18 (assuming that monks in your game can exceed level 17) ➢ Average NPC Paladins of Experience Level 14 ➢ Greater Ruling Knight Banneret of a Knightmark (typically a level 10 NPC Cavalier or Paladin; refer to GWG1) ➢ Lesser Ruling Baronet of a Baronetcy (typically a level 9 NPC; refer to GWG1) ➢ Temple Priests (Level 16 NPC Clerics)

25	➢ Average NPC Clerics of Experience Level 18 ➢ Average NPC Monks of Experience Level 19 ➢ Average NPC Paladins of Experience Level 15 ➢ Greater Ruling Knight Banneret of a Knightmark (typically a level 11 NPC Cavalier or Paladin; refer to GWG1) ➢ Lesser Ruling Baron of a Barony (typically a level 9 NPC; refer to GWG1) ➢ Marshals (Level 18 NPC Fighters) ➢ Regents of Influence (temporary) ➢ Ruling Baronet of a Baronetcy (typically a level 10 NPC; refer to GWG1) ➢ Temple Priests (Level 17 NPC Clerics)
24	➢ Average NPC Clerics of Experience Level 19 ➢ Average NPC Monks of Experience Level 20 ➢ Average NPC Paladins of Experience Level 16 ➢ Greater Ruling Baronet of a Baronetcy (typically a level 11 NPC; refer to GWG1) ➢ Lesser Ruling Baron of a Barony (typically a level 10 NPC; refer to GWG1) ➢ Temple Priests (Level 18 NPC Clerics)
23	➢ Average NPC Clerics of Experience Level 20 ➢ Average NPC Paladins of Experience Level 17 ➢ Deposed Archdukes ➢ Greater Ruling Baronet of a Baronetcy (typically a level 12 NPC; refer to GWG1) ➢ Lesser Ruling Arch-Baron of an Arch-Barony (typically a level 10 NPC; refer to GWG1) ➢ Lord Marshals (Level 19 NPC Fighters) ➢ Ruling Baron of a Barony (typically a level 11 NPC; refer to GWG1) ➢ Temple Priests (Level 19 NPC Clerics)
22	➢ Average NPC Paladins of Experience Level 18 ➢ Greater Ruling Baron of a Barony (typically a level 12 NPC; refer to GWG1) ➢ Lesser Ruling Arch-Baron of an Arch-Barony (typically a level 11 NPC; refer to GWG1)

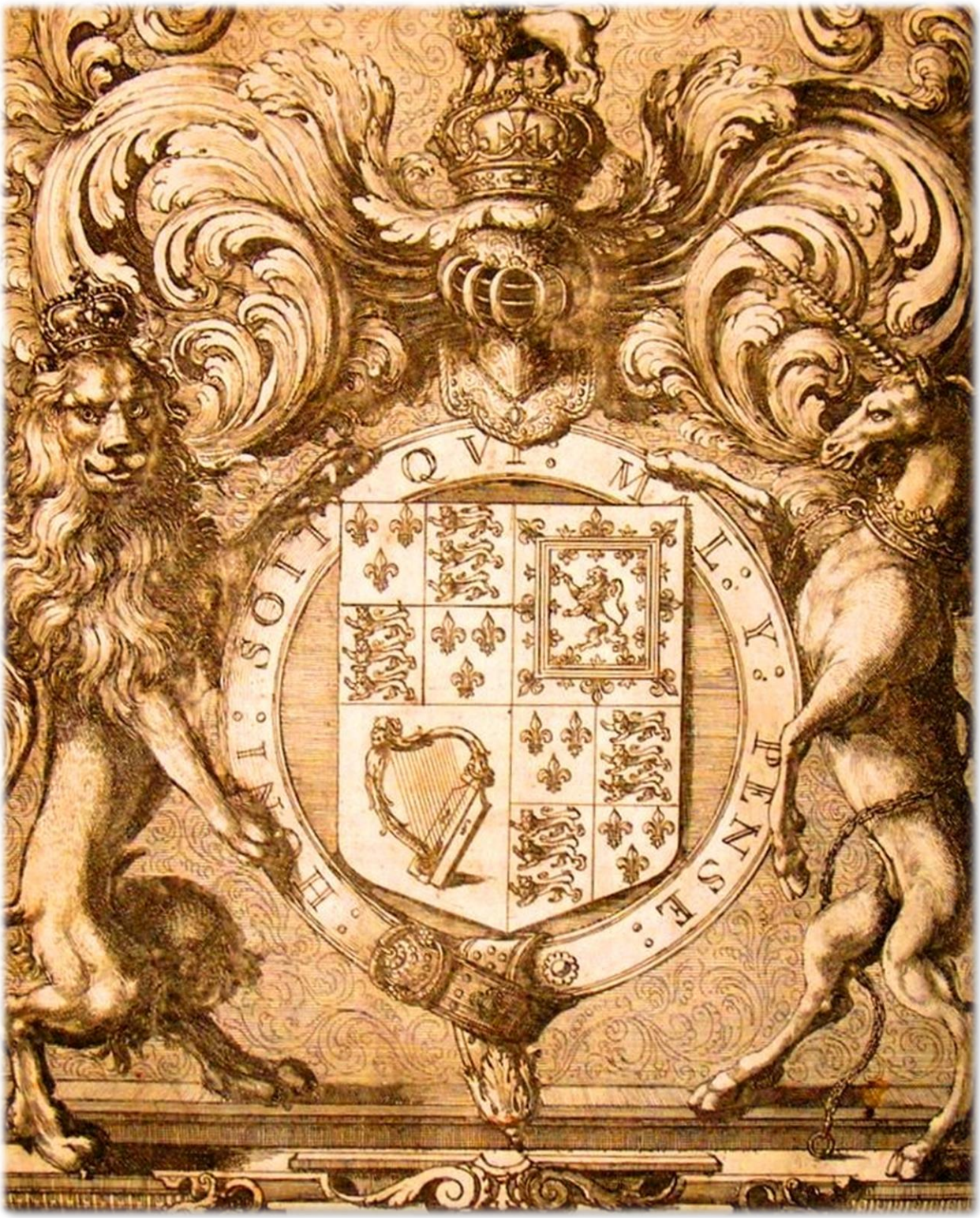
	➢ Lesser Ruling Viscount of a Viscounty (typically a level 10 NPC; refer to GWG1) ➢ Temple Priests (Level 20 NPC Clerics)
21	➢ Archons and Grand Marshals (Level 20 NPC Fighters) ➢ Average NPC Paladins of Experience Level 19 ➢ Greater Ruling Baron of a Barony (typically a level 13 NPC; refer to GWG1) ➢ Lesser Ruling Viscount of a Viscounty (typically a level 11 NPC; refer to GWG1) ➢ Ruling Arch-Baron of an Arch-Barony (typically a level 12 NPC; refer to GWG1)
20	➢ Average NPC Paladins of Experience Level 20 ➢ Greater Ruling Arch-Baron of an Arch-Barony (typically a level 13 NPC; refer to GWG1) ➢ Lesser Ruling Count of a County (typically a level 11 NPC; refer to GWG1) ➢ Ruling Viscount of a Viscounty (typically a level 12 NPC; refer to GWG1)

CASTE X: **ULTIMATE RULING ELITE (URE)** **(Rulers of the World's Great Powers)**	
Relative Peerage	**Example Personages**
19	➢ Greater Ruling Arch-Baron of an Arch-Barony (typically a level 14 NPC; refer to GWG1) ➢ Greater Ruling Viscount of a Viscounty (typically a level 13 NPC; refer to GWG1) ➢ Lesser Ruling Count of a County (typically a level 12 NPC; refer to GWG1)

18	➢ Greater Ruling Viscount of a Viscounty (typically a level 14 NPC; refer to GWG1) ➢ Lesser Ruling Marquis of a March or Marquisate (typically a level 12 NPC; refer to GWG1) ➢ Overlord of the World's Premier City State ➢ Ruling Count of a County (typically a level 13 NPC; refer to GWG1)
17	➢ Greater Ruling Count of a County (typically a level 14 NPC; refer to GWG1) ➢ Lesser Ruling Marquis of a March or Marquisate (typically a level 13 NPC; refer to GWG1)
16	➢ Greater Ruling Count of a County (typically a level 15 NPC; refer to GWG1) ➢ Lesser Ruling Duke of a Duchy (typically a level 13 NPC; refer to GWG1) ➢ Ruling Marquis of a March or Marquisate (typically a level 14 NPC; refer to GWG1)
15	➢ Greater Ruling Marquis of a March or Marquisate (typically a level 15 NPC; refer to GWG1) ➢ Lesser Ruling Duke of a Duchy (typically a level 14 NPC; refer to GWG1)
14	➢ Greater Ruling Marquis of a March or Marquisate (typically a level 16 NPC; refer to GWG1) ➢ Lesser Ruling Archduke of an Archduchy (typically a level 14 NPC; refer to GWG1) ➢ Ruling Duke of a Duchy (typically a level 15 NPC; refer to GWG1)
13	➢ Greater Ruling Duke of a Duchy (typically a level 16 NPC; refer to GWG1) ➢ Lesser Ruling Archduke of an Archduchy (typically a level 15 NPC; refer to GWG1) ➢ Lesser Ruling Grand Duke of a Grand Duchy (typically a level 14 NPC; refer to GWG1)
12	➢ Greater Ruling Duke of a Duchy (typically a level 17 NPC; refer to GWG1)

	➢ Lesser Ruling Grand Duke of a Grand Duchy (typically a level 15 NPC; refer to GWG1) ➢ Lesser Ruling Prince of a Principality (typically a level 14 NPC; refer to GWG1) ➢ Ruling Archduke of an Archduchy (typically a level 16 NPC; refer to GWG1)
11	➢ Greater Ruling Archduke of an Archduchy (typically a level 17 NPC; refer to GWG1) ➢ Lesser Ruling Prince of a Principality (typically a level 15 NPC; refer to GWG1) ➢ Ruling Grand Duke of a Grand Duchy (typically a level 16 NPC; refer to GWG1)
10	➢ Greater Ruling Archduke of an Archduchy (typically a level 18 NPC; refer to GWG1) ➢ Lesser Ruling King of a Kingdom (typically a level 15 NPC; refer to GWG1) ➢ Ruling Grand Duke of a Grand Duchy (typically a level 17 NPC; refer to GWG1) ➢ Ruling Prince of a Principality (typically a level 16 NPC; refer to GWG1)
9	➢ Greater Ruling Prince of a Principality (typically a level 17 NPC; refer to GWG1) ➢ Lesser Ruling King of a Kingdom (typically a level 16 NPC; refer to GWG1) ➢ Ruling Grand Duke of a Grand Duchy (typically a level 18 NPC; refer to GWG1)
8	➢ Greater Ruling Prince of a Principality (typically a level 18 NPC; refer to GWG1) ➢ Ruling High King of a Great Kingdom (typically a level 16 NPC; refer to GWG1) ➢ Ruling King of a Kingdom (typically a level 17 NPC; refer to GWG1)
7	➢ Greater Ruling King of a Kingdom (typically a level 18 NPC; refer to GWG1) ➢ Ruling High King of a Great Kingdom (typically a level 17 NPC; refer to GWG1)

	➢ Ruling Overking of an Imperial Kingdom (typically a level 17 NPC; refer to GWG1)
6	➢ Greater Ruling King of a Kingdom (typically a level 19 NPC; refer to GWG1) ➢ Ruling High King of a Great Kingdom (typically a level 18 NPC; refer to GWG1) ➢ Ruling Overking of an Imperial Kingdom (typically a level 18 NPC; refer to GWG1)
5	➢ Greater Ruling High King of a Great Kingdom (typically a level 19 NPC; refer to GWG1) ➢ Ruling Emperor of an Empire (typically a level 18 NPC; refer to GWG1) ➢ Ruling Overking of an Imperial Kingdom (typically a level 19 NPC; refer to GWG1)
4	➢ Greater Ruling High King of a Great Kingdom (typically a level 20 NPC; refer to GWG1) ➢ Greater Ruling Overking of an Imperial Kingdom (typically a level 20 NPC; refer to GWG1) ➢ Ruling Emperor of an Empire (typically a level 19 NPC; refer to GWG1)
3	➢ Greater Ruling Overking of an Imperial Kingdom (typically a level 21 NPC; refer to GWG1) ➢ Ruling Emperor of an Empire (typically a level 20 NPC; refer to GWG1)
2	➢ Greater Ruling Emperor of an Empire (typically a level 21 NPC; refer to GWG1)
1	➢ Peerless Ruling Emperor of an Empire (typically a level 22 NPC, but may well be higher; refer to GWG1)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7 - 9

STEP 24: ENVISIONING COATS OF ARMS AND BLAZONS

To give your character a heroic banner to fight under; or a tabard to wear; or a fearless blazon to paint on their shield, you may want to give your character a coat of arms. Not only knights and nobles have a coats of arms; in a classic fantasy world where humans and demi-humans are vastly outnumbered by evil monsters and wars can last for centuries, everyone has them.

However, for some character types (such as assassins and thieves) a character might well be reluctant to identify himself by bloodline. Also, some characters do not know or care for their family's coat of arms, but have their own personal symbol. These personal symbols are here called blazons.

This system works to develop both types of symbols, for all types of characters. To randomly determine a character's symbol, first roll on the following table to determine what general type of symbol will be further developed to form the final blazon.

(If you ever feel that the random symbol you create does not have enough detail, you can then roll again beginning with the master beast / charge / ordinary table below. A heraldic shield will typically have between 1 and 4 fields.)

To randomly generate a heraldic coat of arms, roll 1d100 and consult the following table:

[01-50]	➢ **Heraldic Beast or Figure** ➢ Refer to section 7-9-1
[51-75]	➢ **Heraldic Charge (Shape or Symbol)** ➢ Refer to section 7-9-2
[76-00]	➢ **Heraldic Ordinary (Geometric Symbol)** ➢ Refer to section 7-9-3

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7 - 9 - 1

HERALDIC BEASTS AND FIGURES

Roll 1d100 and consult the following table:

[01]	Angel	**[02-03]**	Antlers
[04]	Badgerbear	**[05-06]**	Basilisk
[07]	Bear	**[08-09]**	Bee
[10]	Biscione (child swallowed by a dragon)	**[11-12]**	Boar
[13]	Brock (badger)	**[14-15]**	Bull's Head
[16]	Cat-a-Mount (wildcat)	**[17-18]**	Centaur
[19]	Chimaera	**[20-21]**	Demon
[22]	Devil	**[23-24]**	Dolphin
[25-26]	Dragon	**[27]**	Dragonfly
[28-29]	Eagle	**[30]**	Ermine
[31-32]	Eye	**[33]**	Fish (stylized) / Sea Monster
[34]	Fist / Gauntlet	**[35-36]**	Fox
[37]	Gorgon's Head	**[38-39]**	Griffin
[40]	Hand	**[41-42]**	Hare
[43]	Harpy	**[44-45]**	Head / Helm / Janus Head
[46]	Hippocampus	**[47-48]**	Horse
[49]	Hound	**[50-51]**	King
[52]	Knight	**[53-54]**	Lion

[55]	Lion's / Monster's Paw	**[56-57]**	Maiden
[58-59]	Manticore	**[60]**	Mermaid / Melusine
[61]	Otter	**[62-63]**	Owl
[64]	Ox	**[65-66]**	Pegasus (winged horse)
[67]	Peryton	**[68-69]**	Porcupine
[70]	Queen	**[71-72]**	Raven
[73-74]	Saint	**[75]**	Salamander
[76]	Savage / Tribesman	**[77]**	Sea Lion
[78]	Sea Serpent	**[79]**	Serpent
[80-81]	Skull	**[82]**	Sphinx
[83-84]	Stag / Hart	**[85]**	Swan
[86-87]	Thistle	**[88]**	Tusks
[89-90]	Tyger (wulf tiger)	**[91-92]**	Unicorn
[93]	Wings	**[94-95]**	Wolf
[96]	Wolverine	**[97-98]**	Wyrm (wingless dragon)
[99]	Wyvern / Lindworm	**[00]**	Facing Figures (roll twice)

Heraldic Symbol section complete. Click on the link below to determine the tincture (color) of your Heraldic Symbol.

- Heraldic Tinctures

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7 - 9 - 2

HERALDIC CHARGES (SHAPES AND SYMBOLS)

Roll 1d100 and consult the following table:

[01-02]	Anchor	**[03-04]**	Annulet(s) (hollow circle)
[05-06]	Anvil	**[07-08]**	Arrow(s)
[09-10]	Beehive	**[11-12]**	Bezant(s) (circle)
[13-14]	Billet(s) (vertical rectangle)	**[15-16]**	Book / Grimoire
[17-18]	Bow	**[19-20]**	Chain(s)
[21-22]	Clarion / Horn	**[23-24]**	Crescent (moon symbol)
[25]	Cross Botonny (cross with cloverleaf ends)	**[26]**	Cross Crosslet (cross with cross ends)
[27]	Cross Flory (cross with pointed ends)	**[28]**	Cross Moline (cross with curve-pointed ends)
[29]	Cross Patonce (cross with blossoming ends)	**[30]**	Cross Potent (cross with rectangular ends)
[31-32]	Crown	**[33]**	Escarbuncle (cross and X-sign superimposed)
[34-35]	Estoile(s) (star of wavy lines)	**[36-37]**	Fleur de Lis (lily)
[38-39]	Flower (trefoil, quatrefoil, cinquefoil, sexfoil, or septfoil)	**[40-41]**	Fountain (circle of wavy lines)
[42-43]	Fruit Tree	**[44-45]**	Goutte (blood drop)
[46-47]	Grapevine(s)	**[48-49]**	Gules (tower of three turrets)
[50-51]	Hammer	**[52-53]**	Harp

[54-55]	Holy / Unholy Symbol (see also cross)	**[56-57]**	Inescutcheon (shield-on-shield symbol)
[58-59]	Key	**[60-61]**	Lance / Spear
[62]	Lotus Flower	**[63-64]**	Lozenge(s) (diamond)
[69-70]	Moon	**[71-72]**	Morning Star (weapon)
[73]	Mullet(s) (hollow six-pointed star)	**[74-75]**	Oak Tree (or similar holy tree / tree of longevity)
[76-77]	Portcullis / Gate / Barbican	**[78-79]**	Rose
[80]	Rustre (circle in a diamond)	**[81-82]**	Ship
[83-84]	Sickle / Scythe	**[85-86]**	Star(s) (six-pointed)
[87-88]	Sun	**[89-90]**	Sword(s)
[91-92]	Thunderbolt	**[93-94]**	Tower / Rook
[95-96]	Wheat / Grain Sheaf	**[97-98]**	Wheel
[99]	Crossed Symbols (roll twice)	**[00]**	Halved or Paired Symbols (roll twice)

Heraldic Symbol section complete. Click on the link below to determine the tincture (color) of your Heraldic Symbol.

- Heraldic Tinctures

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7 - 9 - 3

HERALDIC ORDINARIES (GEOMETRIC SYMBOLS)

Roll 1d100 and consult the following table:

[01-05]	Bars (two horizontal bars on shield)	**[06-11]**	Bend (slashed bar over shield)
[12-17]	Bordure (wide-bordered symbol on shield)	**[18-23]**	Chevron (upward arrow on shield)
[24-29]	Chief (colored bar on top of shield)	**[30-35]**	Cross (perpendicular bars on shield)
[36-41]	Fess (horizontal stripe on shield)	**[42-47]**	Flaunches (half circles on shield edges)
[48-53]	Fret (patter of diagonal bars over shield)	**[54-59]**	Gyron (triangle on upper left of shield)
[60-64]	Label (interlocked T symbols on top of shield	**[65-70]**	Orle (narrow-bordered symbol on shield)
[71-76]	Pale (vertical stripe on shield)	**[77-82]**	Pall (Y symbol on shield)
[83-88]	Pile (triangle on shield)	**[88-94]**	Quarter (square on upper left of shield)
[95-99]	Saltire (X of diagonal bars on shield)	**[00]**	Dual Bloodline Ordinary (roll twice)

Heraldic Symbol section complete. Click on the link below to determine the tincture (color) of your Heraldic Symbol.

- Heraldic Tinctures

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7 - 9 - 4

HERALDIC TINCTURES

You may already have a color in mind for the character's blazon, based on his theme, epithet, alignment or class. If not, feel free to roll on the table below. Roll twice if more detail is required.

Real-world rules of heraldic tincture limitation can be safely ignored here. Should you choose to follow them, however, the most common rule is this: metals (argent, or, etc.) are never placed on other metals, and colors (azure, gules, etc.) are never placed on other colors.

You can roll multiple times for different elements of a design; i.e., foreground and background, or a border or runes or some such.

Take as little or as much time as you like!

Roll 1d100 and consult the following table:

[01-05]	Argent (silver, light gray)
[06-10]	Azure (blue]
[11-15]	Cendree (dark gray)
[16-20]	Counter-Potent (white grid on blue)
[21-25]	Counter-Vair (white lozenges on blue)
[26-30]	Ermine (black furs on white)
[31-34]	Ermines (white furs on black)
[35-38]	Erminois (black furs on yellow)
[39-43]	Gules (royal red)
[44-48]	Kursch (brown fur scales)
[49-53]	Murry (reddish purple)
[54-58]	Or (gold, yellow)

[59-62]	Pean (yellow furs on black)
[63-67]	Potent (blue grid on white)
[68-72]	Proper (natural colors of a beast, figure or monster; reroll if inappropriate to the design)
[73-77]	Purpure (purple)
[78-82]	Sable (black)
[83-87]	Sanguine (blood red)
[88-91]	Tenne (tawny orange)
[92-95]	Vair (blue lozenges on white)
[96-99]	Vert (green)
[00]	Unorthodox Hue (pure brown, light red, bright orange, etc.)

Heraldic Tincture section complete. If you are creating a level 1 character, click the link below to Determine Starting Wealth.

- Determination of Starting Wealth

Otherwise, if you are creating an NPC of level 2+ (or adding detail to an existing PC of level 2+), click on the link below to proceed to the next relevant section, detailing Cleanliness and Fashion.

- Cleanliness and Fashion



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7 - 10

STEP 25: DETERMINING STARTING WEALTH

In most old school FRPGs, starting wealth is based on a character's class. In this slightly more advanced and coherent system, starting wealth is based on a character's social standing. The amounts listed below are in the standard coin of the realm, typically gold pieces.

Simply roll the appropriate number of six-sided dice and then apply the listed multiplier, if any, to determine each level 1 character's starting number of gold pieces.

- **Social Standing 110 to 117 (the Under-Caste; for NPCs of level 1, typically impossible for PCs):** Roll 1d6 (1 to 6 gp)
- **Social Standing 103 to 109 (Caste I, Lower Lower Class):** Roll 3d6 (3 to 18 gp)
- **Social Standing 97 to 102 (Caste I, Lower Lower Class):** Roll 3d6 x 2 (6 to 36 gp)
- **Social Standing 87 to 96 (Caste II, Middle Lower Class):** Roll 3d6 x 3 (9 to 54 gp)
- **Social Standing 79 to 86 (Caste III, Upper Lower Class):** Roll 3d6 x 5 (15 to 90 gp)
- **Social Standing 68 to 78 (Caste IV, Lower Middle Class):** Roll 3d6 x 10 (10 to 180 gp)
- **Social Standing 58 to 67 (Caste V, Middle Middle Class):** Roll (2d6+6) x 10 (70 to 180 gp)
- **Social Standing 49 to 57 (Caste VI, Upper Middle Class):** Roll 4d6 x 20 (80 to 480 gp)
- **Social Standing 42 to 48 (Caste VII, Lower Upper Class):** Roll 5d6 x 30 (150 to 900 gp)
- (Please note that characters of higher social standing are never experience level 1, so the concept of starting wealth is irrelevant.)

For players of fancy paladins and such: Before you start jumping up and down because your level 1 character has 500 gold pieces, do consider that any wealth above 300 gold pieces will be initially withheld. Adventuring is not a life choice which wealthy parents look favorably upon! In any case where a level 1 character begins the game with more than 300 gold pieces, you can assume that the character's family, mentor or protector holds back excess wealth while the new adventurer sets out. Basically, these protective figures are hoping that the poor fool will get this bad idea of "adventuring" out of their system to come crawling home.

When the PC gains experience (not necessarily level 2) and returns safely from a first adventure, the family / mentor / protector will relent, realizing that the character has chosen a life path outside of tradition. The mentor will then give the adventurer the remainder of the wealth (an amount which typically goes toward training costs for level advancement).

Starting wealth determination section complete. Proceed to the next section, involving a character's cleanliness and fashion.

7 - 11

STEP 26: CLEANLINESS AND FASHION

This is a general descriptor of a character's neatness. As a matter of practicality, most adventurers tend to be occasionally homeless and a bit on the scruffy side!

To determine a character's cleanliness and level of fashion, roll once on the table below.

[01-05]	Filthy
[06-10]	Dirty
[11-15]	Ragged
[16-20]	Disheveled
[21-25]	Rough
[26-35]	Unkempt
[36-45]	Rugged
[46-50]	Non-Descript / Plain
[51-60]	Clean
[61-70]	Neat
[71-75]	Fashionable
[76-80]	Imposing
[86-90]	Immaculate
[91-95]	Foppish / Preening
[96-00]	Dandyish / Painted / Obsessive

Low rolls will sometimes be modified, as follows:

[1] If you roll lower than the character's Charisma x 5, then treat the roll result as the character's Charisma score instead. For example, if the character has Charisma 15 and a 33 is rolled, then the roll result of 33 (Unkempt) is changed to (15 x 5 =) 75 (Fashionable).

[2] In any case, a character's Social Standing will affect the minimum result. Increase a character's appearance based on Social Standing, as required, using the following guidelines:

- **Lower Lower Class:** No lower limit, besides Filthy!
- **Middle Lower Class:** Minimum cleanliness level Ragged (11-15).
- **Upper Lower Class:** Minimum cleanliness level Disheveled (16-20).
- **Lower Middle Class:** Minimum cleanliness level Rough (21-25).
- **Middle Middle Class:** Minimum cleanliness level Unkempt (26-35).
- **Upper Middle Class:** Minimum cleanliness level Rugged (36-45).
- **Lower Upper Class:** Minimum cleanliness level Non-Descript / Plain (46-50).
- **Middle Upper Class:** Minimum cleanliness level Clean (51-60).
- **Upper Upper Class:** Minimum cleanliness level Neat (61-70).

Part 7 of the Dungeon Delver Enhancer is now complete. Proceed to Part 8, which details a character's physical appearance.

PART 8:
PHYSICAL APPEARANCE

The following steps — determining eye color, hair color and skin color — are provided so that players and GMs alike can create quick yet unexpectedly unique combinations of descriptive elements for any character, regardless of race.

Please note that for demi-human characters, the descriptions provided in old school FRPG monster bestiaries have been carefully adhered to and somewhat restrained, per specific monster descriptions in the various bestiaries. You can add more variety, if you like, by rolling on the human tables (outside of the established orthodoxy of demi-human appearance which I have adhered to).

For human characters, however, "real" racial limitations have been ignored. In a fantasy world, there is no reason why a human might naturally have green eyes, blonde hair and black skin for example. Who can say how human genetics and magic would interrelate in another world?

GMs can devise their own combinations of these elements if they so choose, in order to reflect a particular fantasy culture within the game milieu.

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8 - 1
STEP 27: DETERMINING EYE COLOR

There are separate sub-sections for each major character race, which follow hereafter.

Again, if you find these traditional demi-human selections too restricting, you can roll on the devil-may-care human tables for maximum variety.

Part 8 Introduction now complete. Click on the appropriate character for your character's race to proceed to the next section, eye color determination.

- Dwarven eye color
- Elven eye color
- Gnomish eye color
- Half-Elven eye color

- Half-Orcish eye color
- Halfling eye color
- Human eye color

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8 - 1 - 1

DWARVEN EYE COLORS

Roll 1d100 and consult the table below:

[01-05]	Blue
[06-25]	Gray-Green
[26-50]	Gray
[51-75]	Green
[76-90]	Hazel
[91-00]	Unusual Eyes (Non-racial colors, different colors, red/colorless, one eye missing, etc.)

Eye color determination complete. Click on the appropriate character for your character's race to proceed to the next section, hair color determination.

- Dwarven hair color
- Elven hair color
- Gnomish hair color
- Half-Elven hair color
- Half-Orcish hair color
- Halfling hair color
- Human hair color

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8 - 1 - 2

ELVEN EYE COLORS

(Please note that dark elves are not accounted for here; they have very different coloration and very little individual differentiation, per the bestiaries.)

Roll 1d100 and consult the table below:

[01-10]	Dark Brown
[11-20]	Light Brown
[21-30]	Violet
[31-45]	Blue-Green
[46-60]	Gray-Green
[61-75]	Green
[76-85]	Hazel
[86-95]	Amber
[96-00]	Unusual Eyes (Non-racial colors, different colors, red/colorless, one eye missing, etc.)

Eye color determination complete. Click on the appropriate character for your character's race to proceed to the next section, hair color determination.

- Dwarven hair color
- Elven hair color
- Gnomish hair color
- Half-Elven hair color
- Half-Orcish hair color
- Halfling hair color
- Human hair color

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8 - 1 - 3

GNOMISH EYE COLORS

Roll 1d100 and consult the table below:

[01-25]	Bright Blue
[26-50]	Blue
[51-75]	Gray Blue
[76-95]	Gray
[96-00]	Unusual Eyes (Non-racial colors, different colors, red/colorless, one eye missing, etc.)

Eye color determination complete. Click on the appropriate character for your character's race to proceed to the next section, hair color determination.

- Dwarven hair color
- Elven hair color
- Gnomish hair color
- Half-Elven hair color
- Half-Orcish hair color
- Halfling hair color
- Human hair color

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8 - 1 - 4

HALF-ORC EYE COLORS

For those 10% of half-orcs which can pass as human, you should roll on the human eye color table instead.

For the majority 90%, roll 1d100 and consult the table below:

[01-15]	Black
[16-30]	Gray
[31-45]	Pink
[46-60]	Red
[61-75]	Yellow
[76-00]	Unusual Eyes (Non-racial colors, different colors, goat iris, one eye missing, etc.)

Eye color determination complete. Click on the appropriate character for your character's race to proceed to the next section, hair color determination.

- Dwarven hair color
- Elven hair color
- Gnomish hair color
- Half-Elven hair color
- Half-Orcish hair color
- Halfling hair color
- Human hair color

~

8 - 1 - 5

HALFLING EYE COLORS

Roll 1d100 and consult the table below:

[01-25]	Dark Brown
[26-50]	Light Brown
[51-75]	Gray

[76-95]	Hazel
[96-00]	Unusual Eyes (Non-racial colors, different colors, red/colorless, one eye missing, etc.)

Eye color determination complete. Click on the appropriate character for your character's race to proceed to the next section, hair color determination.

- Dwarven hair color
- Elven hair color
- Gnomish hair color
- Half-Elven hair color
- Half-Orcish hair color
- Halfling hair color
- Human hair color

~

8 - 1 - 6

HALF-ELVEN AND HUMAN EYE COLORS

Roll 1d100 and consult the table below:

[01-10]	Dark Brown
[11-20]	Light Brown
[21-25]	Violet-Blue
[26-35]	Blue
[36-45]	Gray Blue
[46-55]	Blue-Green
[56-65]	Gray-Green
[66-75]	Gray

[76-85]	Green
[86-95]	Hazel
[96-00]	Unusual Eyes (Non-racial colors, different colors, red/colorless, one eye missing, etc.)

Eye color determination complete. Click on the appropriate character for your character's race to proceed to the next section, hair color determination.

- Dwarven hair color
- Elven hair color
- Gnomish hair color
- Half-Elven hair color
- Half-Orcish hair color
- Halfling hair color
- Human hair color

~

8 - 2

STEP 28: DETERMINING HAIR COLOR

Hair colors, like eye colors, are provided for demi-humans which fit the bestiary descriptions. If you want more variety, simply use the human coloration table instead. Have fun!

~

8 - 2 - 1

DWARVEN HAIR COLOR

Roll 1d100 and consult the table below:

[01-15]	Black
[16-30]	Black and Silver
[31-50]	Dark Brown
[51-65]	Light Brown
[66-80]	Gray
[81-90]	Silver
[91-00]	Unusual Hair (Beardless, bald, long braids, top-knotted, artificially colored, etc.)

Hair color determination complete. Click on the appropriate character for your character's race to proceed to the next section, skin color determination.

- Dwarven skin color
- Elven skin color
- Gnomish skin color
- Half-Elven skin color
- Half-Orcish skin color
- Halfling skin color
- Human skin color

~

8 - 2 - 2

ELVEN HAIR COLOR

Roll 1d100 and consult the table below:

[01-15]	Black
[16-25]	Black and Silver
[26-40]	Dark Brown

[41-60]	Gold
[61-75]	Gold and Silver
[76-85]	Coppery Red
[86-95]	Coppery Red and Gold
[96-00]	Unusual Hair (Bald, long braids, top-knotted, artificially colored, etc.)

Hair color determination complete. Click on the appropriate character for your character's race to proceed to the next section, skin color determination.

- Dwarven skin color
- Elven skin color
- Gnomish skin color
- Half-Elven skin color
- Half-Orcish skin color
- Halfling skin color
- Human skin color

~

8 - 2 - 3

GNOMISH HAIR COLOR

Roll 1d100 and consult the table below:

[01-20]	Pure White
[21-40]	Whitish Gray
[41-60]	Silver White
[61-80]	Silver
[81-95]	Gray

[96-00]	Unusual Hair (Bald, long braids, top-knotted, artificially colored, etc.)

Hair color determination complete. Click on the appropriate character for your character's race to proceed to the next section, skin color determination.

- Dwarven skin color
- Elven skin color
- Gnomish skin color
- Half-Elven skin color
- Half-Orcish skin color
- Halfling skin color
- Human skin color

~

8 - 2 - 4

HALF-ORC HAIR COLOR

For those 10% of half-orcs which can pass as human, you should roll on the human hair color table instead.

For the majority 90%, roll 1d100 and consult the table below:

[01-15]	Black
[16-30]	Black- and Brown-Patched
[31-45]	Dark Brown
[46-60]	Light Brown
[61-75]	Brownish-Red
[76-00]	Unusual Hair (Bald, long braids, top-knotted, artificially colored, etc.)

Hair color determination complete. Click on the appropriate character for your character's race to proceed to the next section, skin color determination.

- Dwarven skin color
- Elven skin color
- Gnomish skin color
- Half-Elven skin color
- Half-Orcish skin color
- Halfling skin color
- Human skin color

~

8 - 2 - 5

HALFLING HAIR COLOR

Roll 1d100 and consult the table below:

[01-25]	Dark Brown
[26-50]	Light Brown
[51-75]	Blond-Brown
[76-95]	Brownish-Red
[96-00]	Unusual Hair (Bald, long braids, top-knotted, artificially colored, etc.)

Hair color determination complete. Click on the appropriate character for your character's race to proceed to the next section, skin color determination.

- Dwarven skin color
- Elven skin color
- Gnomish skin color
- Half-Elven skin color
- Half-Orcish skin color
- Halfling skin color

- Human skin color

~

8 - 2 - 6

HALF-ELF AND HUMAN HAIR COLOR

Roll 1d100 and consult the table below:

[01-10]	Black
[11-15]	Black and Silver
[16-25]	Dark Brown
[26-35]	Light Brown
[36-45]	Blond-Brown
[46-55]	Brownish-Red
[56-60]	Red
[61-70]	Blond-Red
[71-75]	Blond and Silver
[76-85]	Blond
[86-95]	Gray or Silver
[96-00]	Unusual Hair (Bald, long braids, top-knotted, artificially colored, etc.)

Hair color determination complete. Click on the appropriate character for your character's race to proceed to the next section, skin color determination.

- Dwarven skin color
- Elven skin color
- Gnomish skin color

- Half-Elven skin color
- Half-Orcish skin color
- Halfling skin color
- Human skin color

~

8 - 3

STEP 29: DETERMINING SKIN COLOR

Again, I really don't care for real world racism, restrictions or realism when it comes to skin color. You can make things "realistic" if you like, but I prefer to roll up exotic mixes for humans, while keeping the demi-humans more traditional. Feel free to choose instead of roll if you feel that it gives more cohesive (and still interesting) results.

Remember, it's a game!

~

8 - 3 - 1

DWARVEN SKIN COLOR

Roll 1d100 and consult the table below:

[01-25]	Ruddy
[26-50]	Tanned
[51-75]	Deep Tan
[76-95]	Light Brown
[96-00]	Unusual Skin (Scarred, tattooed, albino, burned, etc.)

Skin color determination complete. Click on the link below to proceed to the next section, Unusual Physical Characteristics.

- Unusual Physical Characteristics

~

8 - 3 - 2

ELVEN SKIN COLOR

Roll 1d100 and consult the table below:

[01-35]	Pale Complexion
[36-70]	Fair Complexion
[71-95]	Olive Complexion
[96-00]	Unusual Skin (Scarred, tattooed, albino, burned, etc.)

Skin color determination complete. Click on the link below to proceed to the next section, Unusual Physical Characteristics.

- Unusual Physical Characteristics

~

8 - 3 - 3

GNOMISH SKIN COLOR

Roll 1d100 and consult the table below:

[01-20]	Tanned

[21-40]	Deep Tan
[41-60]	Light Brown
[61-80]	Wood Brown
[81-95]	Gray Brown
[96-00]	Unusual Skin (Scarred, tattooed, albino, burned, etc.)

Skin color determination complete. Click on the link below to proceed to the next section, Unusual Physical Characteristics.

- Unusual Physical Characteristics

~

8 - 3 - 4

HALF-ORC SKIN COLOR

For those 10% of half-orcs which can pass as human, you should roll on the human skin color table instead.

For the majority 90%, roll 1d100 and consult the table below:

[01-15]	Tanned
[16-30]	Deep Tan
[31-45]	Light Brown
[46-60]	Dark Brown
[61-75]	Brownish-Green
[76-90]	Brownish-Blue
[91-00]	Unusual Skin (Scarred, tattooed, albino, burned, etc.)

Skin color determination complete. Click on the link below to proceed to the next section, Unusual Physical Characteristics.

- Unusual Physical Characteristics

~

8 - 3 - 5

HALFLING SKIN COLOR

Roll 1d100 and consult the table below:

[01-25]	Fair Complexion
[26-50]	Olive Complexion
[51-75]	Ruddy
[76-95]	Tanned
[96-00]	Unusual Skin (Scarred, tattooed, albino, burned, etc.)

Skin color determination complete. Click on the link below to proceed to the next section, Unusual Physical Characteristics.

- Unusual Physical Characteristics

~

8 - 3 - 6

HALF-ELF AND HUMAN SKIN COLOR

Roll 1d100 and consult the table below:

[01-10]	Pale Complexion
[11-20]	Fair Complexion
[21-35]	Olive Complexion
[36-50]	Ruddy
[51-65]	Tanned
[66-75]	Deep Tan
[76-85]	Light Brown
[86-95]	Dark Brown (Or ebony)
[96-00]	Unusual Skin (Scarred, tattooed, albino, burned, etc.)

Skin color determination complete. Click on the link below to proceed to the next section, Unusual Physical Characteristics.

- Unusual Physical Characteristics

~

8 - 4

STEP 30: UNUSUAL PHYSICAL TRAITS

These traits are designed to provide quirks, minor advantages, or disadvantages of interest. Of course, far more crippling traits can be included, such as blindness, deafness, a missing limb, etc.; but such extreme states should be reserved for interesting NPCs and not unfairly dealt to some ill-fated Player Character.

Roll 1d100 and consult the table below:

[01-03]	Albino
[04-06]	Allergic

[07-09]	Alluring Voice
[10-11]	Asymmetrical Features
[12-13]	Birthmark (Hidden)
[14-15]	Birthmark (Visible)
[16-17]	Blind in One Eye
[18-22]	Classic Facial Shape (Heart-Shaped, Round, Vulpine, etc.)
[23-24]	Colorblind
[25-27]	Covered in Ritual Tattoos
[28-29]	Covered in Scars
[30]	Elongated Skull (from Birth Ritual)
[31-34]	Keen Eyesight
[35-38]	Keen Hearing
[39-42]	Large Facial Feature
[43-46]	Lightweight (Cannot Drink Alcohol)
[47-48]	Missing Finger(s)
[49-50]	Missing Toe(s) / One Leg Shorter
[51-54]	Older than Average
[55]	One-Eyed
[56]	Prophetic Birthmark
[57-60]	Queasy Stomach
[61-64]	Small Facial Feature
[65-66]	Strange Voice
[67]	Twelve Fingers
[68]	Twelve Toes

[69-70]	Unusual Coloration (Partial)
[71-73]	Unusual Ears
[74-76]	Unusual Eyes
[77-79]	Unusual Facial Bone Structure
[80-82]	Unusual Facial Hair (or Tattoos)
[83-85]	Unusual Mouth
[86-88]	Very Heavy
[89-91]	Very Short
[92-94]	Very Tall
[95-97]	Very Thin
[98-99]	Younger than Average
[00]	Something Truly Bizarre (Your Choice)

Unusual Physical Characteristic determination complete. Proceed to Part 9, involving Personality and Individualization.

PART 9:
PERSONALITY AND INDIVIDUALIZATION

~

9 - 1
STEP 31: IDEAS FOR OVERALL DEMEANOR

By now, you probably have at least a hazy view of who your character is; but just a few personality descriptors can help to crystallize your view of the individual into something memorable and enjoyable to role-play. Some unexpected combinations, if well-reasoned and -managed, can result in unforgettable personas. You can have cruel good characters, or kind-hearted evil characters, and figure out precisely under what circumstances they react in those unusual ways. In justifying oddities, you quickly learn exactly what makes your character tick.

These ideas are vague and restrained for the most part. I could have added a lot more detail, but I feel that it is important to provide you with clues to a character's surprising nature, instead of dictating to you an entire personality concept. Railroading you in that manner goes against the goals of this gaming supplement!

To create the framework of a unique random personality, roll once on each of the two tables provided below. For a fuller character, you can roll twice on each, or even three times. Be careful however not to burden your initial demeanor description with too many random (as opposed to chosen) selections ... if you exceed six defining traits for a single character, you risk watering down your initial conception of that individual to the point where it becomes impossible for you to picture the person for later development. And never let the random rolls give you someone to play that you don't like!

These tables can be expanded (carefully) as needed, although there are already well over 100 personality traits to choose from.

~

9-1-1

DEMEANOR TABLE 1

Remember that you can always write in exceptions / situations that trigger these personality traits! "Abrasive / Crass" can mean the character acts that way all of the time; or, more interestingly, it can only occur when he is made fun of, made to eat something he doesn't like, interrupted while speaking, and so on. Think of your favorite characters in movies and books, and borrow examples shamelessly when the descriptions below bring a particular quirk to mind.

Roll 1d100 on this table, and then roll on the following table as well.

[01]	Abrasive / Crass
[02-03]	Absent-Minded
[04]	Absurd
[05-06]	Agreeable / Avoiding Conflict
[07]	Aggressive / Wrathful
[08-09]	Ambitious
[10]	Angry
[11-12]	Apathetic
[13]	Arrogant / Proud
[14-15]	Ashamed
[16]	Black Sheep
[17-18]	Blasphemous / Heretical
[19]	Bored / Disinterested
[20-21]	Brave / Courageous
[22]	Callous / Cruel

[23-24]	Calm / Unfazed
[25]	Capricious / Mischievous
[26-27]	Careless / Rash
[28]	Carousing / Partying
[29-30]	Cautious
[31]	Celibate / Sacred Oath (vow of chastity, exile, poverty, repentance, silence, etc.)
[32-33]	Charitable / Generous
[34]	Cheerful / Optimistic
[35-36]	Competing / Dueling / Gambling
[37]	Compliant / Servile
[38-39]	Confident
[40]	Confused
[41-42]	Contemptuous
[43]	Contrary / Opinionated
[44-45]	Controlling / Domineering
[46]	Courteous / Polite
[47-48]	Cowardly / Craven
[49]	Curious / Inquisitive
[50-51]	Curious Habitual Behavior (humming, name dropping, singing, snacking, writing everything down, etc.)
[52]	Daredevil / Thrillseeker
[53-54]	Deceitful / Deceptive
[55]	Decisive

[56-57]	Devout / Pious
[58]	Diplomatic
[59-60]	Disturbed (deluded, exhibitionist, paranoid, pyromaniac, stalker, etc.)
[61]	Dreaming
[62-63]	Drunken
[64]	Eccentric
[65-66]	Eloquent
[67]	Embittered
[68-69]	Emotionless / Unreadable
[70]	Energetic
[71-72]	Envious / Jealous
[73]	Exacting / Precise
[74-75]	Excitable
[76]	Exotic
[77-78]	Fawning / Sycophantic
[79]	Fickle / Indecisive
[80]	Flamboyant
[81]	Flirtatious
[82]	Foolhardy
[83-84]	Forever Wandering
[85]	Foul / Rude
[86-87]	Friendly
[88]	Gentle
[89-90]	Greedy / Selfish

[91]	Gregarious / Extroverted
[92-93]	Guilty
[94]	Harboring a Great Secret (choose, be creative)
[95-96]	Hateful
[97-00]	Complex (roll twice, rerolling results above 96)

~

9 - 1 - 2

DEMEANOR TABLE 2

(Be sure to roll on Demeanor Table 1 before rolling on this table, and give the character both traits.)

Roll 1d100, and consult the following table:

[01]	Heartbreaker
[02-03]	Hedonist / Pleasure Seeker
[04]	Helpful / Kindly
[05-06]	Home- / Comfort-Loving
[07]	Honest / Truthful
[08-09]	Honorable
[10]	Hot-Tempered
[11-12]	Humble
[13]	Hungry for Knowledge
[14-15]	Hungry for Power
[16]	Insane / Obsessed

[17-18]	Intolerant
[19]	Irritable
[20-21]	Lazy / Slothful
[22]	Lone Wolf
[23-24]	Lonely
[25]	Loquacious
[26-27]	Loyal to Family
[28]	Loyal to Friends
[29-30]	Loyal to Mentor / Liege
[31]	Lustful / Loving
[32-33]	Manipulative
[34]	Melancholy
[35-36]	Mentoring
[37]	Merciful
[38-39]	Miserly
[40]	Modest
[41-42]	Moody
[43]	Morose / Pessimistic
[44-45]	Naive / Trusting
[46]	Nervous
[47-48]	Neurotic
[49]	Odious Personal Habits (belching, kleptomaniac, scratching, smoking, spitting, etc.)
[50-51]	Pacifist / Peace Seeker

[52]	Paranoid
[53-54]	Perceptive / Shrewd
[55]	Protective
[56-57]	Pure / Ascetic
[58]	Reclusive / Introverted
[59-60]	Resigned
[61]	Reverent
[62-63]	Secretive
[64]	Self-Absorbed / Vain
[65-66]	Self-Sacrificing
[67]	Sensitive
[68-69]	Serious / Taciturn
[70]	Sleepwalker
[71-72]	Sloppy
[73]	Somber / Grave
[74-75]	Strange Eating / Sleeping Ritual
[76]	Stubborn
[77-78]	Studious
[79-80]	Suicidal
[81-82]	Superstitious
[83-84]	Survivalist
[85-86]	Suspicious
[87-88]	Tranquil / Unfazed
[89-90]	Trusting

[91-92]	Unaware
[93-94]	Uncultured
[95-96]	Underdog (stands up for the unlucky and unwanted)
[97-00]	Complex (roll twice, rerolling results above 96)

Character demeanor determination complete. Continue on to the next section, Consideration of Likes and Preferences.

~

9 - 2

STEP 32: CONSIDERATION OF LIKES AND PREFERENCES

To further elaborate upon a character's unique personality, you can randomly determine the character's secret (or not so secret) likes and dislikes. I recommend rolling as follows:

[1] Roll once on Table 1, to determine the character's first "like."

[2] Roll once on Table 2, to determine the character's second "like."

[3] Roll once again on Table 1, to determine the character's first "dislike."

[4] Roll once again on Table 2, to determine the character's second "dislike."

Feel free to reroll or justify results which do not make sense. (Some of the random options can be a little creepy if you get a "like" for them, unless the character is evil.)

As one example, if a character happens to both like and dislike gnomes, you can either reroll, or you can make sense of the seeming paradox. Perhaps the character only likes male gnomes, but dislikes female gnomes; or dislikes gnomes upon first impression, and then grudgingly grows to like them as they become trusted companions which remind the person of a long-lost friend.

The like system can be further elaborated to show desires, fears, secret agendas, and so forth as desired. Very generally, likes and dislikes have no real effect on the game

other than to guide the players (and the GM) in determining how PCs (and NPCs) might uniquely react to various situations. They work as follows:

- Liked **groups of people** will be sought out for companionship, while disliked groups will be avoided or even harmed.
- Liked **animals and monsters** will be sought out (even if only as tamed guardian beasts), while disliked beasts will be feared or even hunted and killed.
- Liked **objects** will be collected, while disliked objects will be shunned or even destroyed.
- Liked **activities** will be frequently performed, while disliked activities will be complained about or even feared.
- Likes can either be **active**, or **intellectual**. For example, someone who loves insects doesn't necessarily want to wallow in beetle nests, but may be obsessed with collecting specimens for classification display.

Keep in mind that these tables are sometimes "dark," reflecting the precepts of old school fantasy in which every person has something unusual or sinister about them. It is entirely possible for an otherwise nice person to have a disturbing preference for something, perhaps even something that they themselves find revolting. In such cases, the like will probably be kept a secret … but nevertheless, the temptation is always there.

~

9 - 2 - 1

LIKES AND DISLIKES TABLE 1

Roll 1d100, and consult the following table:

[01]	Animal & Monster Trophies (specify; may be species specific, or against an alignment)
[02-03]	Animals (of one species)
[04]	Another Race (of one demi-human type)
[05-06]	Antiques & Relics
[07]	Arachnids (spiders, scorpions, etc.)

[08-09]	Armor & Clothing
[10]	Art, Paintings & Music
[11-12]	Avians (birds, butterflies, bats, etc.)
[13]	Being Approached by Strangers



[14-15]	Bitter & Savory Foods
[16]	Bladed Weapons (swords, knives, etc.)
[17-18]	Blunt Weapons (clubs, maces, sling stones, etc.)
[19]	Bones & Skulls
[20-21]	Books, Maps & Scrolls
[22]	Caves, Pits & Tombs
[23-24]	Charity
[25]	Chastity & Avoiding Indulgences
[26-27]	Children
[28]	Chivalry & Honor (or law, customs, etc.)
[29-30]	Clay, Porcelain & Pottery
[31]	Cleanliness
[32-33]	Clothing, Armor & Accessories
[34]	Cold & Winter
[35-36]	Cooking & Brewing
[37]	Crafting & Handiwork
[38-39]	Crowds, Towns & Cities
[40]	Day & Light
[41-42]	Dead Things (or killing, or interesting skeletons)
[43]	Demons & Devils / Occultism



[44-45]	Depth, Seas & Oceans
[46]	Dirt & Messes (or disorder and destruction)
[47-48]	Dragons & Draconian Beasts
[49]	Drawing & Map Making
[50-51]	Dreams & Nightmares
[52]	Drinking & Feasting
[53-54]	Dwarves
[55]	Eccentric Behavior & Dress
[56-57]	Elves
[58]	Enclosed Spaces
[59-60]	Exotica (masks, flowers, glassware, heraldic objects, etc.; pick one)
[61]	Exploring & Traveling
[62-63]	Fabrics & Textiles (silk, tapestries, weaving, etc.)
[64]	Fasting & Disciplined Consumption
[65-66]	Fear & Thrill Seeking (may specify an activity)
[67]	Fire
[68-69]	Food (may specify a genre or type)
[70]	Fortune Telling & Omens
[71-72]	Foul Smells
[73]	Furs, Hides & Pelts
[74-75]	Gambling & Luck (or superstitions)
[76]	Gems & Jewelry
[77-78]	Ghosts & Undead

[79-80]	Giants, Ogres & Titans
[81-82]	Gnomes
[83-84]	Gold & Precious Metals
[85-86]	Guilds & Secret Societies
[87-88]	Halflings
[89-90]	Healing
[91-92]	Heat & Summer
[93-94]	Heights, Hills & Mountains
[95-96]	Helpfulness (either for one's self, or for others)
[97-98]	History & Lore
[99-00]	Roll Twice

~

9 - 2 - 2

LIKES AND DISLIKES TABLE 2

Roll 1d100, and consult the following table:

[01]	Honesty
[02-03]	Humanoids (all, or of one specified type)
[04]	Humans (may be all, or of a specific trade, alignment, etc.)
[05-06]	Impaling Weapons (spears, pole arms, lances, etc.)
[07]	Insects & Vermin (beetles, centipedes, worms, etc.)
[08-09]	Instruction & Mentorship

[10]	Jokes & Mischief
[11-12]	Keepsakes & Souvenirs
[13]	Loud Noises
[14-15]	Loyalty & Fealty
[16]	Luxuries (furs, incense, perfumes, etc.; pick one)
[17-18]	Magic
[19]	Men & Male Companionship
[20-21]	Mercy
[22]	Metalwork & Smithing
[23-24]	Mirrors & Reflections
[25]	Monsters (of one specified type)
[26-27]	Night & Darkness
[28]	Nobility & Authority
[29-30]	Oaths & Vows
[31]	The Ocean
[32-33]	Old People & Aging
[34]	Open Spaces
[35-36]	Pain
[37]	Plants & Trees
[38-39]	Poverty (or asceticism)
[40]	Purity
[41-42]	Rain, Lightning & Thunder
[43]	Ranged Weapons (bows, arrows, slings, etc.)
[44-45]	Reading & Writing

[46]	Relics & Antiquities
[47-48]	Religion & Ceremony
[49-50]	Repentance
[51-52]	Reptiles & Amphibians (lizards, salamanders, etc.)
[53-54]	Rest & Sleep
[55-56]	Runes, Hieroglyphs & Symbols
[57-58]	Seeking
[59-60]	Silence
[61-62]	Singing & Dancing
[63-64]	Sleep
[65-66]	Solitude
[67-68]	Spices & Perfumes



[69-70]	Stone Engraving, Masonry & Sculpture
[71-72]	Stories, Tales & Poetry
[73-74]	Strangers
[75-76]	Sweets & Candies
[77-78]	Swimming & Water
[79-80]	Tattooing & Body Ornamentation
[81-82]	Theft & Stealing
[83-84]	Tools & Unusual Implements
[85-86]	Trophies & Trophy Hunting
[87-88]	Unusual Monsters (may specify a type or classification)
[89-90]	Vengeance
[91-92]	Wide Open Spaces
[93-94]	Wine & Beverages
[95-96]	Women & Female Companionship
[97-98]	Wood Carving & Carpentry
[99-00]	Roll Twice

Determination of likes complete. Continue on to the next section, Consideration of Dislikes and Fears.

~

9 - 3

STEP 33: CONSIDERATION OF DISLIKES AND FEARS

For this step, the prior two tables are used once again, but this time they are used for dislikes and fears. For NPCs, you can also use this to develop a character phobia, which is a severe dislike which can cause panic or irrational behavior.

Players are welcome to create phobias for PCs, but if you have severe claustrophobia, as one example, you will certainly be slowing down everyone else's play while your role-played character deals with issues.

Click here to return to Likes and Dislikes Table 1.

Once you have determinined a character's dislikes, proceed to the next section, Preferred Culture and Company.

~

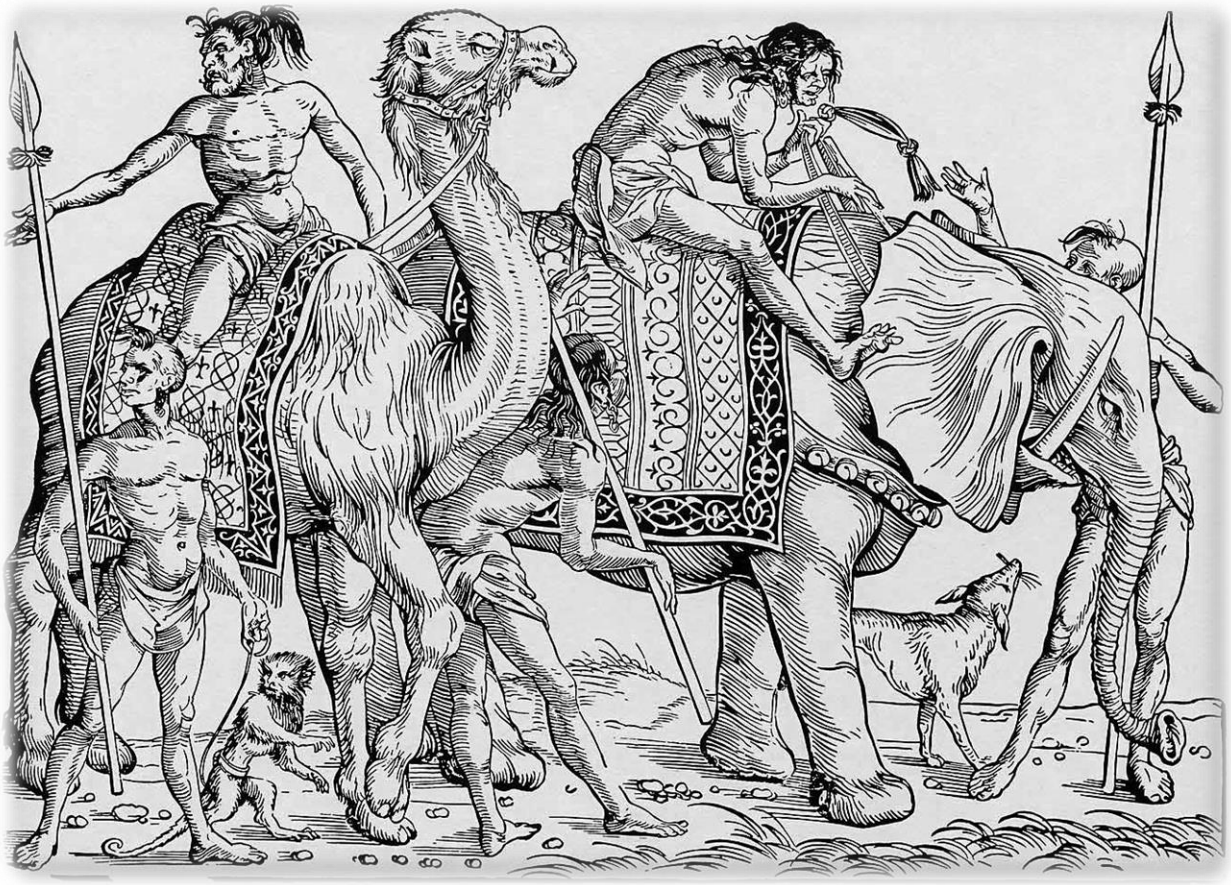
9 - 4

STEP 34: PREFERRED CULTURE AND COMPANY

The following table provides some insight into the types of companions that the character prefers, secretly admires, is interested by, or at least respects. Again, seemingly conflicting results can be either rerolled or explained as desired.

Roll 1d100, and consult the following table:

[01-05]	Alone / Solitude (reroll if not appropriate for demeanor)
[06-10]	Animals
[11-15]	Caravans / Merchant Clans



[16-20]	Clan (may specify a human clan in the campaign, a trade, or a demi-human race)
[21-25]	Class (often same as the character, but not always)
[26-30]	Family
[31-35]	Females
[36-40]	Friends
[41-45]	High Society
[46-50]	Knightly Order / Priesthood
[51-55]	Low Types / Criminals (or for high class individuals, "slumming" with a lower social standing hierarchy

[56-60]	Males
[61-65]	Nobility / Royalty (if too low to join nobility, idolizes or even impersonates)
[66-70]	Race (not necessarily same as the character)
[71-75]	Realm / Nation (not necessarily of birth)
[76-80]	Rustic / Rural Folk
[81-85]	Secret Society
[86-90]	Trade (mutual interest, perhaps the same as the character's secondary skill)
[91-95]	Tribe / Lost Culture (all, or may specify)
[96-00]	Urban / City Folk

Determination of preferred culture and company complete. Simply continue from section to section hereafter, completing your character's customization process. You'll be done in a few minutes!

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9 - 5

STEP 35: SPEECH PATTERNS

Sometimes, after envisioning many things about a PC (or NPC), the player (or GM) may still find that the character is difficult to begin portraying in the game. The usual stumbling block involves speech patterns and vocal mannerisms, because RPGs involve people sitting at a table and talking to one another!

It's an easy fix, though. The following descriptions of speech patterns and mannerisms can help the player or GM to role-play the individual in question.

Roll 1d100, and consult the following table:

[01-03]	Abusive (jokingly?)
[04-06]	Amusing
[07-09]	Apologetic
[10-12]	Brutally Honest
[13-15]	Chivalrous
[16-17]	Complimentary
[18-20]	Contrary / Argumentative
[21-23]	Cynical
[24-25]	Cryptic / Riddling
[26-28]	Deceptive
[29-30]	Diplomatic (sincerely?)
[31-32]	Endless Talker / Chatterbox
[33-34]	Fast Talker
[35-36]	Heretical / Profane
[37-39]	Interrupting
[40-42]	Loud
[43-45]	Lyric / Poetic
[46-48]	Meandering
[49-51]	Mimicking / Echoing
[52-53]	Mumbling
[54-56]	Musical / Singing
[57-58]	Nonsensical (either asides, or just completely unfathomable)
[59-60]	Placating / Sycophantic
[61-63]	Offensive

[64-66]	Opinionated
[67-68]	Questioning
[69-70]	Quiet
[71-73]	Sarcastic
[74-76]	Self-Absorbed
[77-79]	Silent
[80-82]	Slow Talker
[83-84]	Stuttering
[85-87]	Suggestive / Lewd
[88-89]	Surreal
[90-92]	Taunting
[93-95]	Unpredictable / Random
[96-97]	Whispering
[98-00]	Wise

~

9 - 6

STEP 36: REVIEW AND JUSTIFICATION OF APPARENT PARADOXES

Now that you have gone through the last several hundred pages of character detail, it is time to review all of the random results. Randomness is a powerful tool, but with mindless application it can produce garbage results from time to time. Your intelligence and creativity will fix that.

At this point, as you review your character notes you are mostly looking for synergies and discordant combinations. Do two unexpected pieces of information (for example, a background of "orphan" and a dislike of "elves") perhaps have a story behind them? Or,

do two details (a personality descriptor of "pacifist" and a character class of "assassin") conflict with one another to such a degree that a justification of the paradox is perhaps impossible?

Whatever you decide, you should take this time to exercise your creativity. Keep in mind that classic fantasy characters run the gamut of human nature. Sir Lancelot was nearly perfect, but his lust for another woman doomed an entire kingdom. Sir Robilar began as a fighter for the causes of law and justice, but over time he became calculating and evil.

Consider also the now-cliché tropes inherent in Conan the barbarian. He is manly, fearless, lusty, daring, unstoppable and completely untied from family and kingdom (except for the one he rules on his own). Michael Moorcock's Elric, however, was intentionally designed to undermine all of these tropes: where Conan is strong, Elric is weak; where Conan fears evil magic, Elric embraces it. Where Conan is tanned and in perfect health, Elric is pale and sickly; where Conan is forthright and sincere, Elric is elusive and sarcastic. Neither one of these characters is more fascinating than the other; they just represent polar opposites of the entire realm of possibility.

Consider such archetypes, and the infinite possibilities between their diametrically opposed natures, when you are working out the meaning of your character's random description. And, as always, whenever you completely disagree with a result you can always reroll or choose something which makes more sense. The purpose is to create a character which is completely unexpected, yet familiar enough in a few respects that you will want to role-play and discover that individual's waiting destiny.

PART 10:
FELLOWSHIPS AND FAREWELL

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10 - 1
STEP 37: NAMES FOR PARTIES AND FELLOWSHIPS

Now that your character is nearly complete, you can expect to have a very entertaining time introducing him or her to your fellow players. If you are either (a) a player who is creating a new character as a member of an adventuring party, or (b) a Game Master who has devised an NPC that belongs to some mysterious power group, you can use the following system to suggest a name for the character's cabal, secret society, or brotherhood / sisterhood of origin.

Or, if all the players agree, you can use this section to name the entire party. It works for NPC parties and mercenary companies, too.

To find an interesting group name, just roll once on Table 1 (adjectives) and once on Table 2 (nouns). Please note that the tables have been contrived for the greatest number of combinations possible, not for cohesion.

Some of the combinations you roll ("The Chaos Naysayers," or worse, "The Blinding Treasure Seekers") will be quite terrible, while others ("The Bloodjaw Vigil," or my current favorite, "The Vainglorious Dastards") will be epic, and virtually demand that you strive to live up to the name.

This system is provided as dessert, intended to follow the laborious feast of character creation. These are the tables that I recommend you roll on a lot ... A LOT ... while you're waiting to play. Enjoy!

~

10 - 1 - 1
PARTY NAMES TABLE 1: ADJECTIVES

Roll 1d100, and consult the following table. Revisit this table if you roll a noun that you like, but the adjective does not fit well.

For particularly obnoxious or pompous names, roll twice.

[01]	The Amber or The Amethyst	**[02]**	The Ancient
[03]	The Arcane	**[04]**	The Argent
[05]	The Astral	**[06]**	The Azure
[07]	The Baneful	**[08]**	The Beryl or The Black
[09]	The Black Death or The Blood	**[10]**	The Bloodied or The Bloodjaw
[11]	The Blinded	**[12]**	The Blinding
[13]	The Brazen or The Bright	**[14]**	The Brilliant
[15]	The Burning	**[16]**	The Bygone
[17]	The Celestial	**[18]**	The Chaos
[19]	The Chosen	**[20]**	The Cloud
[21]	The Cobalt	**[22]**	The Crimson
[23]	The Crystal	**[24]**	The Dark or The Darkling
[25]	The Darkmoor or The Dire	**[26]**	The Doom
[27]	The Doughty	**[28]**	The Dread
[29]	The Dusk	**[30]**	The Ebon or The Ebony
[31]	The Elder or The Elemental	**[32]**	The Emerald
[33]	The Enlightened or The Eternal	**[34]**	The Ethereal
[35]	The Ever-Seeking	**[36]**	The Ever-Vigilant
[37]	The Exalted	**[38]**	The Fearless
[39]	The Forgotten or The Forsaken	**[40]**	The Free or The Free-Lance

[41]	The Gloom or The Gloom-Wrought	**[42]**	The Glorious
[43]	The Golden	**[44]**	The Green or The Grey
[45]	The Hallowed	**[46]**	The Heartless
[47]	The Hidden	**[48]**	The Honored
[49]	The Hungering	**[50]**	The Illustrious
[51]	The Inner	**[52]**	The Iron or The Iron Wolf
[53]	The Ivory or The Jade	**[54]**	The Lightning
[55]	The Lost	**[56]**	The Lunar
[57]	The Mad or The Mad God's	**[58]**	The Masked
[59]	The Midnight or The Mysterious	**[60]**	The Mystic
[61]	The Night or The Occult	**[62]**	The Ochre
[63]	The Old or The Old Guard	**[64]**	The Pale or The Pyre
[65]	The Quintessential	**[66]**	The Radiant
[67]	The Red or The Relentless	**[68]**	The Resplendent or The Rune
[69]	The Runed or The Sable	**[70]**	The Sacred or The Sapphire
[71]	The Scarlet	**[72]**	The Secret or The Serpent
[73]	The Serpentine or The Shadow	**[74]**	The Shadowed or The Shining
[75]	The Silver or The Singing	**[76]**	The Sinister or The Skulking
[77]	The Skull	**[78]**	The Solar
[79]	The Solemn or The Sophite	**[80]**	The Starving
[81]	The Steel or The Steel-Hearted	**[82]**	The Supernal

[83]	The Thunder or The Thundering	**[84]**	The Timeless
[85]	The Topaz	**[86]**	The True
[87]	The Umber	**[88]**	The Unconquered or The Undaunted
[89]	The Undefiled or The Undying	**[90]**	The Unknown
[91]	The Vainglorious	**[92]**	The Valiant or The Veiled
[93]	The Vengeful	**[94]**	The Vermilion or The Violet
[95]	The Viridian	**[96]**	The Wandering
[97]	The White or The Whited	**[98]**	The Wild
[99]	The Winter or The Wintry	**[00]**	The Yellow

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10 - 1 - 2

PARTY NAMES TABLE 2: NOUNS

Roll 1d100, and consult the following table.

[01]	Adepts	**[02]**	Adventurers
[03]	Alliance	**[04]**	Archers
[05]	Argonauts	**[06]**	Armsmen
[07]	Avengers	**[08]**	Axes or Axemen
[09]	Backstabbers	**[10]**	Band
[11]	Bandits	**[12]**	Battalion or Berserkers

[13]	Blackguards or Blackhearts	**[14]**	Blades or Bounty Hunters
[15]	Bowmen or Brethren	**[16]**	Brigade or Brotherhood
[17]	Brothers or Cabal	**[18]**	Cave Crawlers or Champions
[19]	Chapterhouse or Children	**[20]**	Circle or Clan
[21]	Claws or Cohort	**[22]**	Comitatus or Companions
[23]	Company or Conclave	**[24]**	Condottieri or Contingent
[25]	Convocation	**[26]**	Crew or Crown
[27]	Crusaders or Cult	**[28]**	Cutthroats or Daredevils
[29]	Dastards or Daughters	**[30]**	Deep Delvers or Defenders
[31]	Defiant or Deliverance	**[32]**	Delvers or Demons
[33]	Destroyers or Devils	**[34]**	Disciples or Doomsayers



[35]	Dragon Slayers or Drunken Lords	**[36]**	Dungeoneers or Dweomer Crafters
[37]	Eagles or Elite	**[38]**	Exarchs or Exiles
[39]	Expeditionary or Explorers	**[40]**	Eye(s) or Falcons
[41]	Fallen or Fangs	**[42]**	Fellowship or Few
[43]	Fist or Followers	**[44]**	Forsaken or Fortune Hunters
[45]	Freebooters or Furies	**[46]**	Gathering or Glaives
[47]	Goremongers or Grail	**[48]**	Grognards or Guardians
[49]	Guild or Hammers	**[50]**	Hand or Harbingers
[51]	Hawks or Heart	**[52]**	Hell Hounds or Hellbound
[53]	Highlanders or Hirelings	**[54]**	Horde or Host



[55]	Hunters or Iconoclasts	**[56]**	Impalers or Inquisitors
[57]	Irregulars or Jesters	**[58]**	Keepers or Knights
[59]	Lancers or League	**[60]**	Legion or Light
[61]	Lions or Maelstrom	**[62]**	Magisters or Manticores
[63]	Marauders or Mercenaries	**[64]**	Naysayers or Ne'er-Do-Wells
[65]	Orc Slayers or Order	**[66]**	Outlaws or Outriders
[67]	Path or Pathfinders	**[68]**	Pikemen or Pillagers
[69]	Plunderers or Protectors	**[70]**	Purifiers or Raiders
[71]	Rangers or Ravens	**[72]**	Reavers or Riders
[73]	Scimitars or Scorpions	**[74]**	Sect or Seekers
[75]	Sell-Swords or Sentinels	**[76]**	Sentries or Serpents
[77]	Shadows or Shield Bearers	**[78]**	Shields or Shroud
[79]	Silence or Sisterhood	**[80]**	Sisters or Skirmishers
[81]	Slaughterers or Slayers	**[82]**	Society or Sons
[83]	Soul Stealers or Spearmen	**[84]**	Spell-Slingers or Storm Lords
[85]	Striders or Swashbucklers	**[86]**	Talons or Templars
[87]	Tomb Delvers or Torch Bearers	**[88]**	Treasure Seekers or Twilight
[89]	Unbelievers or Undefiled	**[90]**	Vampire Hunters or Vanguard
[91]	Veil or Velites	**[92]**	Vengeance or Veterans
[93]	Vigil or Vipers	**[94]**	Wanderers or Warband

[95]	Wardens or Warders	**[96]**	Warhounds or Warmongers
[97]	Wastelanders or Watch	**[98]**	Watchers or Way
[99]	Wayfarers or Wisdom	**[00]**	Wolves or Wolverines

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10 - 2

STEP 38: RECORDING THE FINALIZED INFORMATION

If you have not already, you should record all of your character's information in your notebook (or word processor, or computer program, or your Dungeon Delver Enhancer sheet).

You may want to transfer data from your notes into the character sheet directly, or perhaps just append a full printed DDE form. (Permission is hereby granted for you to make unlimited copies of my own DDE sheet, and to customize it in any way you see fit. I can e-mail you templates if you need them.)

This is your best and last chance to rethink random results, or remove things that don't quite fit with your conception of the character. With this much detail, you should now be quite close to picturing your character fully, and getting ready to play in the next game!

~

10 - 3

STEP 39: WRITING AN OPTIONAL DESCRIPTION

Now that you have all of the details pertaining to the character, you can (if you like) write a full multi-paragraph description of the character. I recommend that this process be used solely for Player Characters and top-level NPCs. For an example of creating a description from generated content, please refer to section X-5 hereafter.

If you would like assistance with organizing all of this information with an eye toward descriptive writing, I recommend the following sheet, which I term DDE2:

CASTLE OLDSKULL ENHANCER SHEET DDE-2	
Name:	
Description:	
Personality:	
History:	
Skills:	
Notes:	

You can always add more detail if you like. The fields can be filled as follows:

Name: First name, family name, epithet.

Description: Strength descriptor, Dexterity descriptor, Constitution descriptor, and perhaps Charisma descriptor. Handedness. Cleanliness. Unusual physical trait. Eye color, hair color, skin color.

Personality: Epithet. Intelligence descriptor, Wisdom descriptor, and perhaps Charisma descriptor. Details on the famous historical ancestor, if any. Demeanor, likes, dislikes, preferred company and manner of speech.

History: Class theme. Background, Useful Secondary Skill. Languages and Social Standing.

Skills: Fighting Style, initial repertoire of spells. Class and race talents, if any.

Clustering the information in this way makes it easier to write the detailed description, as I will show in section X-5.

~

10 - 4

STEP 40: GO PLAY!

And now, you've completed the entire character enhancement process. How much clearer of a picture do you have of your unique creation now that you've considered so many facets of personality?

I hope you found the (perhaps lengthy, especially the first time!) process enjoyable and enlightening. You may well have some further ideas on how to improve the systems I have provided, and some thoughts on how to accelerate the character creation method for your second time through the book. It usually only takes me a short while to use this book to create additional characters, as the "kitchen sink" approach is not always needed once you understand the systems and how they interlock with one another.

Hopefully, you now have a detailed, colorful, fun, and intriguing character that you're dying to play with. So go forth, share with your friends, and have fun!

And if you recommend this book to them, I am grateful for it.

~

10 - 5

AN EXAMPLE OF TOTAL OUTPUT

This section is devoted to showing how I personally use the entire DDE system to create a detailed character from purely random content. I will create a sample character here, in depth, as an example of roll interpretation and improvised further detail.

For inspiration, we'll go back to our dear friend "Kronx" from much earlier on. I will intentionally make Kronx the most boring, trope-infested and lifeless character that I can

think of: a human male fighter, with no special abilities, played by a player who has no investment in his character's depth or motivations.

In other words, he's the most boring and uninspired character in the history of the world. That's his only unique distinction.

Let's move through the character creation process and see what we can do with this unpromising material.

First, we get rid of that terrible name. I instead roll on the name tables, giving him a Latinized Swiss name. Rolling some more, I find that his name is Glaudius Tindroz.

Keep in mind that I cannot publish the full old school FRPG character generation rules that I'm using here (for reasons of copyright and intellectual property). Rather, let us just say that I have already rolled this fighter's ability scores outside of the DDE process. The results are as follows: Strength 16, Intelligence 13, Wisdom 8, Dexterity 15, Constitution 17 and Charisma 10. He is Chaotic Neutral.

I roll on the epithet table to get a first peek at his personality, and the roll shows that I will give him an epithet based on his second / ethical alignment, which is Neutral. I then roll on the appropriate epithet table, giving a result of The Negotiator. So his full name is Glaudius Tindroz the Negotiator.

Next, I select descriptors which reflect his ability scores, as follows: Stalwart (Strength 16), Witty (Intelligence 13), Misled (Wisdom 8), Graceful (Dexterity 15), Tireless (Constitution 17) and Plain (Charisma 10).

I then roll for his handedness, and the result indicates that he is right-handed.

Next I give him a class theme, which ends up being Man-at-Arms. I roll his Useful Secondary Skill, which turns out to be Trader / Barterer.

Being human, his Intelligence of 13 means that he knows 3 languages in addition to the Common Tongue and Chaotic Neutral. Rolls reveal that he knows 1 common language, 1 uncommon language and 1 rare language. Further rolls on the appropriate tables give us results of Halfling, Gargoyle, and Nixie.

His fighting style, by roll, is Merciless Cruelty (Long Sword, Long Bow and Shield).

Moving on, I now roll his background. The resulting roll means that he has a common background, and a further roll gives the result of Father Slain. His famous ancestor is an Illusionist. This means that his family has a traditional and prideful interest in practical jokes, imaginary landscapes, sleight of hand, juggling and so forth. It turns out that the famous ancestor was female, and her name (from a roll on the Swiss given name table, his family bloodline) was Perreta.

I next determine his Social Standing. After a chat with the GM, I learn that the GM wants to assign the Social Standing for his campaign, so I don't roll. He is of the Respected Citizenry, Gentlefolk and Gentry.

Now, we will give Glaudius and his family a coat of arms. The first heraldry roll indicates that the family symbol is a heraldic charge. A further roll indicates that the charge is the Cross Flory, which is a cross with pointed ends. I roll on the color table once, and my roll means that the cross's color is Vair (Blue Lozenges on White). I decide to roll again on the color table, and the result means that the background of the symbol would be another white and blue pattern. I sketch it out with pencil and crayon and decide this is too messy, so I roll again. My next roll indicates Or (Gold). The family coat of arms is a Cross Flory in Vair, on a background Or.

A snooty heraldry professor might well look at my crayon-inscribed fantasy shield and laugh, which would earn him a hearty slap in the face. It's a game, dude. Go write your own book.

Next, I roll Glaudius's starting wealth. His Social Standing of means that I will roll 3 6-sided dice (3d6) and multiply by 10. My rolls of 4, 3 and 6 mean that he has 130 gold pieces to his name. This is under the too-high gold piece threshold for starting Player Characters, so we know that he has full access to all of his personal wealth.

Next, I roll his cleanliness and fashion. My roll means that he is Elegant. His Charisma is only 10; if I had rolled lower than 50, I would raise the roll to 50. His Social Standing also means that if his roll had been lower than 36, I would have raised it to 36. Since neither of these is the case, the roll of 77 stands and he is Elegant.

It is now time to determine his physical appearance. Rolls show that his eyes are dark brown, his hair is gray or silver, and his skin is deep tan. I roll for an unusual physical trait, and my roll means that he is Younger than Average.

I now move on to determining his personality. I decide to roll twice on each demeanor table, which will give me four major personality aspects to contend with. On table 1, the rolls are show that he is Hateful and Contemptuous. On table 2, the rolls reveal that he is also Lonely and Sloppy. I decide that Sloppy does not fit with Elegant, so I roll again. A new roll shows that he is Reverent instead.

Now, I determine his likes and dislikes. Further rolls show that he likes Fabrics & Textiles (silk, tapestries, weaving, etc.) and Tattooing & Body Ornamentation. He dislikes Exotica (masks, flowers, glassware, heraldic objects, etc.; I will pick one) and Honesty.

Further rolls show that he prefers the company of Females. His speech is Complimentary.

It is now time to turn all of these random results into a cohesive character study.

To do this, I first write out his details using sheet DDE2 as follows:

Name: Glaudius Tindroz the Negotiator.

Description: Stalwart, graceful, tireless and plain. Right-handed. Elegant. Younger than average. Dark brown eyes, silver hair, deep tan skin.

Personality: Negotiator. Witty and misled. Famous historical ancestor, Perreta the Illusionist. Hateful, contemptuous, lonely, reverent. Likes fabrics, textiles, tattooing and body ornamentation. Dislikes heraldic objects and honesty. Prefers the company of women. Complimentary in speech.

History: Man-at-arms, trader, barterer. Learned languages of Halfling, Gargoyle and Nixie. Father slain. Social Standing 5.

Skills: Fighting Style — Merciless Cruelty.

From this, I am ready to devise a character study:

Glaudius Tindroz, known to many as the Negotiator, is upon one's first encounter an unpleasant and yet intriguing man. In appearance, he is stalwart, graceful and tireless, though plain. He makes himself attractive with fine tattoos to accentuate his cheekbones, and his elegant manner of dress. His haunted eyes are of deepest brown, and his tanned skin is a reflection of his years spent out in the sun and the wind. The most remarkable feature, setting off his young face, is his startlingly silver hair. He is quite proud of this curious legacy — a strangeness which marks him as a grandson of the great illusionist, Perreta of the Thousand Masks — and wears his hair long and straight, bound with a silver clasp.

Glaudius is witty, yet not as clever as he believes himself to be. He is oft contemptuous of lesser men, but due to his loneliness he takes great comfort in the presence of women, young or old. Despite what some may think, he is a reverent man who both fears and honors his chosen god in great secrecy. He is an exile shamed away from his family, and as such he now despises his own bloodline's coat of arms. Some say he was cast out of Clan Tindroz because he accidentally killed his own father with his drunken carelessness, yet no one dares to question him on this matter. The mystery remains.

The Tindroz live in the small and petty Barony of Thesselwaite, a rich mountain valley between two greater rival kingdoms. Due to this precarious state of affairs, the peoples of Thesselwaite are known as excellent diplomats. Glaudius is thus "surprisingly" skilled in parley despite his wanting wisdom, and will even seek a truce with monsters and humanoids at times when others might simply flee or try to run them through. Like most denizens of Thesselwaite, Glaudius knows the language of the Halflings — for they comprise nearly half of the Barony's population — and even the tongue of the dangerous

Nixies that dwell beneath the mountain waterfalls. From childhood, he caused fear in his kith and rivals alike by demonstrating knowledge of the Gargoyle tongue as well. This, as something he "just knows," is yet another sign that the blood of that strange grand-matriarch Perreta still runs strong in her chaotic offspring.

Glaudius was raised comfortably and well as a two-faced — er, diplomatic — merchant, much like his father had been; but his sudden exile sent him into desperate straits. He became a man-at-arms in the service of Lord Gwydion of Firefall, and in service to that city-state he learned well the ways of the blade and the bow.

Perhaps Glaudius' second most renowned trait, after his skills in parley, is his unforgiving hatred. He is slow to anger, but when he does he is driven nearly mad with the thirst for vengeance. This uncontrollable fury causes many to whisper: what fate truly befell his father those few years ago? For it is said, if only by the most daring of fools, that Sire Tindroz was a secret traitor to the cause of Thesselwaite, and that he was preparing to sell out his clan to House Derethur on the very night that he lost his footing on the Pariel Cliffs.

None know the truth, including this player. More details to Glaudius' personality will be added after the game begins. For Glaudius has quit the service of Lord Gwydion to seek his fortune with a daring new company of adventurers, the Darkmoor Deliverance. What will befall him as he answers the call of this perilous new fate?

Behold, Kronx is gone, the "level 1 human fighter with no personality" trope is gone as well. Glaudius, in his place, is quite interesting. Interesting enough to play? I would say yes …

And there you have it. Have fun coming up with your own character descriptions!

ABOUT THE AUTHOR

Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Gygax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.

Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grognardia, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

OTHER BOOKS
BY KENT DAVID KELLY

This book was a labor of love, and like all of my works it has been self-published. Notoriously, online vendors do not always play nicely with one another, and sadly you must know that I cannot provide you with exhaustive links to the various sites where all of my various books are sold. (And I kindly ask that you please not pirate my works, as that takes money and security away from my family.) But I can provide you with the titles, and you can go exploring on your own to discover my other works! Google is a beautiful thing. My available books, as of early 2017, include:

[1] Arachne: A Pyre of Angels

CASTLE OLDSKULL FRPG GAMING SUPPLEMENTS

[2] City-State Encounters (CSE1)

[3] The Classic Dungeon Design Guide (CDDG1)

[4] Dungeon Delver Enhancer (DDE1)

[5] Game World Generator (GWG1)

[6] The Great Dungeon Bestiary (CDDG2)

[7] Mega-Dungeon Monsters & Treasure (MDMT1)

[8] The Pegana Mythos (PM1)

[9] Treasure Trove: The Book of Potions (TT1)

[10] The Complete Alice in Wonderland

(and many other public domain author editions, published under the Wonderland Imprints blazon)

[11] Cthulhu in Wonderland

DUNGEON MASTER'S GUILD GAMING SUPPLEMENTS

[12] City State Creator I (ELD2)

[13] City State Creator II (ELD3)

[14] Dungeon Crucible: Random Dungeon Name Generator (DC1)

[15] Guy de Gaxian's Dungeon Monsters: Level 1 (GG1)

[16] Old School Dragons: Molting Wyrmlings (DR1)

[17] Oldskull Rogues Gallery I (ORG1)

[18] Oldskull Rogues Gallery II (ORG2)

[19] 1,000 Rooms of Madness (DC2-S)

[20] Random City State Events (ELD1)

[21] Random Treasure Trove Generator (RTT1)

[22] Spawning Pool of the Elder Things (SP1)

[23] Treasure Trove 1: Challenge 1 Treasures (TT1)

[24] Treasure Trove 2: Challenge 2 Treasures (TT2)

[25] Treasure Trove 3: Challenge 3 Treasures (TT3)

[26] From the Fire: An Epic Novel of the Nuclear Holocaust

HAWK & MOOR:

THE UNOFFICIAL HISTORY OF DUNGEONS & DRAGONS

[27A] Book 1: The Dragon Rises

[27B] Book 1: The Dragon Rises, Deluxe Edition

[28A] Book 2: The Dungeons Deep

[28B] Book 2: The Dungeons Deep, Deluxe Edition

[29] Book 3: Lands and Worlds Afar

[30] Book 4: Of Demons & Fallen Idols

[31] Book 5: Age of Glory

[32] The Steam Tunnel Incident

THE LYRIC BOOKS OF SHADOW

[33] I: For the Dark Is the Light

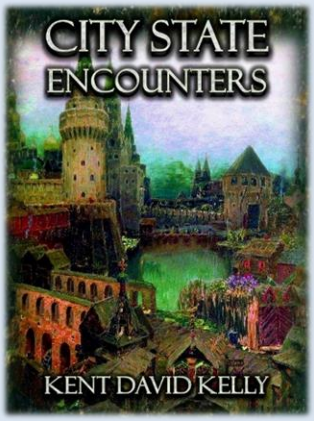
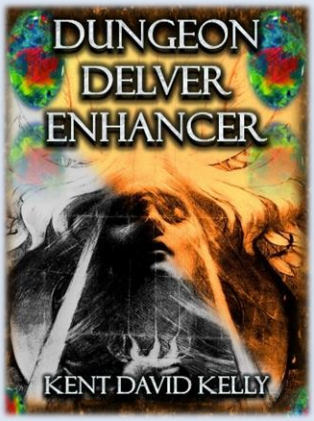
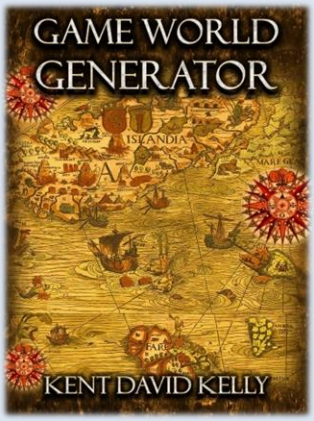
[34] II: The Summoning of Dark Angels

[35] The Necronomicon: The Cthulhu Revelations

(Various other books are out of print, being reworked, stuck in a closet half-completed, or stuck inside my head …)

Please consider telling at least one friend about my books, and please leave me a review if you particularly enjoyed a title! Authors live and die by their reviews, and I appreciate your readership! Until next time …

K

Castle Oldskull – Old School FRPG Supplements (at DriveThruRPG.com)		
		
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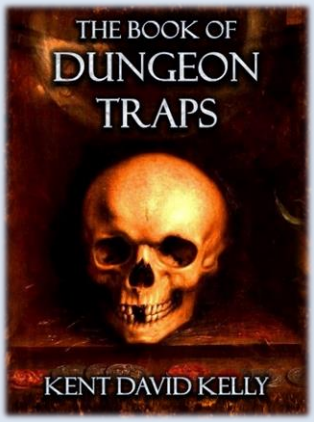
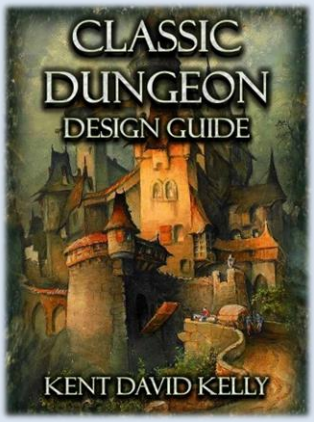
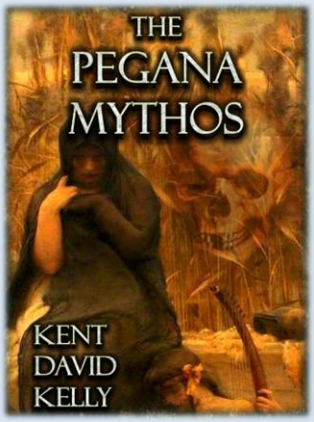
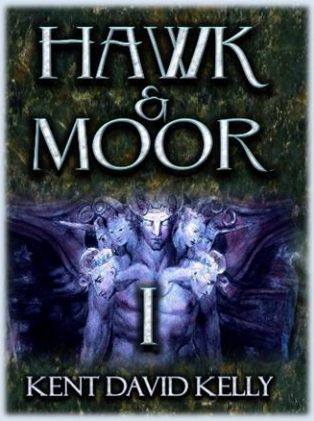
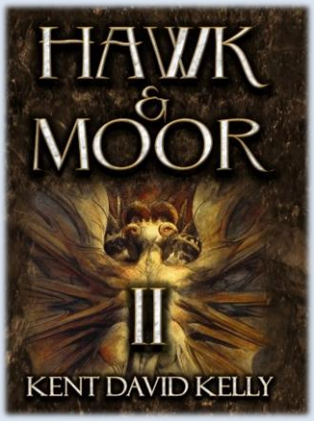
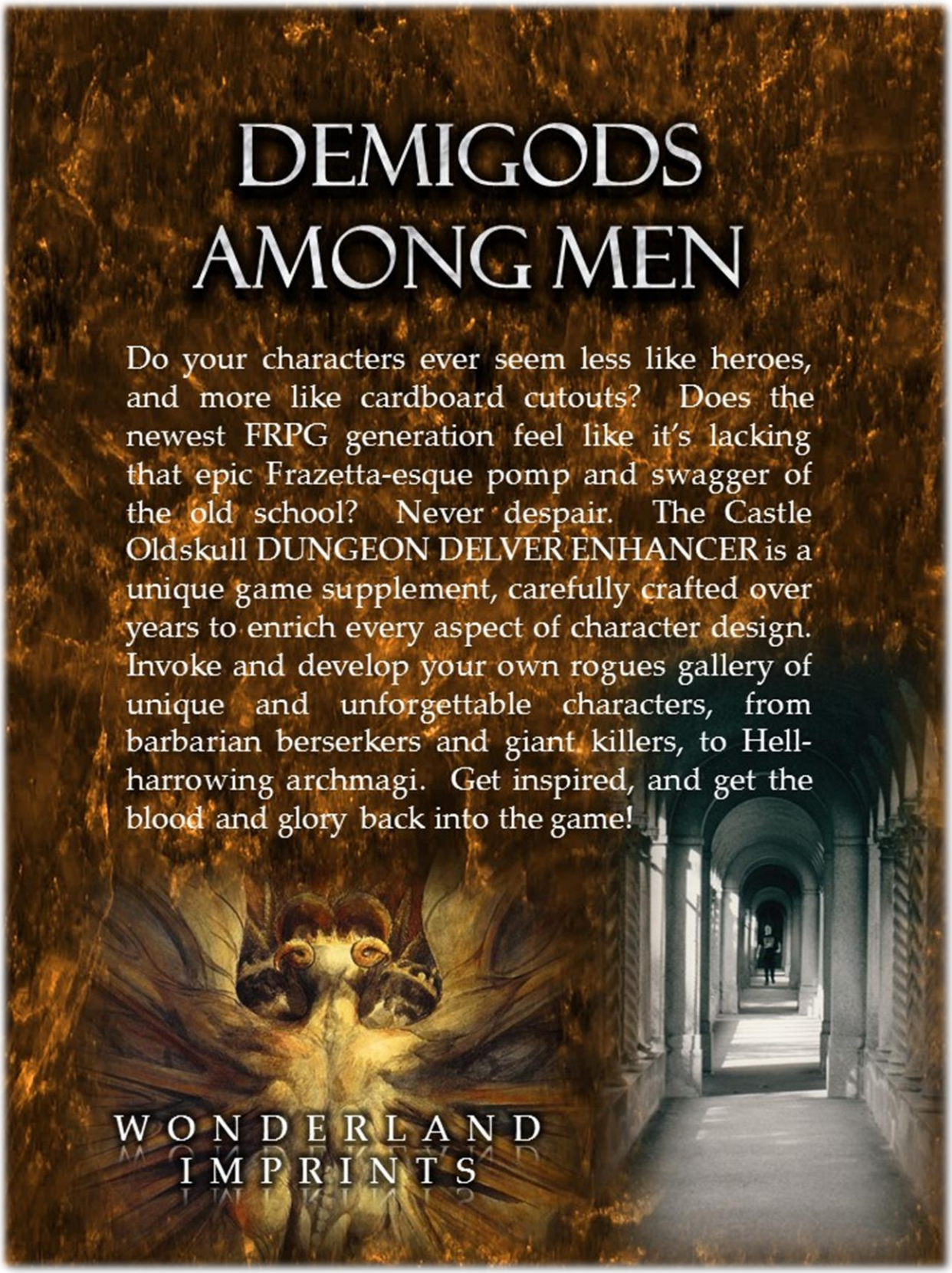
		
BDT1 The Book of Dungeon Traps	CDDG1 The Classic Dungeon Design Guide	PM1 The Pegana Mythos

 HM1 Hawk & Moor Book 1	KENT DAVID KELLY WONDERLAND IMPRINTS OSR	 HM2 Hawk & Moor Book 2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