

Freebooters on the Frontier

**HARDSCRABBLE ADVENTURE
IN A FANTASTICAL WORLD**



VOLUME II

Settlements & Citizens



WEAVE YOUR WORLD

Ask questions. Ask yourself, ask the players, ask the dice. How many days will it take to cross the Forest of the Black Hand? Who among the party has traveled this way before? What creatures dwell within? If you know the answer, run with it. If one of the characters might know, ask their player (and maybe ask for a **Know Something** roll). Any time you're at a loss, or just for the fun of it, roll the dice: choose an appropriate table, ask a player to Get Lucky, or roll the Die of Fate.

Make connections. As each answer to a question about the game world introduces something new—a person, a place, a thing, an idea—you'll start to see connections between them. Follow your instincts to draw out those connections, but strive to integrate them sensibly into what already exists.

Commit to your choices. When you, as Judge, need to decide about something outside of the players' knowledge, consider your options and commit to one. At the moment you commit, the answer becomes "real" in your game world, a concrete fact with which you and the players must then cope. The PCs are rifling through the den of a bandit queen and find a locked trunk; you might have prepped the den last week and decided that the key is on a chain around the queen's neck, or you might be improvising and decide at the moment they find the trunk that the key was swallowed by her pet crocodile. You can commit at any point up until the moment of revelation, but the sooner the better.

Let the world grow. The setting will start to expand out from the experience of the PCs as they travel from place to place. As new details get introduced and connections are made, everyone will start to get a better understanding of the landscape and culture of your shared campaign setting.

IF YOU NEED TO CREATE A...

...culture, start on page [X](#).
...religion, start on page [X](#).
...settlement, start on page [X](#).
...faction, start on page [X](#).
...NPC, start on page [X](#).

The guidelines and tables here are designed to help you create these things. As always, if you already have some ideas about something you're creating, hold on to them and just roll dice for parts about which you don't feel strongly. For instance, if you already know you want an evil empire of wolf-people to dominate the frozen wastes, skip any rolls that would conflict with your vision. On the other hand, if you don't have any clear ideas, just start rolling dice and let the picture form in your head as you go.

Do not even attempt to create your setting before play begins. It's fine to start with some general ideas about flavor and tone (as described in [XX](#)), but anyone who sets out to create a fantasy world from scratch will be investing an enormous amount of time and effort into things that the PCs will never see. Better to create the world around the characters as they forge their path through it, so that you're only spending time on stuff that will matter

to them. Using this approach, you'll create things "just in time," on the fly, as needed; your shared world will emerge through a combination of player input, rolling dice, and Judge prep between sessions. The extra benefit for you is that you get to discover the world along with the players. [[move to SET THE STAGE](#)].

If you know where your creation-in-progress is located on your world map, take the physical context into account. Allow what you know of the local geography to affect the thing you are making, and vice versa. For instance, if you roll up a town that has iron as a resource, choose a good spot to place the iron mine on the map near the town, and draw a road connecting the two places.

CREATE A CULTURE

In the worlds of *Freebooters on the Frontier*, a culture is the largest social unit, defined by shared history, traditions, and forms of expression. It might be an empire, kingdom, city-state, or tribal coalition, and its identity is usually tied to a particular religion.

Nested within each culture may be any number of settlements (hamlet, village, keep, town, or city), which in turn may contain one or more factions. Settlements and factions are comprised of individual people—non-player characters or NPCs—whose behavior is influenced by the groups to which they belong. As Judge, one of your jobs is to imbue each of these components—from overarching culture to individual citizen—with distinct qualities, in order to make it a meaningful and memorable part of play.

ORIGINATING SPECIES

From what people did this culture first develop? If you don't already know, roll to find out below. If your world does not feature standard fantasy species, you may want to create equivalents for those listed here. The originating species of a given culture will inform many of the aspects to follow.

ORIGINATING SPECIES

Choose or roll 1d12 for category, then choose or roll specific species.

1-4 • HUMANOID					
1-2	RARE	3-5	UNCOMMON	6-12	COMMON
1-2	human + MONSTER	1	cyclops/giant (<i>large</i>)	1-2	orc/hobgoblin/gnoll
3-4	major <i>undead</i>	2-3	ogre/troll (<i>large</i>)	3-5	goblin/kobold
5-6	WEREBEAST	4-7	minor <i>undead</i>	6-7	half-elf/half-orc etc.
7-8	human + BEAST	8	lizardfolk/merfolk	8-9	halfling* (<i>small</i>)
9-10	fey/fairy	9	catfolk/birdfolk	10-12	mixed party (<i>group</i>)
11-12	elf*	10-12	dwarf/gnome* (<i>small</i>)		

5-12 • HUMAN

CULTURAL ALIGNMENT

Just like every character in the game, each culture, settlement, and faction is defined in part by one of the five alignments. However, because cultural identity is complicated, the alignment of individual NPCs within these groups may vary from the status quo. The alignment of a culture, settlement, or faction is called its **prevailing alignment**, and skews the alignment of its individual members. Thus, it's rare for a *good* character to be a member of an *evil* faction, and vice versa.

When establishing a culture, choose its overarching alignment or roll 1d12 on the **ALIGNMENT** table, using the **NEUTRAL** column. This alignment will be automatically shared by any settlement, faction, or individual that represents that culture's authority. For each entity that does not occupy an authoritative role, you'll roll alignment according to the prevailing alignment of the next largest group to which it belongs. See **Settlement Alignment**, **Faction Alignment**, and **NPC Alignment** for further explanation.

CULTURAL ALIGNMENT

Choose or roll 1d12 according to the prevailing alignment to determine the alignment of a settlement, faction, or NPC. When rolling a culture's alignment, use the **NEUTRAL** column.

PREVAILING ALIGNMENT					
1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1	<i>evil</i>	<i>evil</i>	<i>evil</i>	<i>evil</i>	<i>evil</i>
2	<i>chaotic</i>	<i>evil</i>	<i>chaotic</i>	<i>evil</i>	<i>evil</i>
3	<i>chaotic</i>	<i>chaotic</i>	<i>chaotic</i>	<i>chaotic</i>	<i>evil</i>
4	<i>neutral</i>	<i>neutral</i>	<i>neutral</i>	<i>chaotic</i>	<i>evil</i>
5	<i>neutral</i>	<i>neutral</i>	<i>neutral</i>	<i>chaotic</i>	<i>evil</i>
6	<i>lawful</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>chaotic</i>
7	<i>lawful</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>chaotic</i>
8	<i>good</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>neutral</i>
9	<i>good</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>neutral</i>
10	<i>good</i>	<i>lawful</i>	<i>lawful</i>	<i>lawful</i>	<i>lawful</i>
11	<i>good</i>	<i>good</i>	<i>lawful</i>	<i>good</i>	<i>lawful</i>
12	<i>good</i>	<i>good</i>	<i>good</i>	<i>good</i>	<i>good</i>
VIRTUES	3	2	1	1	-
VICES	-	1	1	2	3

EXAMPLE
I'm rolling a kingdom from scratch, and for alignment get a 4: lawful. I'm using Hausa as my source language, and decide to call my kingdom Kasar Dokokin, a rough translation of "Land of Laws". I know that the capital city and ruler, along with whatever official military, legal, and administrative factions that might exist, will be of lawful alignment. My players are starting in a border town called Gefen Hamada, however, far from the capital, so I will roll the town's alignment according to the prevailing alignment of the culture to which it belongs. I roll a 9 and learn that the town is neutral. For settlements this also indicates the alignment of whoever's in charge, and I ask my players who that might be. They decide that instead of a single person like a mayor, it's a town council. So we create a faction called the Council of Gefen Hamada, and write down that it's neutral. Now, whenever I want to roll up an NPC member of the council or the town itself, I will roll their alignment using the Council's prevailing alignment, not the prevailing alignment of the kingdom itself.

VALUES

A culture’s core values are promoted and maintained by its authorities and embraced by the majority of citizens, but may be ignored or actively opposed by dissenting minorities.

A given culture may consider all of the values associated with its alignment important, but will hold one or two above all others. These represent the ideals to which the culture as a whole aspires; they manifest daily in the customs and behavior of its people. However, any given individual within the culture will have a personal relationship to these values, suggested by their own alignment and traits.

Values are particularly important when it comes to developing religion, but keep them in mind as you envision other aspects of your culture.

Roll 1d12 twice and record the results. If you get the same result both times, that value is held above all others, and permeates all aspects of the culture.

VALUES					
Choose or roll 1d12 twice according to the alignment of the culture. If you get the same result both times, that value is held above all others, and permeates all aspects of the culture.					
CULTURAL ALIGNMENT					
1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1	empathy	truth	knowledge	satisfaction	ignorance
2-3	generosity	justice	balance	impulse	control
4-5	valor	discipline	advancement	conflict	subjugation
6-7	trust	loyalty	independence	celebration	greed
8-9	cooperation	order	investment	disruption	power
10	love	honor	fate	passion	hatred
11	roll 1d10 on LAWFUL	roll 1d10 on GOOD	roll 1d10 on LAWFUL	roll 1d10 on EVIL	roll 1d10 on CHAOTIC
12	roll 1d10 on NEUTRAL	roll 1d10 on NEUTRAL	roll 1d10 on CHAOTIC	roll 1d10 on NEUTRAL	roll 1d10 on NEUTRAL

EXAMPLE

Using the **LAWFUL** column of the table to determine what is valued most in *Kasar Dokokin* society, I roll a 1, “truth,” and a 2, “justice.” Off the bat I imagine that lying is a great offense in this culture, and that judicial proceedings are very common, to the point that even the smallest hamlet will have a resident claim-settler. I look up the Hausa word for “judge” and find *alkali*; I decide that *alkali* are highly respected and commonplace—one on every street corner in the big city. At the same time I decide that *makarya*, proven liars, are commonly exiled from their communities.

CULTURAL PROFILE

Choose or roll 1d12 to determine the culture's **REACH**, which represents the extent of its power in the world (territorial and otherwise), and determines both the number of distinct **REGIONS** of which it is comprised and the number of distinguishing **FEATURES** to roll on the opposite page. Then, roll 1d12 separately for **ECONOMY**, **MILITARY**, and **POPULACE** to determine those aspects.

1d12	REACH	REGIONS	FEATURES
1	<i>local</i>	1 settlement/city-state	1
2-3	<i>provincial</i>	1	2
4-9	<i>regional</i>	1d4	3
10-11	<i>continental</i>	1d6+1	5
12	<i>intercontinental</i>	1d8+7	7

1d12	ECONOMY	MILITARY	POPULACE
1	<i>struggling</i>	<i>pathetic</i>	<i>rebellious</i>
2-3	<i>poor</i>	<i>weak</i>	<i>restive</i>
4-9	<i>comfortable</i>	<i>capable</i>	<i>resigned</i>
10-11	<i>wealthy</i>	<i>strong</i>	<i>content</i>
12	<i>booming</i>	<i>mighty</i>	<i>exuberant</i>

EXAMPLE

Time to find out more about my developing kingdom. For Kasar Dokokin's profile I roll regional (4 regions), wealthy, mighty, and resigned. Seems like a significant player on the game world. Regional means I roll 3 features, which end up being two "traditions"—"arms/armor" and "food/drink;" and "abundance of trade good," specifically "textiles/fabric." I tell my players that these are meant to be defining features of the culture, and ask them to elaborate. After throwing around ideas, they decide that Kasar Dokokin arms and armor have a rectilinear, blocky quality—straight blades, square shields, not a curving line to be found; that the country is known for its green wine, produced in the highlands; and that a thriving textile industry ensures that Kasari rugs and tapestries are commonly found in the homes of the well-to-do in neighboring lands.

CULTURAL FEATURE

Roll 1d12 a number of times in the feature column as indicated by the culture's **SIZE**. Roll on further columns and sub-tables as indicated.

1d12	FEATURE	TERRAIN	TRADITION	PERSON
1	renowned TERRAIN	sea/ocean	food/drink	OUTSIDER (pX)
2	renowned TERRAIN	wasteland/desert	clothing	CRIMINAL (pX)
3	signature TRADITION	lowland/plains	architecture	COMMONER (pX)
4	signature TRADITION	lowland/plains	landscaping	TRADEPERSON (pX)
5	abundance of TRADE GOOD	lowland/plains	public space	MERCHANT (pX)
6	abundance of TRADE GOOD	wetland/swamp	art form	SPECIALIST (pX)
7	lack of TRADE GOOD	woodland/jungle	arms/armor	hero
8	lack of TRADE GOOD	woodland/jungle	trade practice	scholarly figure
9	renowned FACTION (pX)	highland/hills	fighting style	military figure
10	renowned FACTION (pX)	highland/hills	spellcasting style	religious figure
11	legendary/infamous PERSON	mountains	prohibition	arcane figure
12	legendary/infamous PERSON	ODDITY	hierarchy	authority figure

TRADE GOOD

A given culture may trade a variety of goods, but these are traded in notable volume.

1-5	HOUSEHOLD	6-9	INDUSTRIAL	10-12	LUXURY
1	salt	1-2	slaves	1	slaves
2-3	grain	3	timber	2	wine/spirits
4	hides/furs/shell	4	clay	3	silk/rare fiber
5	flint/obsidian	5	coal/peat	4	dye/perfume
6	ceramics/pottery	6-7	copper/tin	5	spices
7-8	wool/cotton/flax	8	bronze	6	honey/sugar
9	textiles/fabric	9-10	iron	7	tea/tobacco
10	oil/wax	11	steel	8	ivory/amber/coral
11	livestock/mounts	12	arms/armor	9	gems/jewels/jewelry
12	herbs/medicine			10	silver/gold
				11	vellum/paper
				12	arcane resource

FACTION

Roll faction alignment according to the prevailing alignment of the state, region, or settlement to which the faction belongs; the faction's leader has the same alignment.

1d12	FACTION TYPE
1	commoner/peasant
2	criminal/corrupt
3	revolutionary/subversive
4	military/mercenary/security
5	religious/theological
6	craft/guild
7	trade/mercantile
8	labor/industrial
9	nationalist/loyalist
10	outsider/foreign
11	academic/arcane
12	roll 1d10+1 twice

FOUND A SETTLEMENT

Settlements dot the landscape of inhabited lands, offering food, shelter, supplies, social interaction, and opportunity to the adventuring party. A hamlet may spring up anywhere a source of fresh water coincides with access to fish, game, and/or arable land. With enough food and water, it may grow into a self-sufficient village. The population needed to grow to the size of a town may be attracted by an abundance of natural resources, a local industry in need of workers, and/or the establishment of a trading post or marketplace. A city will only come into being when all of these factors are in place, and depends further on an authority strong enough to maintain some semblance of order.

When you need to generate a new settlement for your world, follow these steps:

- 1 Choose or roll SETTLEMENT SIZE.
- 2 Choose or roll the settlement's ALIGNMENT (pXX) according to the prevailing alignment of the culture to which it belongs.
- 3 Turn to the appropriate page for the settlement size: hamlet (pXX), village (pXX), keep (pXX), town (pXX) or city (pXX).
- 4 Follow the directions to roll features, problems, districts, and factions.
- 5 Choose a name for the settlement.

SETTLEMENT SIZE

1d12	SIZE	NO. OF FEATURES	NO. OF PROBLEMS
1-4	hamlet	1	1
5-7	village	2	1
8-9	keep	3	2
10-11	town	4	3
12	city	5	4

SETTLEMENT ALIGNMENT

Choose or roll 1d12 according to the prevailing alignment to determine the settlement's alignment. Use the NEUTRAL column.

PREVAILING ALIGNMENT

1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1	good	good	good	good	good
2	good	good	good	good	lawful
3	good	lawful	lawful	lawful	lawful
4	good	lawful	lawful	neutral	neutral
5	good	lawful	neutral	neutral	neutral
6	lawful	lawful	neutral	chaotic	chaotic
7	lawful	lawful	neutral	chaotic	chaotic
8	neutral	neutral	neutral	chaotic	evil
9	neutral	neutral	chaotic	chaotic	evil
10	chaotic	chaotic	chaotic	chaotic	evil
11	chaotic	evil	evil	evil	evil
12	evil	evil	evil	evil	evil

SETTLEMENT TYPE

HAMLET

Little more than a handful of dwellings, their inhabitants subsisting on whatever meager resources can be foraged nearby. A hamlet maybe led by a single person, but it's small enough to act as a collective. Roll 1 FEATURE and 1 PROBLEM, then on subtables as needed.

HAMLET FEATURE

1d6	FEATURE (x1)
1-2	idiosyncratic ASPECT
3-4	noted LANDMARK
5	site of past EVENT
6	home of renowned PERSON

HAMLET PROBLEM

1d6	PROBLEM (x1)
1-2	nothing of note
3-4	shortage (RESOURCE)
5	disease
6	threat (THREAT)

ASPECT		LANDMARK		EVENT	
1d6	ASPECT	1d6	LANDMARK	1d6	EVENT
1	food	1	distinct natural feature	1	murder/massacre
2	clothing	2	unusual terrain	2	fire/flood/quake
3	custom/tradition	3	pit/mine/quarry	3	battle/fracas
4	architecture	4	barrow/burial mound	4	exile/ostracization
5	livestock/mounts	5	statue/shrine/menhir	5	confrontation
6	local craft	6	ruins	6	arrival of PERSON
PERSON		RESOURCE		THREAT	
1d6	PERSON	1d6	RESOURCE	1d6	THREAT
1	hermit/recluse	1	water	1	fire/flood
2	outlaw/criminal	2	food	2	internal conflict
3	outlaw/criminal	3	population	3	bandits/raiders
4	exile/runaway	4	fuel	4	nearby settlement
5	hero	5	building material	5	CREATURE
6	seer/shaman/witch	6	morale	6	MONSTER

SETTLEMENT TYPE

VILLAGE

With between several dozen and several hundred residents, a village depends upon substantial local sources of food, with excess possibly tithed to a greater nearby authority. Access to an abundant or valuable resource may allow a village to one day grow into a town, but only if the local food supply can support an increase in population. The average village is large enough to require organized leadership of some kind, usually in the form of a council or local lord. Roll 2 **FEATURES** and 1 **PROBLEM**, then on sub-tables as needed.

VILLAGE FEATURE

1d8	FEATURE (x2)
1-2	idiosyncratic ASPECT
3	noted LANDMARK
4	site of past EVENT
5	home of renowned PERSON
6	<i>defensible</i> (due to terrain)
7	<i>resource</i> (RESOURCE)
8	roll 1d6+1 twice

VILLAGE PROBLEM

1d8	PROBLEM (x1)
1	nothing of note
2-3	<i>shortage</i> (RESOURCE)
4	<i>disease</i>
5	<i>threat</i> (THREAT)
6	<i>unrest</i>
7	<i>lawless</i>
8	roll 1d6+1 twice

ASPECT

1d8	ASPECT
1	food
2	clothing
3	custom/tradition
4	architecture
5	livestock/mounts
6	local craft
7	form/structure
8	religious practice

LANDMARK

1d8	LANDMARK
1	distinct natural feature
2	unusual terrain
3	pit/mine/quarry
4	barrow/burial mound
5	statue/shrine/menhir
6	ruins
7	temple/tomb/monastery
8	tower/watchtower

EVENT

1d8	EVENT
1	murder/massacre
2	fire/flood/quake
3	battle/fracas
4	exile/ostracization
5	confrontation
6	arrival of PERSON
7	discovery (RESOURCE)
8	decree

PERSON

1d8	PERSON
1	hermit/recluse
2	outlaw/criminal
3	outlaw/criminal
4	exile/runaway
5	hero/healer
6	seer/shaman/witch
7	trader/pedlar
8	minstrel/bard

RESOURCE

1d8	RESOURCE
1	water
2	food
3	population
4	fuel
5	building material
6	morale
7	wood/clay/leather
8	copper/tin/iron

THREAT

1d8	THREAT
1	entropy/environmental
2	internal conflict
3	bandits/raiders
4	bandits/raiders
5	nearby settlement
6	CREATURE
7	MONSTER
8	enemy force

SETTLEMENT TYPE

KEEP

A village that develops in a dangerous or contested area requires defenses. The settlement itself is *fortified*—either enclosed by walls itself, or huddling outside a walled fort, into which villagers will retreat when threatened. Emergency supplies in case of siege will be laid in, and an armed garrison of some sort will be present, but otherwise a keep has the same characteristics as a village or small town. The primary feature of a keep is usually its fortification, clearly recognizable from a distance. Roll 3 additional **FEATURES** and 2 **PROBLEMS**, then on sub-tables as needed.

KEEP FEATURE

1d8	FEATURE (x3)
1	idiosyncratic ASPECT
2	noted LANDMARK
3	site of past EVENT
4	home of renowned PERSON
5-6	<i>defensible</i> (due to terrain)
7	<i>resource</i> (RESOURCE)
8	roll 1d6+1 twice

KEEP PROBLEM

1d8	PROBLEM (x2)
1	nothing of note
2	<i>shortage</i> (RESOURCE)
3	<i>disease</i>
4	<i>threat</i> (THREAT)
5	<i>unrest</i>
6	<i>mismanaged</i>
7	<i>overcrowded</i>
8	roll 1d6+1 twice

ASPECT

1d8	ASPECT
1	food
2	clothing
3	custom/tradition
4	architecture
5	livestock/mounts
6	local craft
7	fortifications
8	religious practice

LANDMARK

1d8	LANDMARK
1	distinct natural feature
2	unusual terrain
3	pit/mine/quarry
4	barrows/burial mounds
5	statue/shrine/menhir
6	ruins
7	temple/tomb/monastery
8	tower/watchtower

EVENT

1d8	EVENT
1	fire/flood/quake
2	battle/siege
3	battle/siege
4	battle/siege
5	confrontation
6	arrival of PERSON
7	discovery (RESOURCE)
8	decree

PERSON

1d8	PERSON
1	outlaw/criminal
2	tradesperson
3	merchant/guildmaster
4	hero/healer
5	priest/prophet
6	wizard/witch
7	leader/warlord/general
8	noble/authority figure

RESOURCE

1d8	RESOURCE
1	water
2	food
3	wool/cotton/flux
4	wood/stone
5	clay
6	morale
7	copper/tin/iron
8	copper/tin/iron

THREAT

1d8	THREAT
1	entropy/environmental
2	internal conflict
3	nearby settlement
4	nearby settlement
5	MONSTER
6	MONSTER
7	enemy force
8	enemy force

-- SETTLEMENT TYPE --

TOWN

Given significant farmland or fishery, access to stone and timber, and fresh water in the form of a river, a village on a trade route may eventually grow to several thousand inhabitants. With many people living in proximity, towns are often dirty places, prone to vermin and disease. A town is usually governed by a lord or town council, and sustained by taxes on local merchants.

For the settlement overall, roll 4 **TOWN FEATURES** and 3 **TOWN PROBLEMS**. A town always has 1 governmental faction and 1d4 additional factions that call the place home. Roll each of these on the **FACTION** table.

A given town always starts with 1 poor district, and 1d4 additional districts. For each of these, roll to determine its **DISTRICT TYPE**, 1 **DISTRICT FEATURE**, and 1 **DISTRICT PROBLEM**.

If you consider the results of these rolls alongside your conception of the prevailing culture, the city's unique character will begin to emerge. With the feel of this place in mind, name each district according to its function, landmarks, and/or history.

TOWN FEATURE

1d10	FEATURE (x4)
1	idiosyncratic ASPECT
2	noted LANDMARK
3	site of past EVENT
4-5	<i>defensible</i> (due to terrain)
6	<i>abundance</i> of RESOURCE
7	<i>fortified</i>
8	<i>booming</i>
9-10	roll 1d8 twice

TOWN PROBLEM

1d10	PROBLEM (x3)
1	nothing of note
2-3	<i>shortage</i> of RESOURCE
4-5	<i>disease</i>
6	<i>threat</i> (THREAT)
7	<i>unrest</i>
8	<i>lawless</i>
9	<i>overcrowded</i>
10	roll 1d8+1 twice

ASPECT

1d10	ASPECT
1	food
2	clothing
3	custom/tradition
4	architecture
5	livestock/mounts
6	local craft
7	fortifications
8	religious practice
9	public punishment
10	hierarchy/organization

LANDMARK

1d10	LANDMARK
1	distinct natural feature
2	unusual terrain
3	pit/mine/quarry
4	barrows/burial mounds
5	statue/shrine/menhir
6	ruins
7	temple/tomb/monastery
8	tower/watchtower
9	marketplace/bazaar
10	academy/university

EVENT

1d10	EVENT
1	fire/flood/quake
2	rebellion/coup
3	battle/siege
4	FACTION conflict
5	founding of FACTION
6	arrival of PERSON
7	discovery of RESOURCE
8	decree
9	death of PERSON
10	historic turning point

DISTRICT TYPE

1d10	DISTRICT TYPE (x1d4)
1-3	poor
4-5	religious
6-7	market
8	wealthy
9-10	government

DISTRICT FEATURE

1d10	FEATURE (1)
1-2	idiosyncratic architecture
3-5	noted LANDMARK
6	site of past EVENT
7-8	home of renowned PERSON
9	home of powerful FACTION
10	roll 1d8+1 twice, combine

DISTRICT PROBLEM

1d10	PROBLEM (1)
1-3	<i>disease</i>
4	1d4+1 FACTIONS in conflict
5-7	<i>unrest</i>
8	<i>lawless</i>
9	<i>overcrowded</i>
10	roll 1d8+1 twice, combine

PERSON

1d10	PERSON
1	outlaw/criminal
2	tradesperson
3	merchant/guildmaster
4	hero/healer
5	priest/prophet
6	wizard/witch
7	scholar/philosopher
8	leader/warlord/general
9	governor/magistrate
10	noble/authority figure

RESOURCE

1d10	RESOURCE
1	food
2	salt
3	wool/cotton/flax
4	wood/stone
5	clay
6	herbs/spices/dye
7	copper/tin
8	iron
9	silver/gold/gems
10	arcane resource

THREAT

1d10	THREAT
1	environmental
2	criminal
3	internal conflict
4	FACTION
5	corruption
6	nearby settlement
7	MONSTER
8	enemy force
9	invaders/raiders
10	warlord/villain

FACTION

1d10	FACTION
1	commoner/peasant
2	criminal/corrupt
3	revolutionary/subversive
4	military/merc/security
5	religious/theological
6	craft/guild/mercantile
7	nationalist/loyalist
8	outsider/foreign
9	academic/arcane
10	roll 1d8+1 twice, combine

- SETTLEMENT TYPE -

CITY

A city is a wondrous and terrible concentration of culture, able to exist only at the fortuitous convergence of plentiful fresh water, abundant natural resources, and prosperous trade routes. Developing over centuries or even millennia, it grows with each influx of immigrants from rural settlements or far-flung lands until it outstrips or absorbs other nearby settlements. Here will be found the most bustling of marketplaces; the greatest temples of favored deities, accompanied by shrines to the rest of the pantheon; shantytowns, townhouses, and walled estates. The governing faction will maintain a substantial security force in the form of a city guard or watch, and a state-sponsored military garrison will likely be present. Most cities by necessity possess fortifications of some kind, often in concentric arrangement that marks a history of expansion.

For the settlement overall, roll 5 **CITY FEATURES** and 4 **CITY PROBLEMS**. A city always has 1 governmental faction and 1d6+1 additional factions that call the place home. Roll each of these on the **FACTION** table.

A given city always starts with 1 government district, 1 poor district, and 1d6+1 additional districts. For each of these, roll to determine its **DISTRICT TYPE**, 1 **DISTRICT FEATURE**, and 1 **DISTRICT PROBLEM**.

If you consider the results of these rolls alongside your conception of the prevailing culture, the city's unique character will begin to emerge. With the feel of this place in mind, name each district according to its function, landmarks, and/or history.

CITY FEATURE

1d12	FEATURE (x5)
1-2	idiosyncratic ASPECT
3-4	renowned LANDMARK
5	site of past EVENT
6-7	<i>defensible</i> (due to terrain)
8	<i>abundance</i> of RESOURCE
9-11	<i>fortified</i>
12	roll 1d10 twice

CITY PROBLEM

1d12	PROBLEM (x4)
1-2	<i>shortage</i> of RESOURCE
3-5	<i>disease</i>
6	<i>threat</i> (THREAT)
7-8	<i>unrest</i>
9	<i>lawless</i>
10-11	<i>overcrowded</i>
12	roll 1d10 twice

ASPECT

1d12	ASPECT
1	food
2	clothing
3-4	custom/tradition
5-6	architecture
7	livestock/mounts
8	local craft
9	fortifications
10	religious practice
11	public punishment
12	hierarchy/organization

LANDMARK

1d12	LANDMARK
1	distinct natural feature
2	pit/mine/quarry
3	barrows/burial mounds
4	statue/shrine/menhir
5	ruins
6-7	temple/tomb/monastery
8	tower/watchtower
9	marketplace/bazaar
10	academy/university
11-12	palace/stronghold

EVENT

1d12	EVENT
1-2	fire/flood/quake
3	rebellion/coup
4	battle/siege
5	FACTION conflict
6	founding of FACTION
7	arrival of PERSON
8	discovery of RESOURCE
9-10	decree
11	death of PERSON
12	historic turning point

DISTRICT TYPE

1d12	DISTRICT TYPE (x1d6+1)
1-4	poor
5-6	religious
7-8	market
9-10	wealthy
11-12	government

DISTRICT FEATURE

1d12	FEATURE (1)
1-2	idiosyncratic architecture
3-5	noted LANDMARK
6	site of past EVENT
7-8	home of renowned PERSON
9	home of powerful FACTION
10-12	roll 1d8+1 twice, combine

DISTRICT PROBLEM

1d12	PROBLEM (1)
1-3	<i>disease</i>
4	1d4+1 FACTIONS in conflict
5-7	<i>unrest</i>
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1d12	PERSON
1	outlaw/criminal
2	tradesperson
3-4	merchant/guildmaster
5-6	hero/healer
7	priest/prophet
8	wizard/witch
9	scholar/philosopher
10	leader/warlord/general
11	governor/magistrate
12	noble/authority figure

RESOURCE

1d12	RESOURCE
1-2	food
3	salt
4	wool/cotton/flax
5-6	wood/stone
7	clay
8	herbs/spices/dye
9	copper/tin
10	iron
11	silver/gold/gems
12	arcane resource

THREAT

1d12	THREAT
1	environmental
2-3	criminal
4	internal conflict
5	FACTION
6-7	corruption
8	nearby settlement
9	MONSTER
10	enemy force
11	invaders/raiders
12	warlord/villain

FACTION

1d12	FACTION
1	commoner/peasant
2-3	criminal/corrupt
4	revolutionary/subversive
5	military/merc/security
6	religious/theological
7	craft/guild/mercantile
8	nationalist/loyalist
9	outsider/foreign
10	academic/arcane
11-12	roll 1d10 twice, combine

SETTLEMENT EVENT

Roll 1d12 three times: for category, subcategory, and type of event. Make additional rolls on other tables as desired. Adapt and describe to suit context, particularly settlement size. The event may happen before their eyes, or offscreen (as a letter, public proclamation, rumor at the inn, etc.). If desired, choose or roll a **LOCATION** to establish where the event is encountered. If you need an NPC in any situation, roll one up using the NPC tables.

1 • UNNATURAL

1	DIVINE	2-3	PLANAR/INFERNAL	4-12	ARCANE
1-7	omen	1-3	vibration	1-6	spell gone awry
8-9	intervention, bane	4-6	manifestation (ODDITY)	7-9	disturbance (ODDITY)
10	intervention, boon	7-9	presence	10-11	wizard duel
11	possession	10	possession	12	catastrophe
12	avatar appears	11	planar rift		
		12	invasion force		

2 • NATURAL

1	ASTRAL	2	TECTONIC
1-3	constellation ascendant	1-4	tremor
4-6	astrological omen	5-7	sinkhole
7-8	planetary alignment	8-9	earthquake
9-10	meteor shower	10	rift in earth appears
11	eclipse	11	volcanic activity
12	meteor strike	12	volcanic eruption

3-12 SEASONAL

	SPRING	SUMMER	FALL	WINTER
1-4	thick fog/mist	welcome rain	good harvest	unseasonably warm
5-8	rainstorms	heat wave	migration/swarms	extreme cold
9-10	CREATURE activity	drought	windstorms	heavy snows
11-12	flooding	wildfire/forest fire	lightning storms	blizzard/avalanche

3-4 • CRIMINAL

1-2	CONSPIRACY	3-5	BACK ROOM	6-12	STREET LEVEL
1-2	social manipulation	1-2	recruitment	1	vandalism
3-4	defamation	3-5	black market/smuggling	2-4	pickpocket
5-6	sabotage	6-7	protection/extortion	5-6	theft/robbery
7-8	frame job	8	arson	7-8	mugging
9-10	collusion (FACTIONS)	9-10	abduction/press gang	9-10	con/swindle
11-12	assassination	11-12	rivalry/gang war	11-12	murder

5-6 • COMMERCIAL

1-2	GUILD	3-6	MERCANTILE	7-12	STREET LEVEL
1-3	job opening	1-2	destitution/bankruptcy	1-2	urchin/beggar
4-5	price fixing	3-4	prices rise/fall	3-5	cart/wagon accident
7-9	supply/demand problem	5-6	important trade	6	food cart/stall
9=10	expedition preparations	7-8	collector (SPECIALIST)	7-8	pedlar/cheapjack
11	monopoly	9-10	prospector/investor	9-10	hawker/monger
12	guild war	11-12	trade mission/caravan	11	livestock/mount for sale
				12	psst, over here

7 • RELIGIOUS

1-2	CULT	3-5	RECOGNIZED	6-12	STREET LEVEL
1-2	recruitment	1-2	permission/prohibition	1-2	prophet/zealot
3-5	abduction	3-5	tithe	3-4	procession/ceremony
6-7	corruption	6-7	assistance/charity	5-6	holy day/week
8-9	sacrifice	8-10	persecution	7-8	blessing/curse
10-11	covert manipulation	11	purge/inquisition	9-10	religious feud/fight
12	emergence	12	holy war	11-12	conversion

8 • MUNICIPAL

1-2	MILITARY	3-10	TOWN WATCH	11-12	GOVERNMENT
1-4	recruitment	1-2	proclamation/reward	1-3	proclamation/law
5	parade for hero/army	3-4	recruitment	4	procession/ceremony
6	maneuvers	5-6	pursuit/arrest/raid	5-6	taxation
7	occupation	7	imprisonment	7-9	royal/noble appearance
8-9	heightened security	8-9	public trial/execution	10	royal/noble wedding
10-11	invasion imminent	10-11	crowd control	11	royal/noble succession
12	mobilization for war	12	lockdown	12	coup/assassination

9-12 • GENERAL

1-2	ENVIRONMENTAL	3-7	PERSONAL	8-12	INCIDENTAL
1-2	sewage/water problem	1-2	run-in/offense	1-2	clue/evidence (ITEM)
3-5	hunger/squalor	3	attraction/attention	3-4	accident/aftermath
6	structure collapse	4-7	opportunity (TASK)	5-6	brawl/duel
7-8	plague/blight/disease	8-9	judgement/prejudice	7	strike/protest/revolt
9	fire	10	invitation/solicitation	8	street fight (FACTIONS)
10-11	rampaging CREATURE	11	recognition	9	performance/circus
12	ODDITY	12	mistaken identity	10-12	festival (ASPECT)

SETTLEMENT LOCATION

Choose or roll 1d12 for district, and 1d12 for location within that district. Note that the equivalent of a "district" in a hamlet, village, or keep is likely a single building or street corner. If you need an NPC in any situation, roll one up using the NPC tables.

1-2 • ANYWHERE

1d12	LOCATION	1d12	COLOR	1d12	NPC OCCUPATION
1	sewer/ditch	1	stink of waste/rot	1	OUTSIDER
2	alleyway/courtyard	2	public punishment	2-3	CRIMINAL
3	street/corner	3	shouting/fighting	4-6	COMMONER
4	plaza/common/well	4	crying/sobbing	7	TRADESPERSON
5	marketplace	5	livestock activity	8	MERCHANT
6	residence	6	children activity	9	SPECIALIST
7	public house/inn	7	hawking/selling	10	RELIGIOUS
8	shop	8	smell of food	11	SECURITY
9	shrine/temple	9	unexpected quiet	12	AUTHORITY
10	battlement/tower/keep	10	laughter/celebration		
11	palace	11	parade/procession		
12	unique/landmark	12	festival/holy day		

3-4 • POOR DISTRICT

1d12	LOCATION	1d12	COLOR	1d12	NPC OCCUPATION
1	sewer/ditch	1	waste/rubbish	1	OUTSIDER
2	basement/cellar	2	feral animals/vermin	2-3	beggar/urchin
3	alleyway/dead-end	3	squalor/suffering	4-5	CRIMINAL
4	corral/pen	4	town watch patrol	6-8	COMMONER
5	street/corner	5	shouting/fighting	9	TRADESPERSON
6	shanty/hovel/hut	6	livestock/children	10	RELIGIOUS
7	dive bar/flophouse	7	fire/smoke	11-12	SECURITY
8	shantytown/tenement	8	swarms of flies/bugs		
9	abandoned building	9	romance/lovemaking		
10	ruin	10	singing/music		
11	rooftop	11	laughter/celebration		
12	unique/landmark	12	roll on MARKET DIST.		

5-6 • MARKET DISTRICT

1d12	LOCATION	1d12	COLOR	1d12	NPC OCCUPATION
1	alleyway	1	waste/refuse	1	OUTSIDER
2	courtyard/park	2	beggars/urchins	2	CRIMINAL
3	corral/pen	3	cargo spill	3-4	COMMONER
4	marketplace/bazaar	4	shop in odd place	5-6	TRADESPERSON
5	inn/tavern/residence	5	crowded streets	7-8	MERCHANT
6	mine/deposit/quarry	6	haggling/bargaining	9	SPECIALIST
7	shop/facility	7	public auction	10	RELIGIOUS
8	warehouse	8	caravan passing	11	SECURITY
9	caravansary/docks	9	competition/rivalry	12	AUTHORITY
10	caravan/ship	10	performance/circus		
11	trade/guild office	11	celebration/windfall		
12	unique/landmark	12	roll on WEALTHY DIST.		

7 • WEALTHY DISTRICT

1d12	LOCATION	1d12	COLOR	1d12	NPC OCCUPATION
1	courtyard/garden	1-2	punishment/reprimand	1	CRIMINAL
2	street/boulevard	3	argument/dismissal	2	COMMONER
3-4	plaza/fountain/park	4	watch patrol	3	TRADESPERSON
5-6	promenade/terrace	5	romance	4-5	MERCHANT
7	public house/inn	6	sound of heels/hooves	6-7	SPECIALIST
8	residence	7-8	peace and quiet	8	RELIGIOUS
9	academy/college/tower	9	sweet/exotic odors	9-10	SECURITY
10	manse/estate	10	colorful displays	11-12	AUTHORITY
11	palace	11	laughter/singing/music		
12	unique/landmark	12	royal ball/ceremony		

8 • GOVERNMENT DISTRICT

1d12	LOCATION	1d12	COLOR	1d12	NPC OCCUPATION
1	stocks/gallows	1	public flogging/hanging	1	OUTSIDER
2-3	street/corner	2-3	watch patrol	2-3	CRIMINAL
4-5	plaza/fountain/well	4	military on maneuvers	4	COMMONER
6	magistrate/court of law	5	recruitment drive	5	TRADESPERSON
7	administrative office	6-7	sound of boots/hooves	6	MERCHANT
8	battlement/tower/keep	8	prisoner coffle	7	SPECIALIST
9	arena/parade ground	9	bonfire	8	RELIGIOUS
10	barracks/quarters	10	smell of oil/metal	9-10	SECURITY
11	prison/gaol	11	dueling/sparring	11-12	AUTHORITY
12	unique/landmark	12	military parade		

9-10 • RELIGIOUS DISTRICT

1d12	LOCATION	1d12	COLOR	1d12	NPC OCCUPATION
1	alleyway/courtyard	1	self-flagellation	1	OUTSIDER
2-3	boulevard/colonnade	2	prophecy/zealotry	2	CRIMINAL
4	plaza/fountain/well	3	pilgrimage	3-4	COMMONER
5	park/garden/orchard	4-5	prayer/meditation	5	TRADESPERSON
6	graveyard/cemetery	6-7	bells/drums	6	MERCHANT
7	monastery/school	8	public sermon	7	SPECIALIST
8	shrine	9	treatment of sick/injured	8-10	RELIGIOUS
9-10	temple	10	chanting/chorus	11	SECURITY
11	grand temple/ziggurat	11	holy day/festival	12	AUTHORITY
12	unique/landmark	12	roll on WEALTHY DIST.		

11-12 • OUTSIDE SETTLEMENT

1d12	LOCATION	1d12	SETTLEMENT	1d12	WILDERNESS SITE
1-2	immediate vicinity	1-2	<i>hamlet</i>	1	UNNATURAL FEATURE
3-4	nearby SETTLEMENT	3-5	<i>village</i>	2-5	NATURAL FEATURE
5-6	distant SETTLEMENT	6-8	<i>town</i>	6-9	STRUCTURE
7-11	WILDERNESS SITE	9-10	<i>large town</i>	10-12	DUNGEON
12	foreign land	11-12	<i>city</i>		

NON-PLAYER CHARACTERS

The PCs move through a world populated by other beings with whom they will interact. Much of the time you won't need to know much about these characters beyond their basic role—shopkeeper, town guard, bandit—but whenever an NPC's personality comes into play, you may find it useful to develop them further. A friendly NPC may become part of the party's social network or even join them in the freebooting life, while a hostile NPC might become a foil or nemesis. Taking some time to generate significant NPC members of a settlement or faction (thieves' guild, mercenary band, wizard's council, etc.) and seeing what relationships emerge from the results can produce all kinds of drama and backstory.

However NPCs function in your campaign, a succinct NPC writeup acts as a crib sheet for the Judge to describe the character and decide what they might do in any given situation. Full NPC notation in *Freebooters* looks like this:

[NPC name] ([heritage], [gender]; [alignment ([motivation]), [trait tags]; [competence ([modifier])], [competence tags]; **Wants** [attainable goal]): [description]. **HP** [hit points]; **Armor** [armor value ([armor type])]; **Damage** [weapon, damage dice ([weapon tags])]; **Booty** [booty die or itemized loot]; **Moves** ▶ [move #1] ▶ [move #2] ▶ [move #3].

Negasu the Watchman (human, male; lawful (loyalty), frugal, hopeful, gluttonous; exceptional (+2), strong, lucky, stealthy; **Wants** to retire); high forehead, stained uniform, veteran of the guard, has a twin brother. **HP** 12; **Armor** 1 (leather); **Damage** spear 1d8+1 (reach); **Booty** 1d6; **Moves** ▶ Sneak up on them ▶ Knock them on their hindside ▶ Call for help.

This information is listed in order of utility. If you're creating an NPC quickly and just want to gauge their behavior, start with their heritage, occupation, gender, alignment, motivation, and traits. After that, choose or roll further details as needed during play or prep.

PLAYING AN NPC

The primary goal of NPC notation is to make it easier for the Judge to play a variety of characters while maintaining individual consistency. Being able to quickly put yourself in the shoes of your fictional characters—to empathize with them—is key to making them believable and interesting. Whenever an NPC is faced with an opportunity or dilemma, a glance at their tags, wants, and moves will help you decide what they do next.

*Jibola the thief is in town, climbing a wall into the courtyard of a wealthy merchant's estate, when she is caught by a watchman on patrol. She decides to try to bribe him into letting her go, and discreetly offers him a handful of silver coins. I don't have an NPC prepped, so I pause for a moment to roll up the guard's alignment, motivation, and traits (see **Negasu the Watchman**, above). Because he's lawful and motivated by "loyalty," I decide there's no way he would accept a bribe, and he demands that Jibola submit to his authority. If his alignment had been evil and his motivation "greed," I would have had him accept the bribe without hesitation. If his tags had offered no clear direction, I would have allowed Jibola a **Negotiate** roll.*

ROLLING FOR AN NPC

Most of the time, no one rolls dice to determine whether or not an NPC succeeds at a given task. As Judge, you just make an appropriate move from your repertoire or say what happens based on the NPC's tags. There are times, however, when the outcome is not obvious, and it just "feels right" to roll the dice. Most commonly, this happens with NPCs who are allies of the party. In such cases, the move that triggers is **Do Something** (see *Basic Rules*, page XX).

*Negasu the guard moves to apprehend Jibola, but she turns and runs. She **Makes a Saving Throw** with +DEX to get away and rolls an 8, so I give her a "worse outcome." "You slip out of his grasp, but he's after you—you'll need to roll a 10+ on another Saving Throw to lose him." But we had already established that Jibola's NPC sailor-friend Temilade had come along as backup, and is waiting in the shadows nearby. Jibola says, "I run past Temi's position, hoping he'll club this guy or maybe trip him up." I glance over Temilade's brief, which we wrote up when Temilade was first recruited during in a previous session:*

Temilade the Sailor (male; neutral (Knowledge), respectful, addict; incompetent (-1), obtuse, repulsive, foolhardy; **Wants** to see the wider world)

and noticing the obtuse and addict tags, I say, "He's not even paying attention, he's focused on stuffing his pipe."

*Jibola shouts, "Hey! A little help!" and I think that's enough to spur the sailor into action. "He hesitates for a second, then drops his pipe and charges out of the alley to body-check the guard, hoping to knock him down. Roll for Temi to **Do Something**."*

Jibola's player rolls 2d6 with a -1 modifier because Temilade is incompetent, and gets a 7-1= 6. I ask if Jibola wants to burn a point of Luck to bump that 6 back up to a 7, and I'm clear about the consequences: "on a 7 the guard will get knocked down and you'll get away, but Temi will be apprehended; on a 6 Temi will be too slow out of the gate and the guard will catch you."

Perhaps finally coming to terms with the fact that Temilade is a liability, Jibola's player decides to burn the point to Luck. The thief disappears into the night, but poor Temi ends up in custody and escorted back to the town lockup.

illustration of guard apprehending Temilade at left while Jibola escapes in the distance to the right

CREATE AN NPC

Non-player characters need not be only of human or humanoid heritage. Whenever you feel the need to give more depth to any sentient creature in your campaign, use some or all of the procedure outlined here.

When you need to create a quick NPC, follow these steps:

- ❶ Choose or roll their **HERITAGE** (below).
- ❷ Choose or roll their **OCCUPATION** (page X).
- ❸ Choose or roll their **GENDER, ALIGNMENT, and MOTIVATION** (page X).
- ❹ Choose or roll their **TRAITS** based on their alignment (page X).
- ❺ Choose or roll their name, based on the naming convention of their home culture.

When you need a detailed NPC, follow these steps:

- ❶ Choose or roll their **HERITAGE** (below).
- ❷ Choose or roll their **OCCUPATION** (page X).
- ❸ Choose or roll their **GENDER, ALIGNMENT, and MOTIVATION** (page X).
- ❹ Choose or roll their **TRAITS** based on their alignment (page X).
- ❺ Choose or roll their **COMPETENCE** and associated tags (page X).
- ❻ Choose or roll **NPC DETAILS** (page X) for ideas about their appearance and background.
- ❼ Write a **Want**—a short-term goal—based on what you know about them so far and the context in which they are encountered.
- ❽ If the NPC is likely to be in a fight or get robbed, choose or roll their **BATTLE & BOOTY STATS** (page X).
- ❾ Choose or roll their name, based on the naming convention of their home culture.

NPC HERITAGE

Choose or roll according to the prevailing heritage of the present context, or of the NPC's home culture.

PREVAILING HERITAGE

1d12	HUMAN	1d12	HALFLING	1d12	DWARF	1d12	ELF
1-7	human	1-7	halfling	1-7	dwarf	1-9	elf
8-9	halfling	8-9	human	8-9	human	10	human
10-11	dwarf	10-11	dwarf	10-11	halfling	11	halfling
12	elf	12	elf	12	elf	12	dwarf

NPC OCCUPATION

Choose or roll 1d12 for category, then choose or roll specific occupation.

1 OUTSIDER

1d12	OCCUPATION
1	hermit/prophet
2	fugitive/outlaw/exile
3	fugitive/outlaw/exile
4	barbarian
5	barbarian
6	beggar/vagrant/refugee
7	beggar/vagrant/refugee
8	herder/hunter/trapper
9	herder/hunter/trapper
10	diplomat/envoy
11	rare humanoid
12	otherworldly/arcane

2 CRIMINAL

1d12	OCCUPATION
1	bandit/brigand/thug
2	bandit/brigand/thug
3	cutpurse/thief
4	cutpurse/thief
5	bodyguard/tough
6	bodyguard/tough
7	burglar
8	con artist/swindler
9	dealer/fence
10	racketeer
11	lieutenant
12	boss/kingpin

3-5 COMMONER

1d12	OCCUPATION
1	layabout/simpleton
2	beggar/urchin
3	beggar/urchin
4	child
5	child
6	housewife/husband
7	farmer/herder/hunter
8	farmer/herder/hunter
9	laborer/servant
10	driver/porter/guide
11	sailor/guard
12	apprentice/adventurer

6-7 TRADESPERSON

1d12	OCCUPATION
1	musician/troubador
2	artist/actor/acrobat
3	cobbler/furrier/tailor
4	weaver/basketmaker
5	potter/carpenter
6	mason/baker/chandler
7	cooper/wheelwright
8	tanner/ropemaker
9	stablekeeper/herbalist
10	vintner/jeweler
11	inkeep/tavernkeep
12	smith/armorer

8 MERCHANT

1d12	OCCUPATION
1	raw materials/supplies
2	raw materials/supplies
3	general goods/outfitter
4	general goods/outfitter
5	grain/livestock
6	ale/wine/spirits
7	clothing/jewelry
8	weapons/armor
9	spices/tobacco
10	labor/slaves
11	books/scrolls
12	magic supplies/items

9 SPECIALIST

1d12	OCCUPATION
1	clerk/scribe
2	undertaker
3	perfumer
4	navigator/guide
5	spy/diplomat
6	cartographer
7	locksmith/tinker
8	architect/engineer
9	physician/apothecary
10	sage/scholar
11	alchemist/astrologer
12	inventor/wizard

10 RELIGIOUS

1d12	OCCUPATION
1	heretic/apostate
2	zealot
3	mendicant/pilgrim
4	mendicant/pilgrim
5	monk/nun/cultist
6	monk/nun/cultist
7	preacher/prophet
8	missionary
9	templar/protector
10	priest/cult leader
11	priest/cult leader
12	high priest

11 SECURITY

1d12	OCCUPATION
1	militia
2	militia
3	scout/warden
4	watch/patrol
5	watch/patrol
6	raw recruit
7	foot soldier
8	foot soldier
9	archer
10	officer/constable
11	cavalry/knight
12	hero/general

12 AUTHORITY

1d12	OCCUPATION
1	courier/messenger
2	town crier
3	tax collector
4	clerk/administrator
5	clerk/administrator
6	armiger/gentry
7	armiger/gentry
8	magistrate/judge
9	guildmaster
10	lesser nobility
11	greater nobility
12	ruler/warlord

NPC GENDER

Roll 1d100. If you roll doubles, the NPC is nonbinary or androgynous; otherwise, if the result is even, they present as female, and if the result is odd, they present as male.

NPC ALIGNMENT

Choose or roll according to the prevailing alignment of the present context. When in doubt, roll on the **NEUTRAL** column.

PREVAILING ALIGNMENT

1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1	<i>evil</i>	<i>evil</i>	<i>evil</i>	<i>evil</i>	<i>evil</i>
2	<i>chaotic</i>	<i>evil</i>	<i>chaotic</i>	<i>evil</i>	<i>evil</i>
3	<i>chaotic</i>	<i>chaotic</i>	<i>chaotic</i>	<i>chaotic</i>	<i>evil</i>
4	<i>neutral</i>	<i>neutral</i>	<i>neutral</i>	<i>chaotic</i>	<i>evil</i>
5	<i>neutral</i>	<i>neutral</i>	<i>neutral</i>	<i>chaotic</i>	<i>evil</i>
6	<i>lawful</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>chaotic</i>
7	<i>lawful</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>chaotic</i>
8	<i>good</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>neutral</i>
9	<i>good</i>	<i>lawful</i>	<i>neutral</i>	<i>chaotic</i>	<i>neutral</i>
10	<i>good</i>	<i>lawful</i>	<i>lawful</i>	<i>lawful</i>	<i>lawful</i>
11	<i>good</i>	<i>good</i>	<i>lawful</i>	<i>good</i>	<i>lawful</i>
12	<i>good</i>	<i>good</i>	<i>good</i>	<i>good</i>	<i>good</i>
VIRTUES	3	2	1	1	-
VICES	-	1	1	2	3

NPC MOTIVATION

Choose or roll according to **NPC ALIGNMENT**. When you need to know what an NPC might do in a given situation, use their motivation as a starting point.

NPC ALIGNMENT

1d12	GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL
1-2	empathy	truth	knowledge	satisfaction	corruption
3-4	charity	justice	balance	vengeance	control
5-6	valor	discipline	fame	impulse	infamy
7-8	trust	loyalty	advancement	celebration	greed
9-10	cooperation	order	investment	disruption	power
11-12	love	honor	luck	passion	hatred

NPC TRAITS

Roll virtues and vices according to alignment.

1d100	VIRTUE	VICE	1d100	VIRTUE	VICE
01-02	<i>ambitious</i>	<i>addict</i>	51-52	<i>funny</i>	<i>liar</i>
03-04	<i>benevolent</i>	<i>aggressive</i>	53-54	<i>generous</i>	<i>lustful</i>
05-06	<i>bold</i>	<i>alcoholic</i>	55-56	<i>gregarious</i>	<i>mad</i>
07-08	<i>brave</i>	<i>antagonistic</i>	57-58	<i>helpful</i>	<i>malicious</i>
09-10	<i>charitable</i>	<i>arrogant</i>	59-60	<i>honest</i>	<i>manipulative</i>
11-12	<i>chaste</i>	<i>boastful</i>	61-62	<i>honorable</i>	<i>merciless</i>
13-14	<i>cautious</i>	<i>cheater</i>	63-64	<i>hopeful</i>	<i>moody</i>
15-16	<i>compassionate</i>	<i>covetous</i>	65-66	<i>humble</i>	<i>murderous</i>
17-18	<i>confident</i>	<i>cowardly</i>	67-68	<i>idealistic</i>	<i>obsessive</i>
19-20	<i>considerate</i>	<i>cruel</i>	69-70	<i>just</i>	<i>petulant</i>
21-22	<i>cooperative</i>	<i>decadent</i>	71-72	<i>kind</i>	<i>prejudiced</i>
23-24	<i>courteous</i>	<i>deceitful</i>	73-74	<i>loving</i>	<i>reckless</i>
25-26	<i>creative</i>	<i>disloyal</i>	75-76	<i>loyal</i>	<i>resentful</i>
27-28	<i>curious</i>	<i>doubtful</i>	77-78	<i>merciful</i>	<i>rude</i>
29-30	<i>daring</i>	<i>egotistical</i>	79-80	<i>orderly</i>	<i>ruthless</i>
31-32	<i>defiant</i>	<i>envious</i>	81-82	<i>patient</i>	<i>self-pitying</i>
33-34	<i>dependable</i>	<i>gluttonous</i>	83-84	<i>persistent</i>	<i>selfish</i>
35-36	<i>determined</i>	<i>greedy</i>	85-86	<i>pious</i>	<i>snobbish</i>
37-38	<i>disciplined</i>	<i>hasty</i>	87-88	<i>resourceful</i>	<i>stingy</i>
39-40	<i>enthusiastic</i>	<i>hedonist</i>	89-90	<i>respectful</i>	<i>stubborn</i>
41-42	<i>fair</i>	<i>impatient</i>	91-92	<i>responsible</i>	<i>vain</i>
43-44	<i>focused</i>	<i>inflexible</i>	93-94	<i>selfless</i>	<i>vengeful</i>
45-46	<i>forgiving</i>	<i>irritable</i>	95-96	<i>steadfast</i>	<i>wasteful</i>
47-48	<i>friendly</i>	<i>lazy</i>	97-98	<i>tactful</i>	<i>wrathful</i>
49-50	<i>frugal</i>	<i>lewd</i>	99-100	<i>tolerant</i>	<i>zealous</i>

NPC COMPETENCE

An NPC's competence describes how skilled they are at their lot in life; the modifier comes into play when they Do Something Choose or roll a number of positive negative competence tags according to the TAGS columns.

1d12	COMPETENCE	MODIFIER	POSITIVE TAGS	NEGATIVE TAGS
1	<i>liability</i>	-2	none	4
2-3	<i>incompetent</i>	-1	none	3
4-7	<i>competent</i>	+0	1	1
8-10	<i>adept</i>	+1	2	1
11	<i>exceptional</i>	+2	3	none
12	<i>masterful</i>	+3	4	none

NPC COMPETENCE TAGS

First, assign any competence tags suggested by the NPC's OCCUPATION. Then, roll a number of additional tags according to the table above. Whereas trait tags describe an NPC's internal moral and psychological condition, competence tags are used to evaluate their ability to accomplish a given task. Re-roll any contradictory results.

1d12	POSITIVE TAG	NEGATIVE TAG
1	<i>strong</i>	<i>weak</i>
2	<i>hardy</i>	<i>sickly</i>
3	<i>agile</i>	<i>clumsy</i>
4	<i>smart</i>	<i>stupid</i>
5	<i>wise</i>	<i>naïve</i>
6	<i>charming</i>	<i>repulsive</i>
7	<i>lucky</i>	<i>unlucky</i>
8	<i>cautious</i>	<i>foolhardy</i>
9	<i>perceptive</i>	<i>obtuse</i>
10	<i>stealthy</i>	<i>obvious</i>
11	<i>connected</i>	<i>shunned</i>
12	<i>leader</i>	<i>follower</i>

NPC DETAILS

Choose or roll at least once in each column, more if desired.

1d100	FEATURES	APPEARANCE	REPUTATION	OTHER
01-02	alert/well-rested	anemic	accomplished	adulterer
03-04	angular	ascetic	big appetite	allergic
05-06	bald/hairless	bow-legged	loud	anxious/nervous
07-08	beautiful/attractive	broad-chested	brilliant	artist
09-10	blank stare	clumsy	charismatic	atheist
11-12	bright eyes	composed	collector/pack rat	coward
13-14	broad face	dignified	competitive	cultist
15-16	dark eyes	fastidious	criminal	depressed
17-18	darker complexion	flashy dresser	dark past	disturbed
19-20	dimples	graceful	drinker/drunkard	ex-mercenary
21-22	diseased	grimy/dirty	dutiful	ex-soldier
23-24	disfigured	haggard/tired	failure	fugitive/outlaw
25-26	doughy	heavyset/stocky	fair	guilty/ashamed
27-28	dour	imposing	foolish	hard-hearted
29-30	earrings/nose ring	limps	gambler	has assistant
31-32	gaunt	missing finger(s)	good/bad child	has entourage
33-34	haggard/tired	missing hand/foot	good/bad parent	has mount
35-36	harsh voice	missing limb	good/bad sibling	has pet
37-38	leonine	muscular/athletic	hardy/healthy	heartbroken
39-40	lidded gaze	notable accessory	honored/revered	in debt
41-42	lighter complexion	notable clothing	killer	jaded
43-44	long beard/braids	notable footwear	know-it-all	loves/hates animals
45-46	missing ear	notable hands	knowledgeable	loves/hates children
47-48	missing eye/eyepatch	notable hat/headgear	leader	loves/hates magic
49-50	missing nose	notable walk	lover	loves/hates nature
51-52	missing/crooked teeth	notable weapon	loyalist	loves/hates people
53-54	notable brow	oily/greasy	naïve	loves/hates religion
55-56	notable chin	old/aged	opinionated	loves/hates ruler
57-58	notable ears	overdressed	optimist	loves/hates violence
59-60	notable face shape	perfumed	perceptive	mutters/mumbles
61-62	notable facial hair	pocked/scarred	pessimist	outcast/exile/pariah
63-64	notable forehead	ponderous	philosophical	paranoid
65-66	notable hair	quick-footed	provocative	particular/picky
67-68	notable voice	short/small/slight	reclusive	phobic
69-70	old/aged	sick/diseased	recovering	publicly shamed
71-72	piercing(s)	simple clothing	religious zealot	rebel
73-74	pleasant voice	slumped/sagging	sanguine/relaxed	refugee
75-76	pock-marked	stained/scorched	secretive	romantic
77-78	porcine	stinky/smelly	skeptic	sadistic/masochistic
79-80	sallow/wan	stylish/dandy	smart	sensitive
81-82	scarred	swaggers	strong	soft-spoken
83-84	sharp cheekbones	tall/big	superstitious	spy
85-86	sharp-eyed	tattooed/scarred	taciturn	student
87-88	square jaw	thin/wiry	talkative	stutter/lisp
89-90	squints/nearsighted	underdressed	temperamental	traitor
91-92	striking eyes	upright/good posture	traumatized	twin
93-94	striking nose	weathered	trustworthy	veteran
95-96	thick eyebrows	well-accessorized	weak	well-read
97-98	widow's peak	well-armed	successful	well-traveled
99-100	young/youthful	young/youthful	wise	whistles/hums

NPC BATTLE & BOOTY STATS

BASE HIT POINTS

When an NPC is human or dwarf, they start with 8 base HP.

When an NPC is halfling or elf, they start with 6 base HP.

ADJUSTED HIT POINTS & DAMAGE

If it's not already clear, roll 1d12 to determine how tough the NPC is. Then, adjust their HP accordingly, rounding up. An NPC inflicts damage according to the weapon they wield (see marketplace), modified by the indicated DAMAGE MODIFIER. When applying a damage modifier to a roll, damage may not be reduced below 1.

1d12	NPC IS...	HP ADJUSTMENT	DAMAGE MODIFIER
1	fragile/weak/sheltered/child	base HP x.5	-2
2-3	domesticated/civilized/youth	base HP x.75	-1
4-7	tough/wild/uncivilized	base HP x1	none
8-10	predator/warrior	base HP x1.5	+1
11	leader/veteran/durable	base HP x2	+2
12	legendary/ancient	base HP x4	+3

ARMOR

If it's not already clear from their OCCUPATION, roll 1d12 to determine the armor worn by the NPC.

1d12	ARMOR WORN	ARMOR
1-4	none	0
5-7	hide/fur/leather/shield	1
8-9	chainmail/leather & shield	2
10	scale armor/chain & shield	3
11	plate armor/scale & shield	4
12	plate & shield/dragonscale	5

MOVES

Write 3-5 moves for the NPC suggested by their OCCUPATION, tags, and any other aspects that might apply.

BOOTY

Use the rules starting on page XX of *Beasts & Booty* to determine their possessions.

1d12	NPC WEALTH	bd
1-2	penniless	none
3-6	poor	1d4
7-9	mediocre	1d6
10	comfortable	1d8
11	wealthy	1d10
12	fabulous	1d12

At the close of a session the players tell me they plan to travel to the village of Igipupa, which sits at the edge of a jungle they want to explore. I don't know much about the village, so between sessions I take some time to prep it. Using the settlement generation procedure, I end up with 4 features—"exile/ostracization" and "battle/fracas," as PAST EVENTS, and "seer/shaman/witch" and "hermit/recluse" as NOTABLE PERSONS—and 1 PROBLEM: a shortage of food. I make an immediate connection between the "hermit" and "exile" results and decide that the hermit was exiled from the village and lives on their own in the jungle. I think I'll roll up three NPCs for Igipupa: the hermit, the seer/shaman/witch, and a village leader.

I start with the leader, since that'll help me get a sense of the village as a whole. First, I decide that they're human instead of rolling for heritage. Rolling on the OCCUPATION tables I get "COMMONER > housewife/husband" but need more than that, so I roll again and get "MERCHANT > general goods/outfitter." This implies that the village is a waystation for explorers heading out into the jungle, so I make a note of that. Then, I generate the rest of the leader's details, roll a random name on my name table, and record the results:

Oladele the Outfitter (human, female; neutral (advancement), hopeful, inflexible; competent (+0), smart, repulsive, sickly): pleasant voice, sick/diseased, knowledgeable, fugitive/outlaw.

Looking for ways to make sense of these results, I decide that whatever malady Odalale suffers from has made her ugly in the eyes of her people, so she wears a head wrap to conceal her features. She's knowledgeable about the jungle because she deals a lot with people who have returned from exploring it, but why is she an outlaw? Maybe the other two NPCs will give me a clue. Rolling for the seer/shaman/witch I get:

Ayoola the Seer (human, androgynous; chaotic (impulse), ambitious, greedy, rude; adept (+1), strong, perceptive, stupid): leonine, fastidious, know-it-all, coward.

Whoa, what is up with Ayoola? Perceptive but stupid, impulsive and fastidious, a coward and a know-it-all. I think they are only tolerated by the other villagers because they're a conduit for some divine power, struck by visions that dramatically alter their personality and allow them to prophesy. With that much figured out, I roll the last NPC:

Kayin the Hermit (human, female; good (valor), creative, frugal, honest; adept (+1), strong, hardy, shunned): broad face, underdressed, trustworthy, leader.

Okay, so I decide that Kayin had been the leader of Igipupa before Ayoola had a holy vision that forced Kayin out of the village, a vision that Kayin herself believed. Now she is living naked in the wild, in pursuit of spiritual purity, until she is called to return, at which point she will challenge Oladele's position as leader.

The question remains: why is Oladele considered an outlaw? I figure she's an opportunist who took over the leadership role when Kayin left (her alignment motivation is "advancement"), and that's good enough for me; I drop the outlaw idea because it doesn't quite fit.

With these three NPCs in hand, I have a grasp on the village's basic social framework.

MISCELLANEOUS

When you need to know the circumstances surrounding any open question, roll **ACTION** and **THEME**, then **RELATIONSHIP** and **THING** if applicable, and find connections.

1d100	ACTION	THEME	RELATIONSHIP	THING
01-02	abandon	allegiance/loyalty	abductee	armor
03-04	acquire	authority/rebellion	abductor/kidnapper	blood money
05-06	aggravate	avarice/greed	advisee	book
07-08	allow	birth/growth	adviser/counsel	coded message
09-10	attack	blessing/curse	advocate/representative	contract/oath
11-12	avenge	change/transformation	apprentice	crown/diadem
13-14	blunder	corruption	aspirant/applicant	cure/antidote
15-16	capture	deception/illusion	aunt/uncle	currency
17-18	celebrate	desire/lust	authority	device/construct
19-20	conceal	destruction/collapse	believer/adherent	evidence/proof
21-22	concede	discovery/invention	child	flag/banner
23-24	create	disease/sickness	client/customer	food supply
25-26	defend	disillusionment	competitor/rival	gate/portal
27-28	demand	dreams/nightmares	cousin	gemstone
29-30	destroy	envy/temptation	defender/protector	guild mark
31-32	endure	family/parenthood	enemy/nemesis	helmet
33-34	escape	fate/destiny	escort/guide	holy book
35-36	forgive	fear/cowardice	fan/admirer	idol/figurine
37-38	give	friendship/kinship	follower	information
39-40	help	heartbreak/betrayal	former friend/ally	key
41-42	hinder	hierarchy/structure	former lover/spouse	location
43-44	ignore	honor/glory	friend/ally	map/chart
45-46	influence	hope	guard	mount/livestock
47-48	intimidate	hypocrisy	hunter	murder weapon
49-50	invest	identity	idol/hero	musical instrument
51-52	investigate	injustice	inferior	necklace/bracelet
53-54	lose	innocence	investigator	note/message
55-56	maintain	isolation/loneliness	judge/evaluator	orb/scepter
57-58	mediate	judgment/punishment	lover	pet
59-60	mourn	knowledge/information	master	phrase/incantation
61-62	negotiate	lore/mythology	niece/nephew	plans
63-64	prevent	love	oathmate	potion/elixir
65-66	prevent	magic	parent	ring
67-68	provoke	nature/civilization	peer/equal	scroll
69-70	release	order/chaos	perpetrator	secret
71-72	rescue	prejudice/intolerance	preacher/promoter	shield
73-74	retreat	pride/vanity	prey/victim	source of light
75-76	reveal	progress/technology	prisoner	spellbook
77-78	scheme	religion/ideology	proprietor	statue/sculpture
79-80	seize	sacrifice	provider	strongbox/chest
81-82	strengthen	salvation/damnation	pupil/student	tool
83-84	subdue	separation/reunion	recipient	trade goods
85-86	submit	tradition/values	recruit/inductee	treaty/agreement
87-88	surrender	tragedy/loss	servant/slave	trinket/charm
89-90	take	truth/secrets	sibling	trophy/keepsake
91-92	trade	war/conflict	spouse/bondmate	true name
93-94	transform	wealth/comfort	suitor	water supply
95-96	weaken	words/language	superior	weapon
97-98	win	work/labor	teacher	wine/spirits
99-100	work	youth/beauty	victim	reroll, + <i>magic</i>

NPC ACTIVITY

When an NPC is encountered, decide what they're doing or roll 1d12 to find out:

1d12	ACTIVITY
1	Sick/dying. Perhaps with a TASK or ITEM to impart.
2	Attacking. Going after a PC or NPC, to eliminate them or take an ITEM from them.
3	Abducting. Capturing warm bodies for slavery/ransom/human sacrifice/etc.
4	Belligerent. Looking for a fight because they're bored, vengeful/frustrated/drunken etc.
5	Victimized. Being attacked/robbed/exploited/abducted by another NPC.
6	Distressed. Hungry/heartbroken/anxious. May offer a TASK to ameliorate condition.
7	Watching. Perceives PC as ally/enemy, and/or that they possess an important ITEM .
8	Fleeing. Escaping harm/imprisonment/servitude.
9	Seeking aid. Begs/demands help with a TASK , with little or nothing to offer in return.
10	Recruiting. Looking for the right sort to join the watch/army/gang/cult.
11	Hiring. Seeking skilled individuals for an ongoing TASK .
12	Offering reward. Will grant a specific bounty upon proven completion of a TASK .

TASK

Roll 1d12 for a starting point; may lead to other opportunities. Always ask, "Why?"

1	VENTURE	2	INVESTIGATE	3-4	DELIVER
1	invest in business	1	stake out LOCATION	1	deliver bad news to NPC
2	invest in NPC	2-3	watch/follow NPC	2-4	deliver message to NPC
3-4	explore nearby region	4	search LOCATION	5-7	deliver ITEM to NPC
5-7	locate DISCOVERY	5	search NPC	8-9	escort trade caravan
8-9	locate RESOURCE	6-7	find missing ITEM	10	escort precious cargo
10-12	locate treasure	8-9	find missing NPC	11-12	escort NPC
		10-11	find CRIMINAL		
		12	find killer		
5-8	FETCH	9-10	PROTECT	11-12	ELIMINATE
1	obtain oath from NPC	1	defend personal choices	1-2	destroy ITEM
2-3	obtain ITEM	2	defend tenets of faith	3-4	destroy LOCATION
4-5	get ITEM from LOCATION	3	patrol area	5-6	slay BEAST
6-7	get ITEM from NPC	4	patrol trade route	7-8	slay MONSTER
8	capture/abduct NPC	5-7	protect ITEM	9-10	murder NPC
9-10	capture CRIMINAL	8-9	protect LOCATION	11-12	assassinate OFFICIAL
11-12	rescue NPC	10-12	protect NPC		

ITEM

When you need an object of interest, roll 1d12 for category and 1d12 for type.

1-7	COMMON ITEM	8-10	VALUABLE	11-12	UNUSUAL ITEM
1-2	victim/corpse/remains	1-2	trade goods/cargo	1-2	news from afar
3	food/drink/poison	3-4	heirloom/keepsake	3	animal/pet
4	flag/banner/symbol	5-6	purse/strongbox	4-5	rare ingredient
5	lock/key/tool/utensil	7	painting/pottery	6-7	scroll/spellbook
6-8	information/proof	8	statuette/idol	8-9	<i>holy/magical</i>
9-10	book/scroll/map	9-10	ring/bracelet/necklace		COMMON ITEM
11	weapon/armor	11	gem/jewel	10-11	<i>holy/magical</i> VALUABLE
12	medical/healing supplies	12	crown/scepter	12	<i>holy/magical</i> artifact

FOUND A RELIGION

NOTE: This section is still very much under construction!

Freebooters presumes a few things about the metaphysics of your campaign world:

- The mundane world—the one in which your campaign is set—is but one among many overlapping planes of existence.
- These planes sometimes intersect, collide, or resonate with one another, causing energy and/or matter to leak between them.
- These transplanar leaks have a disruptive effect on the mundane laws of nature “Magic-users” are those who possess the ability to draw energy from other planes into their own “Gods,” “devils,” “demons” and the like are powerful entities that dwell primarily in other planes, but sometimes manifest in the mundane world.
- The organized worship and promotion of these entities constitute the various religions of the mundane world.
- Among the most most active and venturesome proponents of a religion are those individuals known as “clerics.”

The specifics of all of this—the number and nature of the various planes, how many different pantheons exist, the relationships between gods and demons, etc.—is entirely up to you and your players. However religion figures into your world, though, you’ll need to define it, and this section gives you the tools and tables to do so.

BUILD A PANTHEON

- 1) Roll a PANTHEON DEPICTION to determine the overall apperance of the gods.
- 2) Determine the size of the pantheon. Choose a number, roll 2d4+1, or expand the roster gradually as you develop your campaign world.
- 3) Each major deity is considered the head of their own divine faction. For each faction, roll 1d4 to determine the number of minor deities and 2d4 to determine the number of mythos figures (demigods, heroes, creatures, etc.) which belong to that faction.

CREATE A MAJOR DEITY

- 1) Choose or roll ALIGNMENT. This is also the alignment of the deity's faction.
- 2) Roll TRAITS and MOTIVATION according to their alignment, just as for an NPC.
- 3) Roll 1 PRIMARY DOMAIN and 1 SECONDARY DOMAIN. These are the areas of existence over which the deity holds sway.
- 4) Roll other DETAILS as desired.
- 5) Based on their personality and domains, invent the deity's main tenet, by which all adherents to the faith strive to abide.

PANTHEON DEPICTION

Choose or roll 1d12 to determine how the gods are generally shown or described in religious art and stories.

1d12	DEPICTION
1-5	Imitative. The gods resemble the people who worship them.
6	Hybrid. Each deity is represented as part person, part animal.
7	Dramatic coloration. Hair, skin, eyes, etc. are brightly colored.
8	Multi-limbed. Multiple arms, legs, heads are common.
9	Elemental. Depicted as partly or wholly comprised of elemental forces.
10	Symbolic. Appear only as icons.
11	Abstract. Fields of color, distorted forms, alien growths, etc.
12	Roll 1d6+4 twice and combine

PRIMARY DOMAIN

Roll 1d100 once, using the column that corresponds to the deity's alignment.

GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL	PRIMARY DOMAIN
01-04	01-08	01-02	-	-	Agriculture/Aquaculture
05-06	09-10	03-04	01-02	01-02	Air/Sky
-	11-14	-	03-04	03-04	Ambition
-	-	05-14	-	-	Balance
-	-	15-22	05-12	-	Change/Transformation
-	-	-	13-22	05-08	Chaos/Corruption
07-16	15-16	-	-	-	Charity/Generosity
17-18	17-22	23-24	-	09-10	Control/Restraint
19-28	23-24	25-26	-	-	Creation
-	-	27-28	-	11-18	Darkness
-	-	29-30	-	19-26	Death/Decay
-	-	-	23-30	27-34	Destruction
29-30	25-26	31-36	31-32	35-36	Earth
31-40	27-34	37-38	33-34	-	Family/Community
-	-	39-44	-	-	Fate/Destiny
-	-	45-46	35-42	37-44	Fire
-	-	-	43-48	45-52	Greed/Avarice
-	-	-	49-54	53-60	Hate
41-50	35-42	47-48	-	-	Home/Hearth
-	43-56	-	-	-	Law/Order
51-60	-	49-50	-	-	Life/Growth
61-70	57-62	51-52	-	-	Light
71-78	63-64	53-54	-	-	Love
-	-	-	55-62	61-62	Lust
79-80	65-66	55-60	63-64	63-64	Moon
81-82	-	61-70	-	-	Nature
-	-	-	65-68	65-70	Pain/Strife/Suffering
83-92	67-70	-	-	-	Peace/Healing
-	-	71-72	69-76	71-72	Pleasure
-	-	73-74	77-80	73-74	Sloth
93-94	71-72	75-80	-	75-76	Stars
95-96	73-78	81-82	81-82	77-78	Sun
-	79-86	83-84	-	79-80	Technology/Invention
-	87-90	85-90	-	-	Travel/Trade
-	-	-	83-88	81-88	Trickery/Deceit
-	-	91-92	89-90	89-90	Void
-	-	-	91-98	91-98	War/Violence
97-98	91-92	93-98	99-100	99-100	Water/Sea
99-100	93-100	99-100	-	-	Work/Labor

SECONDARY DOMAIN

Roll 1d100 twice, using the column that corresponds to the deity's alignment. Edit results to suit your taste.

GOOD	LAWFUL	NEUTRAL	CHAOTIC	EVIL	SECONDARY DOMAIN
01-02	01-02	01-02	01-02	01-02	Alacrity/Dexterity
03-06	03-06	03-04	-	03-04	Art/Craft
-	-	05-12	03-08	-	Chance/Luck
07-10	07-08	13-14	09-10	05-06	Charm/Charisma
11-12	09-16	-	-	07-08	Civilization
13-14	17-18	15-16	11-12	09-10	Desert
-	19-20	-	13-14	11-18	Dominance/Mastery
15-16	-	17-18	15-16	19-20	Dreams/Prophecy
-	-	19-20	-	21-26	Entropy/Decay
17-20	-	21-26	-	-	Fauna/Wildlife
21-24	-	27-32	-	-	Flora/Plant Life
25-26	21-26	33-34	-	27-28	Forge/Kiln
27-32	27-28	35-36	17-20	-	Freedom
-	29-32	-	21-24	-	Glory
-	-	-	25-32	29-30	Gluttony/Appetite
33-38	33-34	37-38	-	-	Health/Constitution
39-40	35-36	39-40	33-34	31-32	Highland/Mountains
41-48	37-40	41-42	-	-	Hope
49-52	-	43-44	35-36	-	Joy
-	-	-	37-40	-	Madness
-	41-42	45-46	41-44	33-36	Might/Strength
-	43-48	-	-	-	Nobility/Pride
53-54	49-50	47-48	45-46	37-38	Ocean/Sea
55-56	-	49-52	47-48	-	Outcasts/Orphans
57-58	51-54	53-54	-	-	Peasantry/Humility
-	-	55-56	49-52	39-42	Poison/Narcotics
59-60	55-56	57-60	-	43-44	Portals/Gates/Doors
61-62	57-64	61-62	-	-	Protection/Security
63-64	65-70	63-64	-	-	Purification
65-72	-	65-66	53-54	-	Rebirth/Renewal
73-80	-	67-68	-	-	Relief/Succor
81-82	71-72	69-70	-	-	Rivers/Waterways
83-84	73-80	71-72	-	-	Roads/Crossroads
85-86	-	73-74	-	-	Sorrow/Regret
87-88	81-86	75-76	-	-	Stability/Tradition
-	-	77-78	55-62	45-48	Storm/Tempest
-	87-88	-	-	49-56	Submission/Servitude
-	-	-	63-68	57-62	Theft
-	89-90	79-80	69-70	-	Thresholds/Transition
-	-	-	71-76	63-70	Torment/Suffering
-	-	81-82	77-80	71-78	Undeath
-	-	83-84	79-80	79-84	Underworld/Underground
89-90	91-92	85-86	81-82	85-86	Wetlands/Marsh
91-92	93-94	87-88	83-84	87-88	Wilderness
93-96	95-96	89-92	-	-	Will/Wisdom
-	-	93-94	85-90	-	Wine/Drink
97-98	97-98	95-98	-	89-90	Wits/Intelligence
99-100	99-100	99-100	91-92	91-92	Woodlands/Forest
-	-	-	93-100	93-100	Wrath/Anger