



Character Generation (3d6 version)

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Character Generation

It's best if all the players all create their characters at the same time. Ask them why they all like and trust each other. (It's best to have player and character goals align.)

If a player needs to join the game later, GET THEM PLAYING QUICKLY. It is better to stumble upon a random dude in a dungeon, however unlikely, than it is for that player to sit around waiting to play.

Class Availability

The DM should pick the classes that are available at the start of the game. I recommend no more than 7.

Additional classes become available as they are encountered in the game. For example, a low-magic, urban game might limit the starting classes to Fighter, Knight, Tactician, and Thief and only allow players to play as wizards after the party encounters the Crawling Necromancer, whose spine was taken by demons in exchange for power.

There are several reasons for this. (1) It is easier for players who don't have to read through 30 possible classes before picking one. (2) It reveals the setting and genre expectations (since a low-magic world only *feels* like a low-magic world if there are no magic-users in the party, at least at first). (3) It provides an incentive to explore the world and meet interesting people.

The Four Methods of Character Generation

Standard Character Generation

- Roll stats. 3d6 in order. You may either reroll one or switch two.
- Roll on the Random Starting Profession Table (page 3).
 - Gain the listed equipment and profession (as a skill at Rank 1). (You do not gain the weapon.)
- Choose your class template and apply it.
 - Gain the listed equipment and skill (at Rank 1).

Fast Start Character Generation

Use Fast Start when someone dies and wants to start playing immediately, or when someone joins a session that is already in progress.

- This is the same as the Standard Method, except ability scores are all assumed to be 10, and are only rolled when either (a) the player has the time to do so, or (b) the stat is actually tested.

Level-o Character Generation

Use this method for level o funnels.

- Roll stats. 3d6 in order.
- Roll on the Random Starting Profession Table (page 3).
 - Gain the listed profession (as a skill at Rank 1), equipment, and weapon.

Lifepath Character Generation

(See page 8.) This is basically a character generation minigame. It progresses through the three stages of life, from childhood (where you have little control and its all random tables) to adulthood (where your abilities are tested and open ended questions are asked). Use this if you want a detailed, inspirational process.

Alternate Ways to Generate Ability Scores

If you want to use 4d6-drop-lowest or some other high-average alternative, feel free to. You will be moving the gameplay into the superheroic (where the characters are powerful and exceptional) and away from the merely heroic (where the heroes aren't any stronger than the people they are saving, just braver and more resourceful). Just be aware that your players will probably still die a lot unless you implement more generous dying rules, and will likely not feel like total badasses unless you implement some other empowering mechanic (such as hero points).

If you want to indulge in a point-buy system, be aware that reliability and control have value, too. If you want to use point-buy characters alongside Standard characters (3d6-in-order), the point-buy characters should have an average ability score of less than 10. This penalty offsets the certainty that they'll be optimized in other ways. I suggest 57 points distributed however they like among the six ability scores.

Random Starting Profession [d100]

Unless listed otherwise, assume that all starting equipment takes up 1 inventory slot.

Some items take up no inventory slots, either because they are trivially small, containers that take the place of a backpack, or animals that can walk (assume that they're on a leash). These items are listed as (0 slots). Unwieldy items require two hands to carry.

Some items can be bundled, and take up 1/3 of an inventory slot. These items are listed as {b}.

Unless listed otherwise, assume that all starting weapons are light weapons (1d6 damage). Medium weapons (1d6+Str, or 1d8+Str in two hands) are described with an (Medium). Heavy weapons {1d10+Str, two hands required} are described with a {H}. Improvised weapons get -2 to hit. All starting weapons are of Fragile quality, and gain a Break whenever a 19 is rolled.

	Profession	Equipment	Weapon
1	Con Artist	writing kit (pen, paper, ink)	swordcane (Medium)
2	Charcoal Burner	torch	axe (Medium)
3	Beggar	wooden bowl	shiv
4	Burgler	25' rope + hook	crowbar (Improvised, Light)
5	Deserter	horse (0 slots)	sword (Medium))
6	Drunkard	bottle of whiskey	broken bottle
7	Farmer	sack of cabbages	scythe (Heavy)
8	Gambler	loaded dice (0 slots)	dagger
9	Graverobber	crowbar	shovel (Medium)
10	Hunter	dead rabbit	bow {R} and 20 arrows
11	Link Boy	torch	club
12	Milkmaid	wheel of cheese	bucket (improvised)
13	Peasant	live chicken (0 slots)	sharpened trowel
14	Pickpocket	silk handkerchief (0 slots)	dagger
15	Scullion	bar of soap	rolling pin
16	Servant	feather duster	club
17	Shepherd	live sheep (0 slots)	shepherd's crook (Medium)
18	Street Urchin	jacks (as caltrops)	dagger
19	Swineherd	live pig (0 slots)	quarterstaff (Medium)
20	Tanner	waterproof bag	skinning knife
21	Thug	10' steel wire	cudgel
22	Actor	disguise kit	wooden sword (as club)
23	Alchemist	flask of glue {b}	needle
24	Animal Handler	donkey	whip
25	Architect	measuring string (0 slots)	staff (Medium)
26	Apothecary	poison, nightshade (1d6) {b}	pestle

27	Armorer	helmet {armor piece}	hammer
28	Ascetic	heavy woolen cloak (0 slots)	quarterstaff (Medium)
29	Astrologer	tarot cards	dagger
30	Astronomer	spyglass	staff (Medium)
31	Bandit	dark green cloak (0 slots)	bow (Ranged), 20 arrows
32	Baker	bag of cookies	rolling pin
33	Banker	set of scales	dagger
34	Barber-Surgeon	needle and thread	scalpel
35	Bartender	bottle of brandy	dagger
36	Black Marketeer	3 doses of opium	dagger
37	Blacksmith	iron tongs	hammer
38	Brewer	tiny keg of beer	mash paddle (Medium)
39	Bureaucrat	insignia ring and wax	club
40	Butcher	live lamb (0 slots)	cleaver (Medium)
41	Butler	tiny bell	mace (Medium)
42	Carpenter	plumb line (0 slots)	saw
43	Cartwright	handcart {0, but unwieldy}	hammer
44	Chandler	3 candles	scissors
45	Choirboy	sheet music (0 slots)	candlestick
46	Clerk	paper, pen, ink	dagger
47	Cobbler	bag of tacks	awl
48	Cook	bag of pepper	cleaver (Medium)
49	Cooper	barrel {0, unwieldy}	hammer
50	Cultist	scroll of <i>summon demon</i> {b}	wavy dagger
51	Dancer	tambourine	hidden stiletto
52	Drug Dealer	3 doses of opium	dagger
53	Dyer	3 vials of dye	bag of snails
54	Engineer	jar of grease	lead pipe
55	Fanatic	soapbox	flail
56	Fashion Designer	absolutely fabulous scarf (0 slots)	scissors
57	Fisher	fishing pole	deboning knife
58	Fool	rattle	sling (Ranged) and 2 stones
59	Geologist	rock collection	prospecting pick
60	Gardener	bag of dirt	shovel (Medium)
61	Glassblower	3 glass bottles	iron pipe
62	Gongfarmer	sack of nightsoil	shovel (Medium)
63	Gypsy	crystal ball	dagger

64	Hatter	magnificent hat (0 slots)	scissors
65	Herald	enormous trumpet	sword (Medium)
66	Herbalist	healing herbs	dagger
67	Jeweler	magnifying glass	hammer
68	Locksmith	lockpick set	dagger
69	Lumberjack	bundle of wood	axe {H}
70	Mason	bag of cement	hammer
71	Miller	bag of flour	club
72	Miner	bag of coal	mining pick (Heavy)
73	Minstrel	lute	rapier (Medium)
74	Mistress/Paramour	bottle of wine	dagger
75	Moneylender	I.O.U. worth 100c (0 slots)	dagger
76	Monk/Nun	prayer beads	staff (Medium)
77	Painter	3 tubes of paint (red, black, and white)	club (Medium)
78	Perfumer	bottle of perfume {b}	dagger
79	Philosopher	hand mirror	quarterstaff (Medium)
80	Pissprophet	jar of piss	club
81	Poacher	snare	bow (Ranged) and 20 arrows
82	Poet	book of poetry	dagger
83	Porter	Wheelbarrow (0, Unweildy)	club
84	Potter	clay	trowel
85	Prostitute	makeup kit (disguise kit)	dagger
86	Rag and Bone Man	jar of spiders	bone dagger
87	Rat Catcher	small but vicious dog	club
88	Sailor	50' rope	club
89	Scribe	writing kit (pen, paper, ink)	club
90	Sculptor	3 chisels (iron spikes)	hammer
91	Slaver	iron shackles	net
92	Squire	shield	rusty sword (Medium)
93	Stay-at-Home Parent	3 rations	belt with heavy buckle
94	Storyteller	hand puppets	quarterstaff (Medium)
95	Tailor	two yards of linen	scissors
96	Tax Collector	lockbox (0 slots)	staff (Medium)
97	Torturer	shackles	iron poker (Medium)
98	Village Idiot	hobby horse	enormous sausage
99	Weaponsmith	metal file	sword (Medium)
100	Wet Nurse	baby bottle	dagger

Optional Tables

Roll on these if you have both the time and the inclination. Only Bonds have any mechanical effect.

Random Bonds

When you start a new game, decide if everyone gets the mechanical effects of a Bond, or if no one does.

During character creation, take turns rolling on this table until everyone has a Bond. If there is one person left who doesn't have a Bond, they must join someone else's Bond. New characters can either join an existing bond, or roll for a new one (if at least two new characters were created on the same session). Alternatively, new characters just start with 500 XP.

1	Fate	Make this bond with another player, plus anyone else who opts in. Whenever a spell affects one of you, it affects both (all) of you. This doesn't cause any spell to double in effect, it just spreads it wider.
2	Friendly Rivals	Make this bond with only one other player. When one of you crits, the other one increases their critical range by 3 points. This bonus only applies to the first roll they make next turn that might outdo their rival.
3	Childhood Friends	Make this bond with another player, plus anyone else who opts in. When you and your friend fight side-by-side, you each get +4 Save vs Fear.
4	In-Laws	Make this bond with only one other player. You get +4 Save vs Emotions as long as your in-law is far away from you, but not out of sight.
5	Lovers	Make this bond with another player, plus anyone who opts in. (Polyamory is a thing.) When an adjacent lover would take physical damage, the two of you may agree to each take half of the damage.
6	Master + Minion	Make this bond with another player, plus anyone who opts in. Decide among yourself who is the master(s) and who is the minion(s). If the master spends their action giving a command to their minion, a willing minion gets a free action to carry it out.
7	Parent	Make this bond with another player, plus anyone else who opts in. One or two players are parents, while the remaining characters are offspring (if there are multiple siblings, see Siblings, below). Whenever an offspring gains a level, the parent gains (100 * offspring's new level) XP. Whenever an offspring dies, the parent loses 200 XP.
8	Protected	Make this bond with another player, plus anyone else who opts in. Decide who is the protected one, and who is the protectors. If a protected one takes no damage for an entire session, the protected one and the protectors get +10% XP at the end of that session.
9	Siblings	Make this bond with another player, plus anyone else who opts in. Whenever you fail a save against an ongoing, mind-affecting effect, one of your siblings can spend an action giving you a new save against it. This even works on things that don't normally allow extra saving throws (such as possession) and certain things that never allowed a save to begin with (such as a barbarian's rage) (DM's discretion).
10	Twins	Make this bond with only one other player. Your HP is pooled between the two of you. Any negative mental effects are shared. If one of you dies, so does the other.
11	Shared Conviction	Make this bond with another player, plus anyone else who opts in. You must all pick a Conviction to share. When you charge your Conviction, so do the others.
12	War Comrades	Make this bond with another player, plus anyone else who opts in. When you attack the same target simultaneously (by rolling simultaneously), you each get +1 Attack.

Random Personality [d20]

This table also gets used when an object or animal becomes sentient, a player creates a homunculus, gains a familiar, or the DM wants a random personality for an NPC. Roll once, unless you want a more complex character.

1	Angry	6	Comedic	11	Helpful	16	Noble
2	Arrogant	7	Cruel	12	Insane	17	Nurturing
3	Boring	8	Disgusted	13	Lustful	18	Sassy/Sarcastic
4	Careless	9	Excitable	14	Militaristic	19	Naive
5	Cheerful	10	Gloomy	15	Nervous	20	Paranoid

Random Goals / Convictions [d12]

This table also gets used when an object or animal becomes sentient, a player creates a homunculus, or the DM wants a random goal for an NPC. Roll once or twice. Remember that these results are not literal but interpreted. Does “Murder” mean sadism or a desire for righteous retribution? You decide.

1	Exploration	5	Justice	9	Power
2	Fame	6	Knowledge	10	Property
3	Hedonism	7	Money	11	Respect
4	Honor	8	Murder	12	Romance

Random Inducement [d20]

This table describes what originally motivated you to become an adventurer. Only roll on it if you can't come up with something better. (This applies to all of these tables, actually.)

1	A former slave or prisoner.	11	Following the family business.
2	A survivor of tragedy.	12	Fulfilling a promise.
3	An exile and a traitor.	13	Down on your luck after some bad bets.
4	Collecting tales of adventure!	14	Not good at anything else.
5	Deposed, secret nobility.	15	Obeying dreams/nightmares.
6	Leaving behind a tragedy. It was all your fault.	16	Raised by animals / ghosts.
7	Fleeing horrible parents.	17	Religious reasons.
8	Fleeing an arranged/loveless marriage.	18	Seeking knowledge about a subject.
9	Fleeing justice. Were you framed?	19	Sworn to kill someone/something.
10	Fleeing a society that rejects you as deviant.	20	Trying to pay back a loan. Medicine isn't cheap.

Lifepath Character Generation

All you move through the three stages of life, be sure to record all of your results.

Part One: Childhood

Children have very little control over how your life unfolds, and so you have no control in this section. Roll once on each table, then roll 1d6 for each of your ability scores, and then move to Adolescence.

Childhood I [d20]

1	You got into a lot of fights. You lost most of them.
2	A parent used to take you stargazing.
3	Your parents were firm believers in corporal punishment.
4	Your siblings ate your food.
5	You once destroyed a book.
6	You walked a very long distance, and not by choice.
7	A parent used to tell you stories of their homeland, and your heritage.
8	You invented a code in order to communicate secretly.
9	You learned by doing, not being taught.
10	You stood up for someone who was being bullied.
11	Awkward puberty.
12	You met a wizard!
13	You got into a lot of fights. You won all of them.
14	You were a fat kid.
15	They dared you, and you did it. You were famous, briefly.
16	You saved the life of one of your parents.
17	You read books in the library.
18	You hated school, even though you were pretty good at it.
19	You saw something supernatural!
20	You were always playing with your favorite pet. You miss it terribly.

Childhood II [d20]

1	You accidentally broke something precious.
2	You preferred to stay in doors.
3	You were nearly crippled in a horrible accident.
4	You always overslept.
5	Your shyness made it difficult to make friends.
6	You just wanted to see it burn.

7	You fell in love with your cousin.
8	You saw a person commit suicide.
9	You got lost. Very lost.
10	Your sibling's looked up to you.
11	You witnessed a parent's infidelity.
12	You were once trapped somewhere. You thought you were going to die.
13	You climbed up very high, even after people yelled at you to come down.
14	You remember when you became an orphan.
15	You ran for your life.
16	You had a secret place no one else knew about.
17	You loved to explore. You never got lost.
18	You solved a mystery!
19	You got caught stealing.
20	You never got caught stealing.

Childhood III [d20]

1	You killed your mother in childbirth.
2	All your siblings died from childhood illness.
3	You almost died from a childhood illness.
4	You were often bullied.
5	You embarrassed yourself publicly.
6	You were an illegitimate child.
7	You were raised by your father.
8	You know your family's secret.
9	You ran away from home.
10	You were raised by your mother.
11	You remember when the strangers arrived.
12	You were the favorite.
13	You were a bully.
14	Curiosity earned you a few scars.
15	You used to spend time with one of your parents, doing their favorite hobby.
16	You had many imaginary friends.
17	You kept a diary. You still have it.
18	An enemy became a lifelong friend.
19	You were kidnapped as a baby. You didn't find out until much later.
20	No one loved you. Not ever.

Part Two: Adolescence

In this section, you will make moral choices. Consider your character's childhood, and what type of personality would result. Make choices along those lines.

You will answer three questions in this section. Roll a d20 to find out which questions you will be answering.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16-20
ABC	DEF	GHI	JKL	MNO	ALO	AFI	CDN	EHL	CGK	EFO	IJN	BEJ	FKM	BHM	reroll

Each question has two answers, and each answer is linked to a certain stat. Read each of the three questions in order, then pick an answer (and the associated stat). Write a “+” to stats that you choose, and a “-” to stats that you don't. After answering all three questions, your stats should resemble: “Str+, Dex-, etc”.

At the end of Adolescence, roll 2d6 for each stat. If the stat had a plus, add the higher of the dice. If the stat had a minus, add the lower. (This is basically rolling 2d6-keep-highest and then adding it to the respective score.) When you are done with adolescence, erase the pluses and minuses.

- A** Things had taken a turn for the worse. Did you grit your teeth and wade in (Str) or back off and retry it when you were better prepared (Dex)?
- B** You were about to deliver bad news. It would break their heart. Were you quick and blunt (Int) or did you soften the blow with reassurances and sympathies (Con)?
- C** They were begging you to forgive them. Did you? Yes (Cha) or No (Wis).
- D** Well, you messed up this time. They're gone. And with it, all the opportunities you once looked forward to. Did you chase after them (Str) or accept the loss and move on (Con)?
- E** Your friend was in an argument, and making some bold assertions. However, you knew they were wrong. Did you stand up for them? Yes (Cha) or no (Dex)?
- F** Did you divide the food equally (Int) or give the hungrier ones a little bit more (Wis)?
- G** When you were insulted, did your honor demand satisfaction (Str) or did you just quietly promise eventual vengeance (Int)?
- H** It was none of your business, really. But it looked like things were escalating, and somebody might get hurt. Did you interfere (Wis) or stay out of it (Dex)?
- I** You lost. They were all laughing at you. Did you offer your congratulations and walk away (Con) or challenge them to a rematch (Cha)?
- J** It was supposed to be here by now, but it wasn't. People were getting worried. Did you go out yourself to fetch it (Str) or trust that it would arrive, and urge others to do the same (Wis)?
- K** You badly needed something that you couldn't afford. Did you steal it (Dex) or resolve to save up the money, no matter how long it took (Con)?
- L** Since it was so important, did you talk to them in person (Cha) or write a carefully-written letter so you wouldn't forget to include all the details (Int)?
- M** Ah, teenage love, and teenage opportunities. Did you choose love (Cha) or career (Str)?
- N** This was taking longer than you thought. Did you ask for help (Dex) or try to find a more efficient way of doing it (Int)?
- O** The jerk had it coming. The only thing is, they didn't do the thing they were accused of. You did. Did you confess (Wis) or remain silent (Con)?

Part Three: Adulthood

Adulthood takes place in different careers, and lasts 4 years (though perhaps not literal years). For each year, you will roll on the appropriate career table. To get started, roll on the Random Career Table twice. From those two results, pick one and begin by rolling on that career's table.

This section is about filling in the blanks. Answer the questions that you are given, but interpret them broadly. Remember that these are inspirations, not stone tablets. Feel free to tweak or alter details after you are done with Adulthood in order to make your character your own.

Random Career Table [d8]

	Career	Useful Stats		Career	Useful Stats
1	Army	Str, Dex, Con	6	Nobility	Con, Int, Cha
2	Clergy	Int, Wis, Cha	7	Rural	Str, Con, Wis
3	Criminal	Str, Dex, Cha	8	Sailor	Str, Dex, Int
4	Forest	Str, Dex, Wis	9	Scholar	Dex, Int, Wis
5	Hobo	Con, Wis, Cha	10	Town	Con, Int, Cha

Step 1:

Roll on the career table of your chosen career. You will roll on it a total of four times (once for each year) unless the table tells you to change career.

Some results challenge one of your ability scores and influence another. These represent times when both triumph and failure were possible, and each result would change your life forever.

To Test an ability score, roll a d12. If the result is less than than the ability score, the Test is a success, and you should write a “+” beside the influenced ability score. (You lose ties.) If you fail the test, write a “-” instead.

Some results give you a new skill. These represent experiences when you learned something. You gain it at Rank 1. If you would learn a 'Random' skill, roll on the Random Starting Profession Table.

Some results give you equipment. Add it to your starting inventory.

Some results tell you to roll on the Strange Career Table. Roll once, then return to your career.

Some results tell you to change career. Roll on your new career table, then remain on that career table for the remaining years of your Adulthood.

Step 2:

Roll a 1d6 for each stat and add it to that stat. If you had a '+', roll an additional die, and discard the lowest die. For example, “Str-” means “roll 2d6, discard the highest die, and add the remaining two numbers to your Strength”.

Multiple pluses stack (3d6-drop-lowest-two, for example). Minuses work the opposite way. Pluses and minuses cancel each other out.

Step 3:

After you roll your fourth and final year in a career, you gain the exit equipment of that career. Add it to your starting inventory.

Step 4:

Pick a class template and gain it's starting equipment. You are ready to play!

Army

The bulk of the army was recruited from the peasantry. You were probably light infantry. If you were lucky, you were equipped with a shield and a spear. If you were less fortunate, you fought with whatever farming equipment you could bring with you: usually an axe or a long knife. If you wore armor at all, it was cloth armor. In time

Campaigns were mostly exhausting periods of marching and camping, punctuated by shit-your-pants violence. Supply lines were spotty or nonexistent, and you were expected to find your own food or levy it from the local towns. Combat was sometimes brief and bloody, but was more often an all-day thing, with numerous waves and reorganizations. If you laid siege to a castle, the most common tactic was to blockade it and starve them out. You might also have been put to work digging trenches or tunnels.

You lived in perpetual fear of cavalry, especially armored knights, who were virtually impossible to kill with your shitty weapons. The best way for an irregular like you to kill a knight was to pull him from his horse and mob him with blunt weapons.

Army Career	Useful Stats: Str, Dex, Con
1 Did you single-handedly win the battle, or lose it? How?	Test Str to influence Dex.
2 You were considered for promotion. Did you pass?	Test Str to influence Int.
3 You fled a losing battle. Why? Were you noticed?	Test Dex to influence Con.
4 You attempted to assassinate an important enemy. Did you succeed?	Test Dex to influence Wis.
5 You were captured. Did you hold out during torture?	Test Con to influence Str.
6 Is your scar awesome or disfiguring? Where is it?	Test Con to Influence Cha.
7 Your captain was wrong. Did you convince him to try a better tactic?	Test Int to influence Con.
8 You released a prisoner. Why? Were you discovered?	Test Wis to influence Dex.
9 You attempted to negotiate a surrender. Whose? How did it go?	Test Cha to influence Str.
10 You looted the villages freely. What happened inside the yellow house?	Learn Scavenging.
11 How did you get the job of fixing weapons in the rear?	Learn Weaponsmith.
12 You are haunted by your memories. Of what?	Learn Ghosts.
13 You saved an ally's life with quick first aid. Whose?	Learn Surgery.
14 You had a little business on the side. How did you exploit the war?	Learn Random.
15 What happened in the trench?	Gain Shovel.
16 You once had to crucify a traitor. How did you feel about it?	Gain 3 Iron Spikes.
17 Why do you carry this thing around?	Gain Stuffed Toy Bear.
18 Roll on the Strange Table below.	
19-20 Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain Spear. This replaces the starting weapon from your class template.
- Why did you become an adventurer?

Clergy

Religion is a cornerstone of life. Even monsters worship the gods of Hesaya (or at least, tremble a little bit when they are mentioned).

You live and work in a church. As one of the younger members, you spend most of your time on the mundane chores of cleaning and cooking. With experience, you may be allowed to lead the prayers, perhaps even learn the laborious art of book-writing and illustration. Or you may eventually be assigned more interpersonal tasks, such as performing ceremonies (in the absense of anyone more qualified) or tending to the townsfolk who need you. And above all, you attend mass. Three times a day, plus meditations.

- How much do you love the Zulin, King of the Upper Air? Immensely, massively, or exclusively?
- What do you like about being a monk/nun? What do you dislike?

Clergy Career	Useful Stats: Int, Wis, Cha
1 You recited scripture to an audience. How'd it go? Who were they?	Test Int to influence Wis.
2 Your mentor asked challenging question. What was it? Were you correct?	Test Int to influence Dex.
3 You debated your faith with a heretic. How'd it go?	Test Wis to influence Cha.
4 A tragedy affected you personally. What was it? Did it shake your faith?	Test Wis to influence Con.
5 You performed a wedding. Did the ceremony go well?	Test Cha to influence Int.
6 You performed a funeral. Did the ceremony go well?	Test Cha to Influence Str.
7 You helped repair a holy site. How'd it go? Where is it?	Test Str to influence Cha.
8 You traveled to study with a distant master. What did you learn?	Test Con to influence Int.
9 You comforted someone. Why were they sad? What did you say?	Test Dex to influence Wis.
10 You follow a heretical doctrine of Hesaya. Why is your faith so strong?	Learn Celestialist Hesaya.
11 You are in the mainstream of Hesaya. Which saint do you pray to?	Learn Hesayan Saints.
12 You cleaned the temples of defeated, assimilated gods. Which one?	Learn Hesayan Slave Gods.
13 You eat the ashes of your dead gods. Why did you reject Hesaya?	Learn Fire Cults.
14 You spread the gospel among the heathens. Who did you convert?	Learn Random.
15 You went from house to house, tending the sick. Who did you heal?	Gain Lantern, Flask of Oil.
16 You watched a friendless pauper as he died. What were his last words?	Gain Healing Potion.
17 You were tasked to destroy evil. By who?	Gain Vial of Holy Water.
18 Roll on the Strange Table below.	
19-20 Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain 3 Vials of Holy Water.
- Why did you become an adventurer?

Criminal

You lived in a city, or perhaps in the countryside. You may have been [d8]: [1] a scammer, [2] a burglar, [3] a con artist, [4] a pick pocket, [5] a bandit, [6] a smuggler, [7] an extortionist, or even [8] a poacher. Punishments in most places are harsh. If you were caught you could look forward to torture, maiming, and/or execution. Long prison sentences were expensive, and generally reserved for the nobility and other people who could afford it.

There is no central “Thieves' Guild”, but there are many types of organized crime. These are horrible people who want a cut of whatever profit you are turning. Like everyone else in the world, most criminal groups are religious.

- What sort of crimes do you commit? Who did you work with?
- How do you feel about your criminality? Does your conscience trouble you?

Criminal Career	Useful Stats: Str, Dex, Cha
1 You initiation was brutal. Did you pass smoothly?	Test Str to influence Dex.
2 Did you get caught eavesdropping? What did you hear?	Test Str to influence Wis.
3 Your job was to create a distraction. How did it go?	Test Dex to influence Cha.
4 You tried to steal something very valuable. Did you succeed?	Test Dex to influence Int.
5 You were caught. Did you talk your way out of it?	Test Cha to influence Str.
6 The boss told you to look after his family. How did it go?	Test Cha to influence Con.
7 You overdosed. Did you make a full recovery?	Test Con to influence Dex.
8 You offered a bribe. Was it accepted?	Test Int to influence Str.
9 You called their bluff. How'd it turn out?	Test Wis to influence Cha.
10 You were handy with the locks? Who did you steal from?	Learn Locksmith.
11 You pulled a few scams. What was your biggest one?	Learn Forgery.
12 You worked the streets. What happened at the carnival?	Learn Pickpocket.
13 You once lost something very precious while gambling. What was it?	Learn Gambling.
14 You learned something from your cellmate. Whatever happened to him?	Learn Random.
15 You were chased. By whom?	Gain Caltrops.
16 You took a bad fall and broke your leg. How did you pass the time?	Gain 30' rope + Hook.
17 You were robbing a house when something unexpected happened. What?	Gain Lockpick Set.
18 Roll on the Strange Table below.	
19-20 Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain a Lockpick Set.
- Why did you become an adventurer?

Forest

There are two kinds of forests. The first kind was the domesticated forest. These were known and well-trafficked by peasants looking for food and lumber. Rough roads exist for the lumber paths. Trees were often trimmed down for purposes of coppicing (stimulating the growth of wood suitable for poles). Charcoal burners often lived in the forest. Royal forests were reserved for the king, and additional rights within that forest (for lumber, pasture, or hunting) were purchased at great expense. This is the sort of forest that you lived in.

The second kind of forest is the untamed forest. It is alien and hostile and civilization has no place in it. Druids, elves, and worse dwell in it. Trees kill with heavy boughs. If they are feeling generous, the trees will warn you off by dropping the bones of those that they have caught and shattered up in their branches.

- What was your house like?
- Why didn't you rejoin civilization?

Forest Career	Useful Stats: Str, Dex, Wis
1 You were chased. By what? And how did you escape?	Test Str to influence Dex.
2 You built yourself a new home. Was it comfortable?	Test Str to influence Con.
3 You went on a hunt. What for? And was it successful?	Test Dex to influence Wis.
4 You built a trap, but caught something unusual. What was it?	Test Dex to influence Int.
5 You followed the tracks. What did they lead you to?	Test Wis to influence Str.
6 You shared food with a stranger. Were they trustworthy?	Test Wis to influence Cha.
7 Your blood was poison. You were dying. What did you do to survive?	Test Con to influence Wis.
8 You had to hide all evidence of yourself. Why?	Test Int to influence Str.
9 What did you need so badly? What did you trade?	Test Cha to influence Dex.
10 You befriended an animal. It wasn't a pet. What was it? How?	Learn Animal Handling.
11 What was the largest animal you ever hunted?	Learn Butcher.
12 You fished up something very interesting. What?	Learn Fishing.
13 Plants are medicine and spice. What did you use them for?	Learn Herbology.
14 You visit town for something you can't get in the forest. What is it?	Learn Random.
15 You collected rabbit furs. Who did you trade them to?	Gain a Snare.
16 You used to have two hawks. What happened to the first one?	Gain a Hawk.
17 You milked many snakes to collect a single vial. What will you use it on?	Gain Vial of Poison.
18 Roll once on the Strange Table instead.	
19-20 Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain Healing Herbs.
- Why did you become an adventurer?

Hobo

You are a wanderer who takes up odd jobs when you can. Most often, this means performing seasonal labor on a farm somewhere. Begging is a last resort for most hobos, along with banditry. You were often treated poorly, and even those who weren't bandits were suspected of being one.

You often slept in a church, where free meals were sometimes given.

- How did you become a hobo?
- Why haven't you settled down somewhere?

Hobo	Useful Stats: Con, Wis, Cha	
1	You were hired as a day-laborer. What was the work? Who hired you?	Test Con to influence Cha.
2	You were attacked. What happened?	Test Con to influence Wis.
3	You were paid to commit a crime. Did you do it? How did it go?	Test Int to influence Con.
4	You tried to live in a building secretly. What building? How did it go?	Test Int to influence Dex.
5	You asked a rich woman for money. What did she give you instead?	Test Cha to influence Int.
6	They were going to arrest you. Did you talk yourself out of it?	Test Cha to influence Str.
7	You returned some stolen goods. What were they?	Test Str to influence Wis.
8	You had to find food? Did you? Where?	Test Dex to influence Str.
9	A young man came to you for advice. Why? What did you say?	Test Wis to influence Dex.
10	You worked for a while on a farm. What kind of farm? Why'd you stop?	Learn Farming.
11	You worked for a while as someone's servant. Whose?	Learn Servant.
12	You worked for a while on a small fishing boat. Why'd you stop?	Learn Fishing.
13	Are you walking towards something, from something, or neither? Why?	Learn Roads.
14	You lived with a family for a while. What did you learn from them?	Learn Random.
15	What is your dog's name? What kind of a dog is it?	Gain a Dog.
16	Why do you drink so much?	Gain a Bottle of Whiskey.
17	You know how to read the secret hobo signs. Who taught you?	Gain Piece of Chalk.
18	Roll once on the Strange Table instead.	
19-20	Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain Sack of Lard.
- Why did you become an adventurer?

Noble

Unlike everyone else, you actually got three meals a day. You lived in a castle in your desmene, where your father taxed all the peasants and raised militias. Less likely, you lived in an estate in the city. You may have bathed as often as twice a year, but most of the time the smell was masked with perfumes and sachets.

A big part of your father's job was administrative. Your job was instructive: you had dozens of tutors and trainers. Your marriages were usually arranged. You may have been raised in some other noble's household, as part of a sort of hostage exchange. Recreation included hunting, dancing, poetry, parties, exotic drugs, orgies, and demon summoning (because nothing livens up an orgy better than an actual succubus).

What were you parents like? Your siblings?

Did you get along with the peasantry?

Noble	Useful Stats: Con, Int, Cha	
1	Were you a drunken embarrassment or the life of the party?	Test Con to influence Cha.
2	Someone attempted to poison you. Did you figure out who it was?	Test Con to influence Wis.
3	How did you blackmail them? Did it resolve satisfactorily?	Test Int to influence Con.
4	How did they blackmail you? Did it resolve satisfactorily?	Test Int to influence Dex.
5	You told a lie. Why? And did you get away with it?	Test Cha to influence Int.
6	You were involved in a scandalous relationship. Were you discovered?	Test Cha to influence Str.
7	Did you attend your fighting lessons or skip them? Why?	Test Str to influence Int.
8	You danced with someone very important. Who? Did you impress them?	Test Dex to influence Cha.
9	You went among the peasants. How did it go?	Test Wis to influence Con.
10	What was your tutor like?	Learn History.
11	You were involved in a lawsuit. What was it over?	Learn Law.
12	Do you value good manners, or scorn them?	Learn Etiquette.
13	You fell in love at a ball. Who with? What ever happened to them?	Learn Dancing.
14	You are a member of a secret society. What do they do?	Learn Random.
15	Why do you carry a concealed weapon?	Gain Swordcane.
16	What is your butler's/maid's name? What secret do they have?	Gain Butler/Maid.
17	Where do you get your drugs from?	Gain 3 Doses of Opium.
18	Roll once on the Strange Table instead.	
19-20	Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain Fancy Clothing. What does it look like?
- Why did you become an adventurer?

Rural

You were a farmer, living in the countryside. From your house, you could see 1d4-1 of your neighbor's houses. You might have owned the land you farmed, or it might have been a serf. Serfs were a cross between slaves and free citizens. Serfs paid their rent in crops. They could not leave the village, marry, or sell an ox without their lord's permission. There is a small village near you, within a day's travel. This is where you go to buy and sell. You go there every Sunday in order to attend church.

Your animals are small by real-world standards (no selective breeding). You rotate crops across fields: one field grows summer crops, another winter crops, and another lies fallow so the soil can recover. You live in constant fear of druids, famine, disease, and your lord's displeasure.

- What was your lord's name? What kind of relationship did you have with him?
- What was the village's name?

Rural	Useful Stats: Str, Con, Wis	
1	You got in a brawl. Against who? Did you win?	Test Str to influence Con.
2	Did you harvest your fields by yourself or ask for help? From who?	Test Str to influence Int.
3	Famine. Did one of your family members starve to death?	Test Con to influence Wis.
4	You got drunk on a festival day. How did it go?	Test Con to influence Cha.
5	You delivered a calf. How did it go? How did the experience change you?	Test Wis to influence Str.
6	You entered your crops/animals into the county fair. Did you win?	Test Wis to influence Dex.
7	You ran for a doctor. Did you make it in time?	Test Dex to influence Wis.
8	You tried to buy your neighbor's field. Did you have enough money saved?	Test Int to influence Str.
9	You got married! How did it go? Who was it?	Test Cha to influence Dex.
10	Why do animals trust you so much?	Learn Animal Handling.
11	What was your favorite dish to make? Who taught it to you?	Learn Cooking.
12	The weather changed your life once. How?	Learn Weather.
13	You befriended the merchant that you sell to. Who are they?	Learn Merchant.
14	What was your favorite part about festival days?	Learn Random.
15	Your spouse is traveling with you. What is their name?	Gain Level o Hireling.
16	Your dog is traveling with you. What is their name?	Gain Dog.
17	You grew a record-breaking turnip/carrot/potato. What's your secret?	Gain Giant Turnip (3 rations).
18	Roll once on the Strange Table instead.	
19-20	Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain Donkey. What's its name?
- Why did you become an adventurer?

Sailor

Most sailors were merchants, but others were pirates, smugglers, slavers, fishermen, or part of a navy. Sometimes ships could be recommissioned for a different purpose. Most ships were not owned by the captain, but instead by some richer, land-based investors, such as a noble, king, or merchant's guild. Ships also carried mail and passengers, but only occasionally. Journeys were long and (usually) boring. The food was awful, and malnutrition was rampant. When a ship needed sailors, it was not uncommon to recruit via kidnapping.

What was your ship's name? What kind of a ship was it?

Who owned the ship? Who was your captain? What kind of a relationship did you have with him?

Sailor	Useful Stats: Str, Dex, Int	
1	You were asked to do the job of two men. Did you? What was the job?	Test Str to influence Dex.
2	You tried to haul something onto the deck. Did you? What was it?	Test Str to influence Wis.
3	You lost your balance in the rigging. Did you catch yourself?	Test Dex to influence Int.
4	Did you spot the pirates early enough to avoid them?	Test Dex to influence Cha.
5	You were asked to navigate. Did you do so successfully?	Test Int to influence Str.
6	Could you tell if the ship's rations were infested before you ate them?	Test Int to influence Con.
7	You were shipwrecked. Did you manage to keep everyone alive?	Test Con to influence Int.
8	There was a mutiny. Were you on the winning side?	Test Wis to influence Str.
9	They refused to let you dock. Why? Did you convince them otherwise?	Test Cha to influence Dex.
10	Who was the ship's navigator? Where did you sail to?	Learn Navigation.
11	You didn't speak the local language. Where were you?	Learn Linguistics.
12	What was the strangest thing you ever fished up?	Learn Fishing.
13	Your ship was badly damaged. How did this happen?	Learn Carpentry.
14	What was the worst food you ever had to eat on ship?	Learn Cooking.
15	You found an uncharted island. What was on it?	Gain Spyglass.
16	Who gave you this fishing pole?	Gain Fishing Pole.
17	Why haven't you gone in search of this buried treasure yet?	Gain Treasure Map.
18	Roll once on the Strange Table instead.	
19-20	Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain 50' of Rope.
- Why did you become an adventurer?

Town

About 90% of the population were farmers. As a townspeople, you are already in a small minority. Small towns usually grew up alongside a river, clustered around a church. The streets are made from dirt and horseshit. Butchers dump their blood right in front of their storefront. The only sewer is the local river. Towns are owned by a local lord or a bishop. A few are independent (they elect their leaders) underneath the king. No one takes baths.

You were apprenticed to a tradesman. Your master may or may not have been a member of a guild. Examples of trades include [d12]: [1] wool, [2] silk, [3] money-changers, [4] furriers, [5] blacksmiths, [6] bakers, [7] saddlemakers, [8] shoemakers, [9] masons, [10] fishermen, [11] weavers, and [12] prostitutes.

Who was your master? What was his chosen career?

Did you like your chosen career? Why or why not?

Town	Useful Stats: Con, Int, Cha	
1	Did you survive the slow pox without disfigurement?	Test Con to influence Cha.
2	Someone attempted to poison you. Did you figure out who it was?	Test Con to influence Wis.
3	Did you successfully complete your apprenticeship?	Test Int to influence Con.
4	Did you notice a discrepancy in your finances in time? What was it?	Test Int to influence Dex.
5	You asked someone to marry you. Did they say yes?	Test Cha to influence Int.
6	You annoyed a noble. Did you appease him or did he send his thugs?	Test Cha to influence Str.
7	You moved. Were you able to carry all of your belongings?	Test Str to influence Cha.
8	Someone broke into your shop. Did you manage to recover your goods?	Test Dex to influence Int.
9	You helped look for a missing child. Did you find them? How?	Test Wis to influence Dex.
10	Your best work was not a weapon. What was it?	Learn Blacksmithing.
11	Whose house did you work on? Why did it need work?	Learn Carpentry.
12	Who did you hear the rumor about? What was it?	Learn Gossip.
13	You worked alongside two other weavers. Who were they?	Learn Weaving.
14	You had a little business on the side. What was it?	Learn Random.
15	Why were you often out after dark?	Gain Lantern and Oil Flask.
16	Who did you write letters to?	Gain Writing Set.
17	Whose booth did you always visit on market days? Why?	Gain Wheelbarrow.
18	Roll once on the Strange Table instead.	
19-20	Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

- Gain a torch.
- Why did you become an adventurer?

Wizard's Apprentice

You were a servant, first and foremost. You harvested reagents, organized books, and cleaned up after your master. You only studied when your chores were done, and you only received instruction when your master was not busy (which was rare).

Who was your master? What did they specialize in?

What was the tower like? Was it even a tower?

Wizard's Apprentice		Useful Stats: Dex, Int, Wis
1	You copied a book for your master. Did you make any mistakes?	Test Dex to influence Int
2	You were in charge of feeding your master's menagerie. How'd it go?	Test Dex to influence Cha.
3	You weren't the only apprentice. Were you the favorite?	Test Int to influence Wis.
4	You snuck a peek at your master's spellbook. How'd it go?	Test Int to influence Str.
5	You took some of your master's drugs. How'd it go?	Test Wis to influence Dex.
6	Your master's spell went awry. Did you successfully rescue the books?	Test Wis to influence Con.
7	You had many chores. Were you usually able to get them all done?	Test Str to influence Wis.
8	Your master's life was in peril. Did you successfully save them?	Test Dex to influence Int.
9	You were sent into town for supplies. Did the townsfolk treat you fairly?	Test Cha to influence Wis.
10	Who did you kiss in the observatory?	Learn Astronomy.
11	What was the demon's name? What did it offer?	Learn Demons.
12	Who was the foreigner that stayed with you for a while?	Learn Linguistics.
13	There was an alchemical accident. What was lost?	Learn Alchemy.
14	Your master had eclectic interests. Did you participate?	Learn Random.
15	It's not a familiar, but it is unusually intelligent. How was it made?	Gain an Obedient Mouse.
16	It's not a familiar, but it is unusually intelligent. How was it made?	Gain an Obedient Sparrow.
17	Did you steal the book or was it given to you? Why?	Gain Book of Arcane Lore.
18	Roll once on the Strange Table instead.	
19-20	Change of career! Roll 1d8 on the Random Career Table, then roll on that career's table.	

Exit:

Gain a Vial of Acid, a Vial of Glue, and an Oil Flask.

Strange

Strange	Useful Stats: All
1	You were captured by orcs. Did you win their respect or their contempt? Test Str to influence All.
2	You went on a witch hunt as part of a huge mob. How did it go? Test Dex to influence All.
3	You were petrified. Was it days until your rescue, or years? Test Con to influence All.
4	Did you resist the possession, or did the ghost use you to do awful things? Test Int to influence All.
5	Did you resist the vampire's charms, or lead your friends to slaughter? Test Wis to influence All.
6	Did you lead the guards against the necromancer or obey his commands? Test Cha to influence All.
7	You were buried alive. How did you escape? How long did it take you? Learn Dungeons.
8	A dragon attacked. What did it take as tribute? Learn Dragons.
9	What was the horrible cost of their resurrection? Who were they? Learn Necromancy.
10	You lived beneath the waves, with a mermaid. Why did she let you go? Learn Ocean.
11	A werewolf begged you to kill him before the next full moon. Did you? Learn Curses.
12	How did you find the goblin market? What did you trade? Learn Goblins.
13	You traded bodies with someone. (Roll age, gender randomly.) How? Gain Vial of Poison.
14	You were hired by adventurers to check for traps. How did they all die? Gain 10' Pole.
15	Your sibling was cursed by a witch. Why? Gain Talking Newt.
16	A dead man fell out of the sky. He carried a map. What dropped him? Gain Treasure Map.
17	A druid turned you into an animal for a while. How many years? Roll on Beast Tongues Table.
18	Why did the fairies owe you such a big favor? Roll on Magical Ability Table.
19	How'd you piss off that witch? Gain a Random Curse .
20	Why did you investigate that meteorite? What slithered out of it? Gain a Random Mutation.

[d6] Beast Tongues

[d6] Magical Ability

1	You can speak with fish.	1	You can cast <i>arcane lock</i> 1/day.
2	You can speak with birds.	2	You can cast <i>control fire</i> 1/day.
3	You can speak with beasts (mammals , mostly).	3	You can cast <i>disguise</i> 1/day.
4	You can speak with crawling things (reptiles, bugs).	4	You can cast <i>grease</i> 1/day.
5	You can speak with plants.	5	You can cast <i>illusion</i> 1/day.
6	You can speak with dead.	6	You can cast <i>light</i> 1/day.

Exit:

Gain a (random) minor magical item. How did you get it?