Background Noise

Breath life into your character

Second Rat Games

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David Reeder, Philip Jacques, and Erik A. Dewey
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Introduction

Welcome

Ultimately, it is our hope that this book will help you expand your role-playing and bring life to your characters that they previously lacked. Please let us know if you have any comments or thoughts at erik@secondrat.com.

How to Use This Book

The best use of this book is a springboard for your imagination. When all of the rolling is finished, you will find the character's past roughly detailed. From there, all you need to do is smooth everything out, play up any coincidences you find, and ignore anything that does not fit in your mind. The tables are there to help you, not dictate what you must play.

In addition to creating backgrounds from whole cloth, you can use the tables within to generate information needed on-the-fly. Looking for a title for a noble, or a strange event to occur in the past, simply choose the correct table and roll the dice.

One quick note, the tables are written with the assumption that the character is a generally good male individual in a fantasy world. Feel free to alter any of the results to better tailor them to your character.

Generating a Background

The process for generating a character is fairly straight forward. First, print out the Character Background form on the last page.

Then grab some percentile (d100) dice and turn to Table A. On top of each table are the instructions on how to use it and also what the results represent. After each table are the directions on where to go next. Follow those and your background will be built in no time.

Thanks.

Section I: Unalterables

The first part of the character's history deals with their family, locations, climates, etc. These are the things that the young character has no control over, thus they are unalterable. Generally speaking, the results on these tables are reveal what life was like while the character grew up and it is assumed that the family life is still the same today.

Table A Family Status

This table will generate the current social status of the character's family. The social status represents where in the societal hierarchy others view the character's family. This is different than wealth since it is entirely possible for a Lower Class family to be extremely wealthy.

Note, that the results here will modify Table F.

Roll	Value	Table F Mod
1-5	Slave	0
6-10	Criminal	0
11-18	Refugee	-10
19-20	Orphan	-5
21-45	Lower class	-5
46-65	Middle class	0
66-75	Patron (church, arcane, monastic)	10
76-85	Self Sufficient - never want but don't have traditional wealth	0
86-95	Upper class	20
96-100	Noble	20

Proceed to table B.

Table B Family Wealth

This table will generate the current wealth level of the character's family. This level does not immediately apply to the character, but can be an indicator of what resources the character has available back home.

Roll	Value
1-10	Clothes on their back
11-30	Poor
31-60	Comfortable
61-80	Well off
81-90	Wealthy
91-100	Want for nothing

Proceed to table C.

Table C Climate Table

This table shows the general climate where the character's family lives.

Roll	Value
1-13	Sub artic
14-27	Arctic
28-41	Subtropical
42-55	Tropical
56-69	Tundra
79-82	Arid
83-100	Temperate

Proceed to table D.

Table D Terrain

This table reveals what the predominant terrain around the character's family's home was like.

Roll	Value
1-6	Mountain
7-12	Valley
13-18	Desert
19-24	Swamp
25-34	Plains
35-40	Hills
41-46	Cliff
47-52	Tropical
53-58	Tundra
59-64	Glacier
65-70	Marsh
71-76	Beach
77-83	Forest
84-91	Aquatic (shipboard/underwater)
92-97	Underground
98-100	Nomadic (ranged over multiple terrain types)

Proceed to table E.

Table E Community

Now we move on to the type of community the family lives in. Like their social status, the results on this table will modify table F. Simply total the modifiers for this and from table A.

Roll	Value	Table F Mod
1-5	Tribe	-5
6-10	Frontier homestead	-3
11-15	Camp (mining, logging, military)	-2
16-21	Thorpe	-2
22-25	Compound (religious, military, arcane)	5
26-35	Hamlet	0
36-46	Village	0
47-57	Town	5
58-70	Large Town	10
71-85	City	10
86-98	Metropolis	15
99-100	Traveling band (entertainers, salesmen, gypsies, etc.)	5

Proceed to table F.

Table F Occupation Table

This table lists the family's primary occupation. Roll first on the table below to determine if the occupation applies to the father, the mother, or both. Then roll on the main occupation table to determine what the occupation is, adding in the previous modifiers.

Roll	Value
1-75	Father only works.
76-80	Father and mother work together.
81-95	Mother only works.
96-100	Both work different jobs, roll twice

Main Occupation Table

Roll	Value
1-5	Farmer
6	Hunter/Trapper
7	Healing
8	Soldier
9	Fisherman
10	Herder
11-12	Criminal

13	Beggar
14	Sailor
15	No need for a job
16	Fortune teller
17-19	Blacksmith
20	Potter
21	Weaver
22	Religious (priest, shaman, etc.)
23	Basketweaver
24	Toolmaker
25	Tent maker
26	Ship builder
27	Guide
28	Miner
29	Stone cutter
30	Wench/Waiter
31	Teacher
32-33	Inn/Tavern owner
34	Gambler
35	Mason
36	Bowyer
37	Sailmaker
38	Saddle maker
39	Cartwright
40	Candle maker
41	Miller
42	Armorsmith
43	Sausage maker
44	Tailor
45	Metalsmith
46	Dress maker
47	Horse breeder
48	Cleric
49	Wizard
50	Fighter
51	Rogue
52	Specialty Adventurer
53	Artist
54-56	Merchant
57	Weapon maker
58	Horsemaster
59	Explorer
60	Tinker
61	Launderer
62	Household servant
63	Bartender
64	Bouncer
65	Gov't Official
66	Chef
67	Overseer/Manager
68	Ship Captain
69	Landlord
70	Banker
71	Butcher
72	Carpenter
73	Tanner
74	Rope maker
75	Cobbler
76	Cooper
77	Painter
78	Spinner
79	Distiller/Brewer
80	Sign Painter
81	Animal Trainer
82	Glazier/Glass blower
83	Clock maker
84	Paper maker
85	Philosopher
86	Entertainer
87	Money Lender
88	Scribe
89	Engineer
90	Alchemist
91	Architect
92	Doctor
93	Courtier
94	Diplomat
95	Athlete
96	Jeweler
97	Instrument maker
98	Cartographer
99	Sage
100	Perfumer
101+	Live off investments

Proceed to Table G.

Table G Location

This table lists the location of where the family lived during the time the character was with them. Over time the family may have moved, but this place is where most of the characters formative years were spent.

Roll	Value
1-15	Apartment
16-30	House
31-35	Commune
36-38	Guildhall
39-42	Above business
43-45	Streets
46-50	Monastery/Nunnery

51-53	Compound
54-60	Inn
61-63	Barracks
64	Jail
65-70	Hut
71-72	Homeless
73-79	Servant's quarters
80-84	Mansion
85-88	Castle
89-91	Tent city
92-94	Boat/Ship
95-98	Wagon
99	Treehouse
100	Sewers

Proceed to table H.

Table H Birthplace

Everyone is born somewhere, and this is where the character was. Some people may apply certain superstitious beliefs upon a baby born in a strange location. It could be a premonition of great things to come or a warning of the terrible evil about to be unleashed.

Roll	Value
1-30	Home
31-40	Healers guild
41-45	Carriage
46-50	Barn
51-53	Cave
54-57	Field
58-60	Forest
61-66	Temple
67-68	Battlefield
69-72	Alley
73-74	Brothel
75	Palace
76	Creature's lair
77-79	Tavern/Inn
80-81	Sewers
82-83	Guildhall
84	Another plane
85-87	Ship
88	Prison
89	Wizards lab
90	On an altar
91	In a nest of a great bird
92-93	Kitchen
94-98	Stable
99	Smithy
100	Hunting lodge

Finally, the character needs to determine his birth order and how many siblings he has.

Birth Order

Roll	Value
1-45	First born
46-70	Middle child
71-100	Youngest child

Once the birth order is determined, roll 1d6-1 to determine the number of siblings in the family. The die type could be modified if the race is notably prolific or barren (i.e., the Halflings of the world are known for multiplying like crazy so roll 1d10-1 while the elves are a dying race are reproduce rarely, so roll 1d4-1 for them). After the number of siblings is determined, roll for each of their sex.

Roll	Value
1-50	Male
51-100	Female

Proceed to section II, table I

Section II Family History

The second section deals with the character's family history. Different events that occurred to parents, siblings, and even past ancestors. The results of this section help to shape the way the character viewed the world as he was growing up.

Table I Parental Events

There are at least a few notable events in everyone's life and these are some that happened to the character's parents. This table will be rolled on twice (more of less if you have a preference) to determine the two major events in the parents' lives. First roll on the initial table to determine which parent, or both, the event happened to, then roll on the main Parental Event table for the result. Repeat the process for the second event.

Roll	Value
1-40	Mother
41-80	Father
81-100	Both

Main Parental Event Table

Roll	Value
1-3	Parent becomes very devoted to a hobby (see Table M)
4-6	Parent possesses an unusual item (see Table GG)
7-9	Parent experiences a strange event (see Table Z) and tells anyone who will listen about it
10-12	Parent knows the location of a legendary lost treasure but has never claimed it
13-15	Parent has a secret life
16-17	Parent is in the service of a patron (see Table DD)
18-20	Parent is a decorated military veteran
21-23	Parent is very religious (see Table HH)
24-25	Parent is originally from a foreign country
26-28	Parent has been disfigured (see Table NN)
29-31	Parent was a Cleric (see Table O)
32-34	Parent was a Fighter (see Table P)
35-37	Parent was a Wizard (see Table Q)
38-40	Parent was a Thief (see Table R)
41-43	Parent was a Ranger/Druid (see Table S)
44-46	Parents owe a large debt that they cannot pay
47-48	Parent has a devoted servant that has been with the family for generations
49-51	Parent's brother/sister are very wealthy
52-54	Parents are owed a large debt that they can claim at any time. Debtor can pay.
55-56	Parents are owed a large debt that they can claim at any time. Debtor cannot pay.
57-59	Parent is fey-touched and occasionally visited by different fey creatures
60-62	Parent is occasionally visited by mysterious men. After the visit, the parent is gone for a few days and never discusses where he/she goes or what he/she did.
63-64	Parent engages in gossip and consequently has a web of informants that pass information.
65-67	Parent possesses information that if it were to get out would doom the family
68-70	Parent possesses information that if it were to get out would save the family but for reasons unknown, the parent has not released it.
71-73	Parent is famous around town for their job
74-75	Parent is famous around the county for their job
76-78	Parent is famous around the world for their job
79-80	Parents are not the character's biological parents
81-83	Parents are ostracized from the community for unknown reasons
84-86	Parents are respected and feared in the community for unknown reasons

87-88	Parents do not like one another but stay married
89-91	Parent had a spouse previously
92-94	Parent had a child out of wedlock
95-97	Parent is good friends with a high level political person, possibly even a ruler
98-100	Parent has an acquaintance that constantly asks for favors that the parent must perform for some reason

Sibling Events

Choose one sibling, if any, to have had a special event in their life. Roll once on table K for the significant event in their life. After that, proceed to table J.

Table J Family Legacy

Sometimes family is something you have to live up to or possibly repent against. Deeds done long before the character was born can have significant impact in a person's life.

Roll	Value
1-10	None
11-14	Family's history is lost to time
15-20	Family were immigrants from a distant land
21-24	Family comes from a line of successful merchants
25-27	Family had a notably unsuccessful merchant in their past
28-30	Family came originally from another plane
31-33	Ancestor was a famous Fighter
34-37	Ancestor was a famous Wizard
38-41	Ancestor was a famous Cleric
42-45	Ancestor was a famous Rogue
46-49	Ancestor was a famous Bard
50-53	Ancestor was a famous Ranger
54-57	Ancestor was a famous Druid
58-60	Ancestor created a spell still known today
61-63	Ancestor created a legendary item
64-67	Ancestor was exiled from their home country
68-70	Ancestor performed some heroic task that bards still sing about
71-72	Ancestor failed at a heroic task that is still lamented today
73-78	Ancestor lead a rebellion that succeeded
79-80	Ancestor lead a rebellion that failed, managed to escape
81-82	Ancestor founded a community (see Table E)
83-84	Ancestor founded a community that failed (see Table E)
85-87	Ancestor was considered a hero but was actually mistaken for someone else
88-89	Ancestor was accused of being a traitor
90-93	Ancestor was a famous Artist
94	Ancestor belonged to a cult
95-96	Ancestor was one of the world's more infamous villains
97-98	Ancestor was considered part of or the fulfillment of a prophecy
99-100	Ancestor had a personal contact with a deity (see Table HH)

Proceed to section III Table K.

Section III Character History

Thus we enter into the meat of the character, what specifically happened to him from birth until today. The various events that happen to the character shapes his perception of the world and his place into it. Some tragedies must be overcome and triumphs must be cherished.

Table K Childhood Events

Ranging from birth to adolescence, the character's childhood is ripe for events that guide him to making the choices he does in adulthood. Like the Parental Events table, the character rolls twice on the table below (more or less if desired).

Roll	Value
1-2	Character is discovered to look exactly like a prince. Kids trade places for a while.
3-4	Child grew up on island/shore/bay (saltwater).While swimming, he was caught in undertow and pulled out to sea, forced back in to an underwater cave with air pocket used in centuries past as smuggler's/pirate's cove. By the time child finds his way out his entire village has been sacked by aquatic monsters and the child is only survivor. However he finds leftover plunder in cave (see Table GG).
5	The child survived terrible disease during childhood years. There were thousands of dead throughout the kingdom, and the child was one of only a handful so afflicted that survived. He has a permanent disfigurement (see Table NN) caused by disease. However, there is one particular priesthood that was considered by many in the population to have been instrumental in combating and curing the disease which otherwise would have been pandemic. Those marked by the disease are considered to be particularly favored of that God (see Table HH). The child has positive reactions by worshippers or clergy of that deity. Common folk believe they were saved for a reason and consider them fated, doomed or destined for some great or terrible deed and will not willingly cross or impede them.
6-7	Mother died in childbirth (character's or a sibling's). It is possible that members of the family hold the mother's death against the child.
8-9	The father thinks the child belongs to someone else. His thoughts may or may not be correct.
10-11	Child was born during a thunderstorm.
12-13	Child inherits family curse (see Table KK)
14-15	Unnatural darkness/eclipse happened when the child was born
16-17	Child left abandoned, raised by foster parents
18-19	Child has an unusual birthmark (see Table II)
20	A witch prophesizes the characters death (see Table CC)
21-22	Mysterious stranger gives a gift to the child (see Table GG)
23-24	While walking down a deserted street or alley, the child stumbles across a group of ruffians kidnapping a noble. The child is able to foil the kidnapping by accident, but the noble is very grateful.
25-26	Child falls down a well. While down there, he finds a treasure. He is brought out of the well but tells no one of what he found (see Table GG).
27-28	There is starvation in the city causing a peasant revolt. The character's family is caught in the middle and is forced to take sides.
29-30	Character runs away from home. He returns a few months later.
31-32	Character runs away from home. He returns a few years later.
33-34	Character runs away from home. He never returns.
35-36	Character encounters a Cleric during an event (see Table O)
37-38	Character encounters a Fighter during an event (see Table P)
39-40	Character encounters a Wizard during an event (see Table Q)
41-42	Character encounters a Thief during an event (see Table R)
43-44	Character encounters a Druid/Ranger during an event (see Table S)
45-46	Character gains a best friend. The two are inseparable and explore the surrounding area relentlessly. They learn most of the hidden out of the way places in the region. Eventually, they drift apart during adolescence.
47	Character's family moves to another city/country. It is awkward at first since the cultural differences mark the character as an outsider.
48-49	The character's parents become renowned for their occupation. The family's wealth level increases accordingly.
50-51	The character's parents have a problem with their occupation and are forced to abandon it. The family's wealth level decreases accordingly and a new occupation is chosen (see Table F)
52-53	The character's parents split up. The character goes with his mother.
54-55	The character's parents split up. The character goes with his father.
56-57	The character unwittingly angers a fairy who places a curse on him (see Table KK)

58-59	The character unwittingly helps a fairy who places a blessing on him (see Table LL)
60-61	The character is part of a marriage arrangement (possibly for financial or political reasons). Upon reaching maturity, the character is supposed to marry this other person, whom he has never met.
62-63	An acquaintance of the character teaches him a new hobby (see table M).
64-65	The character's family starts traveling. They visit many different areas and have many contacts in different regions.
66-67	The character's family throws a lavish birthday party for him. One present stands out from the rest (see table GG).
68-69	A person from another race befriends the child and teaches him the race's language.
70-71	Character has a special toy/blanket/piece of clothing that he takes with him everywhere. It is years before he finally stops carrying it.
72-73	The character's relationship with a sibling is especially close.
74	The character claims to have an imaginary friend that no one else can see. It turns out it is actually a playful pixie that enjoys the character's company.
75-76	The character has an imaginary friend that does not really exist.
77-78	The character is a prodigy at a certain hobby (see Table M)
79-80	An old adventurer friend of the family likes to tell the character stories of his glory days.
81	The character witnesses a crime and the criminals know it but they are unable to catch him.
82-83	Character apprentices to learn an occupation. (see Table F)
84-85	Character's parents are killed by a powerful wizard
86-87	Character's parents are killed by an evil cleric
88-89	Character's parents are killed by a skilled swordsman
90-91	Character's parents are killed by a vengeful thief
92	Character's parents are killed by a demonic entity
93-94	While growing up, the character is visited by a strange person. This person only appears when no one else is around other than the character and it seems to appear and disappear as needed. It gives the character advice concerning whatever dilemma the character is currently facing and then disappears. Where it comes from and what is the motivation behind the advice is currently unknown.
95-96	The child grew up in the city and loved nothing more than climbing the tall buildings and running across the city on the rooftops. The character has a very detailed knowledge of this city and can often get to a location via the roof faster than running in the streets.
97-98	Growing up, the character worked hard on a farm. He never quite got the soil out of his blood and eventually wants to retire to run a farm.
99-100	Character's grandparents were convinced that anyone who used magic would be eternally cursed. The character heard these views often.

Proceed to table L.

Table L Adult Events

During adolescence and early adulthood, the character starts working towards what he wishes to do for a career. It is a time of tremendous learning with many mistakes made along the way. These events represent things that happened recently enough that the character still has them foremost in his mind. Roll three times on the table below.

Roll	Value
1-2	Cleric class specific event occurs (see Table O)
3-4	Fighter class specific event occurs (see Table P)
5-6	Wizard class specific event occurs (see Table Q)
7-8	Thief class specific event occurs (see Table R)

9	Nature class specific event occurs (see Table S)
10-11	Something nice happens (see Table T)
12-13	Something not so nice happens (see Table U)
14-15	Character is involved in a military event (see Table V)
16-17	Character becomes a slave (see Table W)
18-19	Character is jailed (see Table X)
20	Character falls in love (see Table Y)
21-22	Something weird happens (see Table Z)
23-24	Character gets a pet (see Table EE)
25-26	Character discovers treasure (see Table GG)
27-28	Character gets a tattoo (see Table II)
29-30	Character is cursed (see Table KK)
31-32	Character is blessed (see Table LL)
33	Character is accused of a crime (see Table MM)
34	Character becomes disfigured (see Table NN)
35	Character encounters a wanted poster where the drawing looks exactly like him. It could be his twin or just a coincidence. Either way, he needs to be careful in that region.
36	Character is given 1-6 slaves to oversee and do with as he sees fit.
37	The character is given a large estate to make his home.
38	The character participates in a rebellion against the government. It succeeds!
39	The character participates in a rebellion against the government. It fails and the character flees the area to avoid be executed.
40	Character takes a gem as his portion of the treasure from an adventure. He can find no jeweler who will buy it and all refuse to discuss what the problem with the gem is.
41	Character used to be infamous for some early mistake. He is forced to change his coat of arms (if any) and change his appearance to avoid recognition and ridicule.
42	Character becomes the target of a secret society for some unknown reason. Members of the society go out of their way to make life difficult for the character.
43	In order to move forward in his chosen profession, the character had to endure a terrible ordeal. He succeeded, but is still haunted by the experience.
44	Due to a terrible encounter with a monster, the character was struck blind or deaf. It was many days before the clerics could restore his sight/hearing.
45	There is a hole in the character's memory. For a period of weeks/months, he has no idea where he was or what he did or why he cannot remember anything.
46	Character accidentally insulted an entire race. Word traveled quickly and now he is shunned by that race.
47	The character is told that his family bears a terrible shame in its past. The character must decide if he can handle discovering the true nature of his family or if ignorance is truly bliss.
48	Originally, the character started out as a villain but some great circumstance changed his perceptions. Now his old allies think of him as a traitor and his new ones don't quite trust him.
49	The character has bursts of visions from another plane, as if he was looking through the eyes of some other person on that plane. What it means and if that other person sees through the character's eyes is currently unknown.
50	The character has been exiled and can only return upon the completion of a quest.
51	During a climatic moment early in the character's adventuring career, an ally turned traitor. The character gained an injury (see Table NN) and has significant trust issues.
52	A catastrophic event causes the character to develop an strange personality trait (see Table JJ)
53	Someone (see Table DD) close to the character disappears. The character is now on a quest to find them and return them home.
54	During a terrible encounter with a demon, a mentor of the character, someone he looked up to, sacrificed himself so the character could live. The character will never forget that.
55	A friend or family member of the character dies and returns as an undead. This has had a profound impact on the character and he now has an irrational reaction to undead.
56	The character is terrible with money and has amassed sizable debts that follow him wherever he goes.
57	While out adventuring, an enemy force occupies the character's homeland. He is now not welcome at his home until the force can be thwarted.
58	Someone convinces the character's family that he is evil. Character's whole family turns against him and refuses to listen to reason.
59	Character is hired by someone in a tavern to retrieve a stolen item. After the character returns the item, he learns that it was never stolen to begin with and that he has now stolen it from its rightful owner.
60	A long-time companion of the character is revealed to actually be a shapeshifter of some kind. The character does not know when his friend was "replaced" but he is now very wary of others, fearing they too may be a shapeshifter.
61	An early adventure in the character's career nets him and his companions a surprising amount of treasure. Unfortunately, the character blows it all quickly on frivolous purchases.
62	An early adventure in the character's career nets him and his companions a surprising amount of treasure. The character uses his money wisely and now has enough income to support him the rest of his life.
63	An early adventure in the character's career nets him and his companions a surprising amount of treasure. The character is uncertain what to do with it so he buries it in a hidden location in case he ever needs it.

64 Character has a climatic battle on the roof of a church or other major building in the city. This final battle was viewed by many and the character has become legendary in the town for this.

65 The character is surprisingly given custody of a small child. No one can adequately explain why the character is named guardian nor whose the child is.

66 The character meets one of his greatest heroes and is saddened to learn that this hero is nothing but a bully and a drunkard. The character leaves disillusioned.

67 One of the character's friend invites him to join a secret society. It is mostly a social club, but who knows what happens at the top level of the group.

68 The character discovers an amazing aptitude with maps. He is able to roughly sketch an accurate map of any area he has visited, almost as if he were looking down on it from on high.

69 Character does a short stint as a gate guard at the entrance to his home city. It was boring and uneventful, but he still has friends in the guard.

70 During a holiday celebration, the character helps some local orphans. News of his generosity spreads across the entire town, whether the character wants that reputation or not.

71 Character gains a reputation of being miserly, even if he is not.

72 Thanks to an early adventure, the character now owns a minor demon that was turned to stone.

73 Character has an unusual fascination with clocks and time keepers. He can build a wide variety of them, given materials and time.

74 While passing through a town, the character sees a young woman tied to a stake. The bundle of wood below her catches fire as she begins to burn to death. The character beats through the crowd and rescues the woman, thought to be a witch. They both escape into the night. She is very grateful for the rescue, but is she really a witch?

75 An imp or other similar small outsider decides that the character is a fun drinking buddy. Any time the character visits a tavern, the imp appears and hangs out with the character. Once he leaves the tavern, the imp disappears as well.

76 A failure at a previous adventure left the character turned into a mink for a period of three months. Eventually the character returned to his normal shape, but he occasionally has muscle ticks that reflect his time as a mink. The character also does not care for any kind of shape change.

77 Character became severely wounded out in the wilderness. His last memory before falling unconscious was an angelic figure bending over him. He came to and unknown number of days later in a church almost halfway across the country. His wounds were being tended and no one knows how he got there. He just appeared on the doorstep one day.

78 The character was sent out to attack a group of giants near a village. Rather than slaughter them, the character was able to start diplomatic talks between the giants and the village and soon a harmonious agreement was reached. The character is praised for his actions.

79 The character owed a debt to an underworld figure. The debt was called and the character helped someone break out of prison. The character knows nothing about the man he helped escape, but he is wracked with guilt about it.

80 For excitement, the character often participates in some kind of sporting combat like wrestling, boxing, etc. It is violent but rarely fatal.

81 The character discovers that the royal jewels of his country are actually fake. The fate of the originals in unknown as is when they were replaced. As far as he knows, the character is the only one with this knowledge.

82 One morning, the character wakes up to find a dead body in his room. He has no knowledge of how it got there and the only thing it has on its person is (see table GG).

83 The character is actually a lot older than he looks. Whether intentional or not, the character has been magicked to be fifty years younger than he is. You may roll on this table 3 more times for the major events of those fifty years.

84 Somewhere in the world there is a hidden glade where any who come will be taken care of and healed of any injury, possibly even restored to life. The character knows the location of this glade due to some ancient texts he read.

85 The character takes to sea for adventure. During that time, he learns the location of a flooded city, reportedly full of treasure. The character vows to return to plunder the depths.

86 Hidden deep in the desert is a mythical library containing the oldest works known in the world. The way is guarded by magic and traps and requires a talisman to even find. Wouldn't you know it; the character has one of the talismans.

87 A previous adventure went badly for the character and he died. Unfortunately instead of being resurrected, he was reincarnated and came back as a vastly different race/species. It took a while, but the character was reverted to his original race.

88 Although the character does not like to admit it, he is actually from an entirely different dimension. One that is similar but with enough differences to make him uncomfortable. He has given up returning to his original dimension and now tries his best to blend in but still experiences culture shock on a regular basis.

89 The character has been marked for death by a mysterious cult. So far they have no succeeded, however they do continue to try.

90 The character discovers that one of his ancestors is actually a renowned terrible lich. The character does his best to hide his relationship.

91 During an adventure the character was captured and tortured before his companions rescued him. He vows to never be captured again.

92 The character's insatiable curiosity has caused him to venture places saner men would avoid. Because of this, the character has encountered creatures very few have ever seen. Most believe his stories are made up, but a few know them to be true.

93 Character helps solve a murder among the lower classes in a city. The character quickly gains a reputation in those classes for helping out when others wouldn't.

94 Character spent a lot of time out at sea. He has the look and the talk of a sailor and thus can quickly integrate himself amongst other sailors.

95 For a year or two, the character worked in an extensive library. Due to this, the character has a very eclectic collection of knowledge.

96 While adventuring, the character finds a scrap of document discussing the birth of a royal child. The scroll continues to talk about how the child became missing under mysterious circumstances and was never found. The character has a strong suspicion, based on descriptions in the document, that he is that child.

97 The party encounters a very young evil dragon. Although it is only about four feet long, it is a hard fought battle. Many injuries later, the party succeeds in defeating the wee dragon. While not as epic as fighting an ancient wyrm, the character can boast that he defeated a dragon.

98 During the ransacking of an abandoned tower, the character uncovers a book listing exact details on one of the outer planes. Part atlas and part almanac, this book is full of all the information needed for exploring that plane.

99 The character learns of magical archways that are linked all across the world. When one enters one end, they appear at the other linked archway, often halfway across the world. The character has located one of these archways, but is not certain where it leads.

100 The nobility finds it entertaining to have adventurers around them to tell tales of their experiences. The character becomes a courtier to a noble but is disgusted to find out he is like a piece of jewelry to be worn by the noble.

Proceed to table M.

Table M Hobbies

Work is not everything. To help unwind, everyone picks up a hobby. For some, the hobby turns into a career, but for most it is simply a way to relax. Roll once on the table below to determine what the character's hobby is.

Roll	Value
1-2	Collecting
3-4	Dancing
5-6	Playing instrument
7-8	Singing
9-10	Reading
11-12	Writing
13-14	Acting
15-16	Drawing
17-18	Painting
19-20	Sculpture
21-22	Needlework
23-24	Study
25-26	Sports
27-28	Model building
29-30	Hunting
31-32	Gardening
33-34	Animal breeding
35-36	Fishing
37-38	Heraldry
39-40	Gaming
41-42	Mimery
43-44	Poetry
45-46	Storytelling
47-48	Ventriloquism
49-50	Weight lifting
51-52	Running
53-54	Climbing
55-56	Diving
57-58	Juggling
59-60	Pole-vaulting
61-62	Skiing/surfing
63-64	Tightrope walking
65-66	Tumbling
67-68	Cooking
69-70	Fletching
71-72	Drafting
73-74	Horticulture
75-76	Leatherwork
77-78	Metalwork
79-80	Skinning
81-82	Taxidermy
83-84	Stonecraft
85-86	Woodcraft
87-88	Trapping
89-90	History
91-92	Genealogy
93-94	Philosophy
95-96	Stargazing
97-98	Meteorology
99-100	Military History

Proceed to table N.

Table N Personality

The last step in the character's background is to highlight his major personality traits. On the table below are several opposite pairs of traits. Roll four times to choose the character's most predominant personality traits.

Once the traits are determined, it is necessary to discover the strength of each trait. The traits are rated on a scale of one to ten; with one meaning the trait rarely influences the character's decisions while a ten means that trait drives the character's decisions. Each trait pair must total ten, so for each pair, roll 1d10 and assign that number to one of the pairs. The corresponding opposite pair then is valued at ten minus the first pair's value. For example, the character rolls Generous / Greedy. The following 1d10 roll is a three which the player decides to assign to Greedy. This automatically makes the Generous trait a seven. Generally speaking, if the character was confronted with a decision about being generous or greedy, say a beggar asking for coins, there is a 70% chance that the character will give the beggar money.

It is important to note that these are guidelines for role playing and do not actually indicate or force an action the character must take. In the example above, on average the character is generous. This does not mean he needs to roll percentile dice every time someone asks him for

something.

Roll	Trait Pair	
1-3	Trusting	Suspicious
4-6	Self-confident	Self-doubting
7-9	Kindly	Obstructive
10-12	Punctual	Tardy
13-15	Friendly	Harsh
16-17	Humble	Egotistic
18-19	Sober	Thoughtless
20-21	Teetotaler	Drunkard
22-24	Imaginative	Dull
25-26	Thrifty	Spendthrift
27-28	Peacemaker	Argumentative
29-30	Forgiving	Vengeful
31-33	Dependable	Untrustworthy
32-36	Energetic	Lazy
37-39	Enthusiastic	Unenthusiastic
40-41	Cheerful	Morose
42-43	Honest	Cheat
44-45	Organized	Slovenly
46-48	Courageous	Cowardly
49-51	Truthful	Liar
52-54	Considerate	Careless
55-57	Pious	Irreverent
58-60	Calm	Angry
61-63	Wise	Foolish
64-66	Generous	Greedy
67-69	Diplomatic	Tactless
70-71	Loving	Hateful
72-73	Virtuous	Immoral
74-75	Optimist	Pessimist
76-78	Helpful	Egoist
79-81	Patient	Impatient
82-84	Careful	Cruel
85-87	Peaceful	Violent
88-90	Respectful	Disrespectful
91-93	Polite	Rude
94-96	Giving	Selfish
98-100	Clean	Filthy

At this point the character's background is complete. Go forth and adventure!

Section IV Other Tables

Table O Cleric Events

Either while adventuring as a Cleric or perhaps just during an encounter with one, the character experiences something out of the ordinary.

Roll	Value
1-5	Schism in the church forces character to choose which side he believes in. Those on the other side do all they can to hinder the character.
6-10	The character's god himself asks character to be his representative. Gives the character a gift (see Table GG)
11-15	Character spent most of his time at a religious school or main temple doing desk work. For an unknown reason, the leader of the organization ordered the character out into the world.
16-20	While cleaning out a back room of the church, as a lowly acolyte, the character discovered a previously unknown text that many in the church consider heretical. The event was hushed up but there are plenty in the church who feel the character should have been excommunicated.
21-25	The character becomes good friends with a highly respected Paladin of the order.
26-30	The character is sent off on a crusade with others from the church. (see Table V)
31-35	Character discovers there is a secret inquisitorial sect that is part of his religion. While deemed necessary, the methods they employ are questionable.
36-40	The character feels that the restrictions and rituals in his religion were created by the rulers of the religion and not necessarily based on the desires of his god.
41-45	The character learns that the main church of his religion houses untold numbers of art, books, and magic items considered heretical. These treasures are stored in a heavily protected vault that the character knows the location to.
46-50	The character's god visits him in a dream and promises the character that he will be protected until the character performs the great task he is destined for.
51-55	When the character was still an acolyte, he fell asleep at a scribing desk. When he awoke, he discovered he had written a prophecy but has no recollection of how it came to be. The prophecy was discarded by the leaders of the church as made up, but the character is not so sure.
56-60	Character gains a friend who is a Fighter
61-65	Character gains a friend who is a Wizard
66-70	Character gains a friend who is a Thief
71-75	Character gains a friend who is a Bard
76-80	Character gains a friend who is a Ranger
81-85	During one of your early jobs in the church you were instrumental in exorcising a demon/devil/ outsider.
86-90	The character has a vision of his god one day while walking down a road. This is what turns the character on the path to become a cleric.
91-100	While cleaning out a back room of the church, as a lowly acolyte, the character discovered a previously unknown text that sheds light on some previously confusing passages. The find is heralded as the harbinger of great things to come for the character.

Return to the table that sent you here.

Table P Fighter Events

Either while adventuring as a Fighter or perhaps just during an encounter with one, the character experiences something out of the ordinary.

Roll	Value
1-5	Character spent time as a bodyguard for a high level government official. During that time, the character learned many political secrets.
6-10	Character slew a creature that had been plaguing a local village. He is considered a hero of that village and is met with great enthusiasm whenever he returns.
11-15	For some reason whenever the character comes to a new town or village, boys from around the area beg him to teach them how to fight.
16-20	During a recent fight, the character's main weapon broke in two. Character is now using a different weapon, but has vowed to repair the original as it is a family heirloom.
21-25	Character gains a friend who is a Cleric
26-30	Character gains a friend who is a Wizard
31-35	Character gains a friend who is a Thief
36-40	Character gains a friend who is a Bard
41-45	Character gains a friend who is a Ranger
46-50	Character spent quite a while leading a band of highwaymen who focused on righting injustices
51-55	Character spent quite a while leading a band of highwaymen who focused on stealing from everyone they could waylay
56-60	Character spends a lot of time in the saddle and has evolved a fighting style that takes advantage of fighting from horseback.
61-70	The character eschews traditional weapons to use an exotic one.

71-75	Some Bards have begun spreading tales of the character's victory against amazing creatures. The stories include some significant exaggerations.
76-80	Character is hired by various inns and taverns to bring back the heads of different creatures to mount on their walls as decor.
81-85	Character often was forced to defend himself from the neighborhood bully and thus learned his fighting skills from an early age.
86-90	Character often fought in a gladiatorial ring for the pleasure of onlookers
91-100	Father was part of the city watch. Character inherits his father's sword and armor.

Return to the table that sent you here.

Table Q Wizard Events

Either while adventuring as a Wizard or perhaps just during an encounter with one, the character experiences something out of the ordinary.

Roll	Value
1-5	While studying, the character meets up with a brownie who tells him that the character is touched by the fey. Occasionally they offer assistance.
6-10	Character gains a friend who is a Cleric
11-15	Character gains a friend who is a Fighter
16-20	Character gains a friend who is a Thief
21-25	Character gains a friend who is a Bard
26-30	Character gains a friend who is a Ranger
31-35	Character has animated a skull with a playful spirit. The skull talks to the character offering advice and companionship
36-40	One of the character's spells went horribly awry causing an impressive scar shape. (see Table II)
41-45	Character once spent too long polymorphed into a small mammal. On occasion, he exhibits uncontrolled body movements reminiscent of the animal. (Cleaning whiskers that don't exist, sniffing the air, using hands as a paw, etc.)
46-50	Character discovered the true name of a medium powered demon/devil.
51-55	Character knows of a spirit deep in a swamp that he can entice and ask for information.
56-60	Most of the character's divinations he sees come out the exact opposite of what he interprets.
61-70	Character once purchased a ring from a mysterious shop that was gone the next time the character went by. Oddly, the ring seems to be devoid of any magic.
71-75	Wizard has multiple similar small animals that he takes care of. One is his familiar and the rest are simply to make it more difficult to attach his familiar.

76-80	Wizard believes that all of the magic he performs is actually done by his guardian spirit and that the rituals and components he uses are just props so no one will know about his guardian.
81-85	Wizard has a large collection of hand carved staves that he uses as fashion accessories. Some of these are magical and some are not.
86-90	Character accidentally causes mayhem in a wizard's lab. During the accident, something in a bubbling pot spills on the character. From that point on, the character has innate knowledge of how magic works.
91-100	Character is accepted to a magical university. The training is paid via scholarship from an unknown patron.

Return to the table that sent you here.

Table R Thief Events

Either while adventuring as a Thief/ Rogue or perhaps just during an encounter with one, the character experiences something out of the ordinary.

Roll	Value
1-5	Character gains a friend who is a Cleric
6-10	Character gains a friend who is a Fighter
11-15	Character gains a friend who is a Ranger
16-20	Character gains a friend who is a Bard
21-25	Character gains a friend who is a Wizard

26-35	Character is known for a legendary theft that was performed. Unfortunately, the character had nothing to do with it.
36-40	Character is known as a master trapmaker.
41-45	Character loves being up high and will take any opportunity to travel that way, be it rooftops, treetops, magical flying, or whatever.
46-50	Thief once stole the gem from the eye of a grinning idol. After many tragedies he returned the gem, but every so often, religious members from whom he stole attempt to extract revenge.
51-55	Character is obsessed with keeping his true identity hidden. He often dresses in large cloaks or wears a disguise. very few people know what he truly looks like.
56-60	Character is the nephew of the leader of the local Thieves Guild.
61-70	Character must leave a calling card of some kind when he performs a theft.
71-75	Character was hired by a high ranking official to plant incriminating evidence on a rival. The character refused and is under pain of death if he returns to the city/country.
76-80	Character was hired by a high ranking official to plant incriminating evidence on a rival. The character accepted and the rival was hung the next day.
81-85	Character has stolen a small statue made out of the most highly valued metal in the world. It is so highly valued that the statue is worth more than many entire cities have. Consequently, the thief has no way of selling it.
86-90	A kind but wily old thief takes the character under his wing.
91-100	Forced to steal food to keep the family from starving, the character discovers he has natural talent at it.

Return to the table that sent you here.

Table S Nature Events

Either while adventuring as a Ranger, Barbarian, or even a Druid, or perhaps just during an encounter with one, the character experiences something out of the ordinary.

Roll	Value
1-5	In the forest where the character spends the most time, he notices something corrupting the middle of the forest. Every attempt to investigate results in the character being thwarted and turned back. Eventually something must be done before the entire forest is poisoned.
6-10	The character finds a small child lost in the woods. He takes the child back home, a small cottage in the forest. The parents are very thankful and often provide assistance to the character. The character checks on the family periodically to make sure they are fine and help the child grow.
11-15	While exploring lesser traveled sections of the forest, the character encounters an old stone idol to and unknown god ten feet tall with two large gems for eyes. The character did not touch anything but he remembers exactly where the idol is.
16-20	Character discovers a faerie ring or a druid circle. Under the right circumstances (full moon, eclipse, or something similar), the ring or circle can be used to visit different planes.
21-25	Character discovers an abandoned elvish village. There is no sign of what happened to the inhabitants and no obvious signs of violence. The character uses the village as a waystop or headquarters while in the forest.
26-35	Character is instrumental in stopping a forest fire. All inhabitants know of his help and go out of their way to aid the character whenever possible. Animals bring food and gifts, fey perform minor repairs, trees provide shade, thorns and vines move out of the way, etc.
36-40	Character finds a wounded young animal left for dead. The character nurses it back to health and gains a pet (see Table EE).
41-45	Periodically, fantastic creatures such as pegasi, hippogriffs, unicorns, etc. visit the character and bring gifts. Why this happens is unknown to the character.
46-50	When the character enters woods, it only takes a few minutes before small birds land on his shoulders. Often they sing to him.
51-55	Character gains a friend who is a Cleric
56-60	Character gains a friend who is a Fighter
61-70	Character gains a friend who is a Thief
71-75	Character gains a friend who is a Bard
76-80	Character gains a friend who is a Wizard

81-85	Character saves a rare animal from poachers
86-90	The character actually brokers a deal between fairies and the local townsfolk thus saving both.
91-100	While traveling through the woods, the character encounters an ancient castle that is surrounded by a thick growth of thorny plants.

Return to the table that sent you here.

Table T Good Things

There are times when fate smiles upon the character. Something wonderful and beneficial happens to the character. Enjoy.

Roll	Value
1-3	Blessed with the birth of a healthy child
4-6	Character discovers an item (see Table GG)
7-9	Character gains a pet (see Table FF)
10-12	Character saves a life (see Table DD and CC)
13-15	Character becomes renown for a Cleric event (see Table O)
16-18	Character becomes renown for a Fighter event (see Table P)
19-21	Character becomes renown for a Wizard event (see Table Q)
22-24	Character becomes renown for a Thief event (see Table R)
25-27	Character becomes renown for a Nature event (see Table S)
28-30	Character is blessed (see Table LL)
31-34	Character encounters a major figure in politics (advisor, ambassador, ruler, etc.) and helps them with a significant problem. Perhaps their horse came lame and the character healed it. Regardless, the major figure now owes the character a favor.
35-37	Character is instrumental in outlawing slavery in the land.
38-40	Character becomes good friends with someone (see Table DD)
41-43	Character is forced into an unwanted marriage but they quickly fall in love
44-47	Character is titled for a great service to the crown. While the actual amount of work was minor, it had profound impact. (see Table BB)
48-50	The character discovers an area nearby that amplifies any magic cast at it. As far as he knows, the character is the only person to know of its whereabouts.
49-53	While exploring the character discovers a hidden passage that leads directly to a major building (castle, church, bank, etc.) It appears to be an escape tunnel, but it obviously works both ways.
54-56	A friend or family member previously thought dead suddenly returns with an amazing tale about kidnapping, piracy, and hidden treasure. The friend knows where the treasure still is and shares it with the character.
57-60	A song or poem that the character created on a whim suddenly becomes the most popular piece in the country. It is almost impossible to find someone who has not at least heard of it.
61-63	Leader of the land pardons the character and all family members from any crimes they have committed. Any in prison are freed. Why this is happening is currently not know.
64-66	Character discovers he is actually the heir to the throne
67-69	Character graduates from a prestigious learning academy with honors
70-72	Character wins the King's/Queen's favor in a contest.
73-75	Character falls in love (see Table Y)
76-78	Character helps a fairy caught in a net. The fairy kisses the character as thanks and now the character is more attractive to members of the opposite sex.
79-81	Character develops a rapport with an intelligent horse or other mount. The animal responds to whistles and other simple verbal commands
82-84	A chance encounter has the character rescue someone (see Table DD). That person now owes a deep debt to the character and will help at any opportunity.
85-87	Character knows the location of a hidden sanctuary. It can hold up to six people in it quite comfortably with enough food and water for up to a month. The actual owner of the sanctuary is unknown.
88-90	Character has an innate ability to make money. He knows when an investment will make money and when it will lose money. He is not sure how he knows, he just does.
91-93	Something the character creates catches the eye of the queen or other royalty. Suddenly the character is popular with all the ladies in the court who want their own creation.
94-96	To raise money, the government institutes a lottery and the character won it.
97-98	Years after the character's cruel father's death, his mother remarries a rich nobleman who always wanted a son/daughter.
99-100	Character's father is a soldier for a neutral country. He never goes to war but travels with is family around the world.

Return to the table that sent you here.

Table U Bad Things

Into every life a little rain must fall. Unfortunately, now it is rainy in your character's life. Cheer up, it will get better (you hope).

Roll	Value
1-3	Imprisoned for a crime (see Table X)
4-6	Parents are imprisoned (see Table MM)
7-9	Place where the character lives is wiped out.
10-12	Character causes the death of someone (see Table DD and CC)
13-15	Family is wiped out
16-18	Sold into slavery (see Table W)
19-21	Character injured (see Table NN)
22-24	Character is cursed (see Table KK)
25-27	Character's relationship with family is severed
28-30	Forced into an unwanted marriage
31-34	Character loses all possessions in a catastrophe, fire, earthquake, volcano, dragon, etc.
35-37	There is a split in the character's guild or order and it eventually dissolves
38-40	Character is accused of a crime and flees the country (see Table MM)
41-43	A Family heirloom or important personal possession is stolen
44-47	Character is outlawed for political reasons and goes into hiding
48-50	The character's mother is killed by someone (see Table DD)
49-53	The character's father is killed by someone (see Table DD)
54-56	The character's parents are forced into slavery
57-60	Character's romantic interest leaves him
61-63	Character's romantic interest is unfaithful
64-66	Character's romantic interest dies
67-69	Character's romantic interest vanishes and has not been seen since
70-72	Character scarred from a disease
73-75	Character is disinherited by parents
76-78	Character is forced into a marriage with someone who hates him
79-81	Due to a misunderstanding, rumors fly about how unskilled the character is in his profession
82-84	The character has a very visible birthmark that makes others think he is cursed. (see Table II)
85-87	Someone is stalking the character and constantly leaves notes, hints, etc. to show that he can get to the character at any time.
88-90	Character develops a stutter and has a difficult time talking to people.
91-93	There is a killer on the loose who looks a lot like the character. Character is often mistaken for him.
94-96	Years after your saintly mother dies, your father marries a nasty hag with two sons/daughters of her own who she favors and makes your life a living hell.
97-100	Your father is a soldier for an expansionist country and your childhood memories are marked by one bloody battlefield after another.

Return to the table that sent you here.

Table V Military Events

Your character is in the army now. Enjoy the free room and board while you travel to exotic places and stand guard.

Roll	Value
1-3	Character involved in a brutal battle. Character fought poorly, drummed out of the military.
4-6	Character involved in a battle. Character was wounded and has some impressive scars to show for it.
7-9	Character involved in a battle. The horror causes the development of an exotic trait (see Table JJ)
10-12	Character involved in a battle. Character fought well.
13-15	Character involved in a battle. Character fought heroically. He saved the life of many comrades and was promoted.
16-18	Character involved in a battle. Captured and enslaved (see Table W)
19-21	Character involved in a battle. Decorated for heroics

22-24	Character involved in a battle. Character was a coward in battle. 33% chance no one noticed.
25-27	Character involved in a battle. Characters friend dies at his side.
28-30	Character involved in a battle. Character is the only survivor.
31-34	Character involved in a battle. Character slays the leader of the enemy.
35-37	Character involved in a battle. Character is responsible for the death of his squad.
38-40	Character involved in a battle. Character deserts.
41-43	Character involved in a battle. Characters immediate superior officer dies and character takes his place.
44-47	Character involved in a battle. Characters actions single handedly change the tide of battle.
48-50	Character involved in a battle. Character's side utterly destroys opponent's side.
49-53	Character is transferred to a special operations branch of the military. (spy, spellcaster, etc.)
54-56	Character transferred to a non-combat unit for the rest of his enlistment.
57-60	Character is made an officer (or promoted).
61-63	Character's unit is ambushed! Character fights his way free but most of the unit is killed.
64-66	Character's unit is involved in a plot to overthrow the ruler of the land. 50% chance of success. If the character's side loses, he is declared a traitor and flees the land.
67-69	During the battle, the character leads his forces during an eclipse. They end up routing the other side and the character gains a reputation lucky/blessed in battle. Any coincidence in a fight is attributed to the character.
70-72	Character involved in a battle. The battle becomes the turning point in the war and is legendary. Anyone involved in the battle is considered valiant.
73-75	During training, the character discovers a new tactic that gives his side a marked advantage on the battlefield. The king quickly claims he thought up the tactic and the character is quickly shunted off to some other job.
76-78	Character is sent to a "special forces" type unit that uses unorthodox methods as well as unusual recruits (minotaur, vampire, etc.)
79-81	A young dragon is seen in the land. The army is rounded up to slay it but most are destroyed in the process. Before the character can be killed, the dragon decides to find another place to lair.
82-84	Character spends most of his time on guard duty. While boring, he does acquire a large amount of knowledge regarding the politics of the kingdom since most officials ignore the guards.
85-87	During a routine patrol in the forest, the character inadvertently steps through a portal of some kind. To his perception he was only gone for a second, but when he returns he discovers that 5 years have passed.
88-90	Character is assigned to be the bodyguard of the unit's wizard.
91-93	After serving in the military, the character joins a mercenary group for a few years. He fights in many battles and made deep friendships with others in the company. Since the company has people from all over the world, the character gains a very valuable network of people he can call on for aid.
94-96	Character joins the king's guard at an early age and plans to make a career at it. He gains many contacts in the city.
97-98	Character's town is attacked by barbarian orcs and the character makes a valiant stand to defend it.
99-100	Character wants to write a book about elite soldiers and spends a lot of time traveling around with fighters, paladins, and rangers researching it.

Return to the table that sent you here.

Table W Slavery Events

It is a sad state of affairs, but certain people or societies think it is possible to own and control another sentient being. Unfortunately for your character, he is owned.

First, it is necessary to determine who the character's owner is. Roll on table DD to determine the owner. Second, the duration of the enslavements should be calculated by rolling 1d10. The resulting number is how many years the character is enslaved.

Roll	Value
1-3	Escapes - reward offered for recapture
4-6	Escapes with other slaves
7-9	Escapes with help of owner's relative
10-12	Escaped but killed the owner during

13-15	Escaped and stole an item or importance (see Table GG)
16-18	Freed - owner and slave became friends
19-21	Freed - character is reunited with his family
22-24	Freed - owner dies
25-27	Freed - unable to find work, joins the military (see Table V)
28-34	Freed - character saves owners life (see Table CC)
35-37	Freed - ruler of the land declares slavery illegal
38-40	Freed - character buys his freedom
41-43	Owner dies and character is sold to new owner (see Table DD)
44-47	Owner dies and culture dictates that all possessions including slaves interred with the body. Character escapes.
48-50	Character accused of killing owner. Escapes but with price on his head
49-53	Owner dies and names character his heir
54-56	Character is beaten often by owner
57-60	Character provides sexual entertainment for owner
61-63	Character participates in a successful slave revolt.
64-66	Character participates in a failed slave revolt and is seriously injured (see Table NN)
67-69	Character is owner's favorite
70-72	Character is resold (see Table DD)
73-75	Character is branded
76-81	Strange event causes character to be freed (see Table Z)
82-84	Character's family owned slaves and the character grew up around them.
85-87	Character's skills are noticed by his owner. Character is moved into a much better position and the other slaves dislike him because of it.
88-90	Character encounters a wizard who offers to replace the character with a magical clone so the character can escape.
91-93	Character devises multiple escape plans but stays around because he is trying to learn something about another slave.
94-96	Character devises multiple escape plans but stays around because he is trying to learn something about the owner.
97-98	Character avoids becoming a eunuch by sheer guile, but now must be careful that his secret is not discovered.
99-100	Character becomes the spokesman for the other slaves and often brings grievances to their owner.

Return to the table that sent you here.

Table X Prison Events

Whether wrongfully accused or not, your character spends some time behind bars. First, the crime that your character (supposedly) committed should be determined by rolling on table MM. Next the duration of the character's imprisonment is determined by rolling 1d8. The result is the number of years in prison.

Roll	Value
1-5	An earthquake shakes the prison causing doors to open and chains to come free. The character escapes.
6-10	An earthquake shakes the prison causing doors to open and chains to come free. Remarkably, the character stays and earns the trust of his jailors. He is later set free.
7-15	Character is forced to kill someone while in prison. While his stay is extended, the other prisoners never bother the character.
16-20	During a prison riot, the character escapes unnoticed.
21-25	Prisoners are beaten often. Character becomes disfigured (see Table NN)
26-30	Character discovers a secret passage out of his cell. It is obvious no one else knows about it.
31-35	Amnesty is declared by the ruler and the character is set free after serving only part of his sentence.
36-40	Character attempted to escape but was caught. Although beaten for it, he continues to plan his escape.
41-45	Character is well liked in prison and makes many shady contacts.
46-50	Character becomes a natural leader of the prisoners, often negotiates better care for them.
51-55	Character becomes a natural leader of the prisoners. He organizes a revolt and soon many of them, including the character, are free.

56-60	Character becomes a natural leader of the prisoners. He creates an elaborate escape plan that requires the help of many of the prisoners. The attempt fails and the character is suddenly hated by all of the prisoners due to reprisals.
61-65	Character becomes a natural leader of the prisoners. He creates an elaborate escape plan that requires the help of many of the prisoners. The attempt succeeds and they all flee into the night.
66-70	By sucking up to the guards, the character gains more favorable treatment in the jail. Other prisoners resent the character.
71-75	The character and others around him are often used as forced labor around the area. They are closely watched during these outings.
76-80	A new prisoner befriends the character. After a few months, the new prisoner is released and it is discovered that he was a mole for the government. Many secrets were learned during those months and the other prisoners wonder if the character is another mole.
81-85	A disease ravages the prison. The character takes time to help those who are ill and nurses many back to health.
86-90	Character is offered the choice of undertaking a dangerous mission for the crown in exchange for his freedom. The character succeeds in the task and is released from prison.
91-95	A suicide squad is formed from the prisoners, including the character. They are sent on a desperate mission that they are not expected to come back from. The mission is harrowing and all, including the watchmen assigned to the group, are killed except the character. Everyone assumes the character was killed as well.
96-100	The prisoners are often used in gladiatorial combat for the enjoyment of the town's citizens. The character is in many fights and starts to garner a following. Realizing he will never be released from prison, the character escapes after a particularly spectacular battle.

Return to the table that sent you here.

Table Y Love Events

The character has found someone to share a romantic interest in. These times are often fraught with interesting and memorable events. Much like the greatest tragedies.

Roll	Value
1-5	Character falls in love with someone who is beyond his station. The beloved does not reciprocate.
6-10	Character falls in love with someone who is beyond his station. The beloved does reciprocate but society currently prevents their coming together.
7-15	Character meets his soul mate but she is already betrothed to a rich noble.
16-20	Character's heart was broken by a rogue looking to take all his money.
21-25	Character ends up marrying a childhood friend never realizing what they had until they had been through several other stormy relationships.
26-30	Character has a fierce rivalry with another but eventually the two realize that the rivalry is brought on by mutual attraction.
31-35	The families of both the character and his lover disapprove of their relationship and try to stop it at all costs.
36-40	The character's lover is kidnapped.
41-45	The character rescues his lover from a powerful villain.
46-50	The character's family does not approve of his lover and tries to arrange a marriage with another.
51-55	The character's lover is sent far away to live with distant relatives, all to get away from the character.
56-60	The character and his lover marry and are blessed with children.
61-65	The character and his lover have a messy break up and soon become bitter rivals.
66-70	Something terrible happens to the character's lover. (see Table U)
71-75	Character's lover is a different race/culture.
76-80	The character's lover dies due to the character's actions. (see Table CC)
81-85	The character's lover is very famous and easily overshadows the character.
86-90	Society frowns on the character's relationship and he takes great pains to keep it hidden.
91-95	The character marries his beloved and the ceremony is the grandest the community has ever seen. It is talked about for years to come.
96-100	The character's beloved has a dark secret that she dares never tell the character.

Return to the table that sent you here.

Table Z Strange Events

Sometimes, especially in a fantasy world, the unexplainable occurs. These exotic events are hard to be believed and have a profound impact on a character's history.

Roll	Value
1-5	Character enters a portal and is sent to a land far away (current location).
6-10	Pilgrims from an unknown religion are convinced that the character is the avatar of their god.
7-15	Character looks into a magic mirror and an evil duplicate climbs out. They fight but it is indecisive. The doppelganger flees but will not rest until the character is dead.
16-20	An evil ruler orders all children the same age, sex, and birthplace of the character put to death. Character is the only one to escape.
21-25	Character is attacked by a mysterious creature during a full moon and contracts lycanthropy.
26-30	Character has a guardian ghost who provides council and aid when possible. Only the character can see and hear him (see table DD).
31-35	A character discovers a mystical pet (see Table EE) with a magical ability (see Table FF).
36-40	A strange person gives the character a magical item (see Table GG).
41-45	Character encounters a beautiful young woman encased in a casket of glass. She does not appear to have aged even though evidence points to her being centuries old based on clothing and design of the casket. The character opens the casket and kisses her. She awakens and the two fall in love (see Table Y).
46-50	For some reason, everyone thinks the character died and finds it hard to believe that he is still alive, even when the character is standing right in front of them.
51-55	Character meets himself from the future when his future self is involved in a magical experiment gone awry.
56-60	Character is the target of malicious magic and spends the week as the opposite sex.
61-65	A crazy dryad mistakes the character for her tree. Hijinks ensue...
66-70	Character encounters a baby in a basket floating on the bank of a river.
71-75	During a vicious battle, the character loses his arm. A wizard creates a solid silver replacement that is enchanted to act like a normal arm. The arm operates exactly like the character's old arm and even weighs the same, it is just silver. Scratches and dents heal like cuts and bruises would.
76-80	Character falls in love with a mysterious woman. Their affair is brief but torrid. One night she comes to the character and says she must leave. As the character chases after her, she shimmers into the unmistakable shape of a dragon and flies off.
81-85	While the character is scouting around a forest, possibly foraging for food, they see a magnificent white unicorn. The character follows the unicorn as it winds through hidden paths in the forest. Eventually the unicorn leads the character to a clearing where a host of mythical creatures meet. The unicorn nods toward the character and soon he spends time with the creatures, playing strategy games, drinking cups of a delightful drink from flowers born by pixies, and nibbling on honeycomb and sweetbreads. The character falls asleep afterwards and awakes by the side of a road, many miles from where he started.
86-90	While traveling, the character is passed on a road by a strange sight. A wagon with one horse pulling it. The travelers wave as they pass. Hours later, the character encounters the wagon, but all of its inhabitants were missing. There was no sight of them anywhere. No tracks or blood. Eventually the character claimed the horseless wagon and discovered how it operates. No trace of its previous owners has ever been found.
91-95	Character encounters a village where everyone there goes through their daily motions but no one communicates with each other and the character is never acknowledged.
96-100	Character is captured by creatures from another plane. He escapes and spends many months on different planes trying to get back to his home. He succeeds but now starts to feel that this world is limiting since he has now seen the heavens.

Return to the table that sent you here.

Table AA Nobility

There are numerous levels of nobility and keeping straight a Viscount from a Marquis can mean the difference between an enjoyable social gathering and spending the next ten years in the dungeon.

Roll	Value
1-5	Knight
6-10	Prince
11-15	Baronet
16-21	Baron
22-26	Count
27-31	Sub chieftain
32-36	Jarl
37-41	Viscount
42-46	Chieftain
47-52	Marquis
53-57	Duke
58-62	Archduke
63-67	Kahn
68-72	King
73-77	High King
78-82	Emperor
83-87	Scion
88-92	Theign
93-100	Huscarl

Return to the table that sent you here.

Table BB Titles

Often going hand-in-hand with nobility, titles offer stations for the person it is bestowed upon. While there is some responsibility associated with the station, it mostly means a new source of income and a way to impress those lower than you socially.

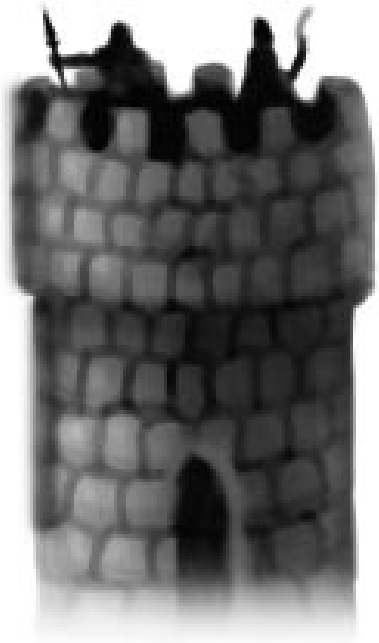
The title is formed of three parts: position, direction, and location. Roll once on each of the three tables below to generate the character's full title.

Position

Roll	Value
1-3	Governor of the ...
4-6	Commandant of the ...
7-9	Commander of the...
10-12	Keeper of the ...
13-15	Overseer of the ...
16-18	Retaliator of the ...
19-21	Steward of the ...
22-24	Swordmaster of the ...
25-27	Preserver of the ...
28-34	Custodian of the...
35-37	Guardian of the ...
38-40	Patron of the ...
41-43	Nonpareil of the ...
44-47	Protector of the ...
48-53	Conservator of the ...
54-56	Lord of the ...
57-60	Deliverer of the ...
61-63	High Champion of the ...
64-66	Grand Marshall of the ...
67-72	Regent of the ...
73-75	Vindicator of the ...
76-78	Chancellor of the ...
79-81	Warden of the ...
82-84	Shepherd of the ...
85-87	Sentinel of the ...
88-90	Defender of the ...
91-93	Liberator of the ...
94-96	Preserver of the ...
97-98	Watchman of the ...
99-100	Adjudicator of the ...

Direction

Roll	Value
1-5	Western
6-10	Arctic
11-15	Northern
16-20	Beautiful
21-25	Arcadian
26-30	Verdant
31-35	Lower
36-40	Sylvan
41-45	Idyllic
46-50	Bucolic
51-55	Fertile
56-60	Tropical
61-70	Secluded
71-75	Bountiful
76-80	Eastern
81-85	Upper
86-90	Southern
91-100	Arid



Location

Roll	Value
1-4	Marches
5-8	Region
9-12	Atoll
13-16	Isles
17-24	Pale
25-28	Haven
29-32	Fens
33-36	Enclave
37-40	Hills
41-48	Mountains
49-52	Downs
53-56	Forests
57-60	Coast
61-64	Domain
65-68	Waves
69-76	Sanctuary
77-80	Reaches
81-84	Wastes
85-88	Realm
89-92	Expanse
93-96	Heath
97-100	Steppe

Return to the table that sent you here.

Table CC Death Events

The great equalizer comes to us all, unless your character becomes a lich or something.

Roll	Value
1-4	Household accident
5-8	Premeditated murder
9-12	Crime of passion
13-16	Assassination
17-20	During a duel
21-24	Poisoned
25-28	During a crime (see Table MM)
29-32	Self-defense
33-36	Suicide
37-38	Insane died during treatment
39-42	Starvation
43-46	Sacrificed life to save another
47-50	Drowning
51-54	In prison
55-58	Tortured to death
59-62	Enslaved and died
63-66	Disease
67-70	Natural disaster
71-74	Fire
75-78	Stroke/heart attack
79-82	Infection
83-86	Monster attack
87-90	War
91-94	Dehydration
95-98	Fire
99-100	Ritual sacrifice

Return to the table that sent you here.

Table DD Who

A quick way to randomly determine who someone the character encounters is.

Roll	Value
1-3	Scribe
4-6	Clerk
7-9	City official
10-12	Guardsman
13-15	Tax collector
16-18	Judge
19-21	Ambassador
22-24	Mayor
25-27	Political advisor
28-34	Soldier

35-37	Political leader
38-40	Spy
41-43	Beggar
44-47	Leper
48-53	Wizard
54-56	Priest
57-60	Druid
61-63	Alchemist
64-66	Fighter
67-72	Rogue
73-75	Bard
76-78	Barbarian
79-81	Ranger
82-84	Noble (see Table AA)
85-87	Occupation (see Table F)
88-90	Criminal (see Table MM)
91-93	Relative
94-96	Peasant
97-98	Farmer
99-100	Sage

Return to the table that sent you here.

Table EE Pets

A special animal in your character's life. While typically not able to fight in defense of the character, they provide companionship and entertainment.

Roll	Value
1-3	Dog
4-6	Cat
7-9	Small Bird
10-12	Bird of Prey
13-15	Lizard
16-18	Mouse
19-21	Rat
22-24	Snake
25-27	Mini-dragon
28-30	Horse
31-34	Ferret
35-37	Toad
38-40	Weasel
41-43	Rabbit
44-47	Monkey
48-50	Raccoon
49-53	Possum
54	Chicken
55-57	Wild cat (bobcat, lynx, puma)
58-60	Otter
61-62	Beaver
63-64	Groundhog
65-66	Mongoose
67	Fish
68-70	Wallaby
71-72	Wolf
73-75	Large spider
76-78	Pig
79-81	Cow
82-84	Goat
85-87	Sheep
88-90	Turtle
91-93	Elephant
94-96	Small dinosaur
97-98	Small outsider
99-100	Pet has special ability. Reroll to choose animal and roll Table FF.

Return to the table that sent you here.

Table FF Pet Special Ability

Every pet is special. Some, however, are very special.

Roll	Value
1-5	Can turn invisible
6-10	Can breathe fire
11-15	Owner can see through animals senses
16-21	May assume human form for 1 hour per day
22-26	Pet can communicate mentally
27-31	Pet can turn intangible
32-36	Pet can fly
37-41	Pet regenerates damage
42-46	Pet may appear as owner for up to 1 hour per day
47-52	Pet can detect invisible objects
53-57	Pet is as intelligent as an average person
58-59	Pet is made of a solid substance such as stone, gemstone, metal, wood, etc.
60-62	Pet can breathe underwater
63-67	Pet can grow to large size
68-72	Pet can shrink to insect size
73-77	Pet has poisonous bite/sting
78-82	Pet's skin adopts the coloration of the environment around it
83-87	Pet has nine lives. Each time it is killed (up to 9) it lies there a minute and then hops back up
88-92	Once per day, the pet gains superhuman strength.

93-100	Pet changes animal type randomly each day (one day it is a dog, the next a cat, the next a lizard, etc.) The animal is always a similar size but a different species.

Return to the table that sent you here.

Table GG Gifts

Surprise, here is a special something picked out just for your character. Of course, many times a gift comes with strings attached.

Roll	Value
1-3	A map on the back of a dragon scale that reportedly leads to a great treasure.
4-6	An ancient weapon. It is so finely crafted (possibly magic) that no one knows how it was made when it was supposedly made.
7-9	Ancient armor. It is so finely crafted (possibly magic) that no one knows how it was made when it was supposedly made.
10-12	A unique Pet (see Table EE) with a special ability (see Table FF)
13-15	A large painting that often changes the location it depicts
16-18	A fabulously bejeweled piece of jewelry. It is extremely valuable.
19-21	An ornate key. What it unlocks is unknown
22-24	A sealed bottle containing an unknown liquid inside.
25-27	A wooden staff with numerous intricate carvings on it.
28-30	The deed to piece of land
31-34	The deed to a prosperous inn/tavern
35-37	The deed to an inn/tavern that has burned down
38-40	The deed to a manor house
41-43	The deed to a vacation home
44-47	The deed to a castle, supposedly haunted
48-50	Ownership of a merchant sailing vessel
49-53	The deed to an island
54-56	A sealed letter meant for the current ruler of the country
57-60	A sealed chest
61	Ownership of a slave
62-63	An ornately decorated, fully enclosed wagon
64-66	A sealed jar with a small living creature floating in a liquid
67-69	A valuable book
70-72	A musical instrument of incredible quality
73-75	A musical instrument that actually plays itself
76-78	A riding animal. It is the premiere of its species
79-81	Rare book of elvish poetry
82-84	Illustrated book of erotic stories
85-87	A bracelet with an insect on it. While worn, the wearer is never bothered by insects.
88-90	A full set of high quality cookware. It is enscrolled so no food will ever burn in it.
91-93	A pair of dice made from obsidian. They will roll whatever number the owner desires.
94-96	A hand carved chess set that will play its owner, if desired.
97-98	A piece of folded parchment. When unfolded it either has "yes" or "no" written on it. Why it changes and what question it is answering is currently unknown, as is its accuracy.
99-100	An unusual mount. A large cat, an ostrich, giant snail, etc.

Return to the table that sent you here.

Table HH Gods

What would a fantasy game be without a slew of gods with their petty jealousies and plots? Below is a table listing the spheres of influence a god has.

Roll	Value
1-3	Ruling god
4-6	Fire
7-9	Earth
10-12	Water
13-15	Wind
16-18	Storms/lightning
19-21	Love
22-24	Archery
25-27	Sun
28-30	Death/Underworld
31-34	Drink
35-37	Luck

38-40	Magic
41-43	Thieves
44-47	Agriculture
48-50	Hunt
49-53	Wisdom
54-56	Strength
57-60	War
61-63	Healing
64-65	Music/Art
66-67	Moon
68-69	Fertility
70-71	Thieves
72-73	Home
74-75	Day
76-77	Night
78-79	Peace
80-81	Justice
82-84	Summer
85-87	Spring
88-90	Winter
91-93	Fall
94-96	Mischief/Trickery
97-98	Revenge
99-100	Knowledge

Return to the table that sent you here.

Table II Birthmarks and Tattoos

Whether voluntary or involuntary, the character has a noticeable mark on him somewhere. First determine the shape of the mark and then the location of it.

Shape

Roll	Value
1-5	Skull
6-10	Crown
7-15	Sword
16-20	Hawk
21-25	Dragon
26-30	Cross
31-35	Clover
36-40	Ring
41-45	Moon
46-50	Sun
51-55	Claw
56-57	Strawberry
58-60	Fish
61-65	Star
66-70	Bat
71-75	Heart
76-80	Spiderweb
81-85	Horse
86-90	Bow and arrow
91-95	Circle
96-100	Triangle

Location

Roll	Value
1-7	Foot
8-14	Shin
15-25	Thigh
26-32	Pelvis
33-40	Stomach
41-50	Chest
51-60	Shoulder
61-70	Upper Arm
71-80	Lower Arm
81-90	Hand
91-100	Face

Return to the table that sent you here.

Table JJ Exotic Traits

Your character is a little… let us just say he is special. It is not his fault, but he is harboring a particular quirk in his brain.

Roll	Value
1-5	Character has quite the Casanova complex and must flirt with anyone of the opposite sex he comes across.
6-10	Character has a traumatic experience and gains a phobia of something
11-15	Character has an allergy to a relatively common substance (mold, eggs, gold, silver, wool, etc)
16-20	Character becomes addicted to a substance such as wine, elderberries, tobacco, etc.
21-25	Character has an irrational need to be known for his exploits. He adopts some kind of behavior that marks his participation in events. This could be carving his initials into things, leaving a card or coin or other similar object, leaving one witness, etc.
26-30	Character is a great lover of food and drink. When options are available, he becomes picky as to what he will consume and will not stop eating or drinking until well past full.
31-35	Empathic. The character can always see things from the other side. This often throws him at odds with the rest of his group. He often plays devil's advocate.
36-40	Character enjoys pulling elaborate practical jokes, even if the timing is poor.
41-45	Cleanliness is next to godliness for this character. He is meticulous about his appearance and is very reluctant to get dirty.
46-50	Cleanliness is an accident. The character is slovenly in appearance and is not concerned about others opinions of his looks.
51-53	Animal lover. Character loves animals and will always stop to help one in need. Often he has a small creature somewhere with him.
54-55	Slow. While the character is by no means stupid, it does take a little longer for him to understand things.
56-60	Character has an idle skill that he does almost unconsciously. This could be something like whittling, humming, sketching, sign language, etc.
61-70	Attractive to members of the opposite sex. The character has an aura that makes him very desirable to members of the opposite sex, regardless of the characters appearance.
71-75	Character uses a particular figure-of-speech constantly in conversation.
76-80	Character is aggressive when he encounters a conflict.
81-85	Character is a born romantic and always sees the world through idealized eyes
86-90	Character covers up his adventuring by adopting a secret identity
91-100	The character has a second personality that occasionally manifests itself

Return to the table that sent you here.

Table KK Curses

Someone wants something bad to happen to your character, so they call on the help of forces best left unseen. Your character is now saddled with a curse.

Roll	Value
1-5	Through no fault of their own, and no matter how often they wash, the character always smells
6-10	Character can move no faster than a walk
11-15	Character cannot tolerate the wearing of shoes
16-20	Character develops a stutter when talking to members of the opposite sex
21-25	Character is a weirdness magnet. If something unusual happens to the party, it almost always happens to the character.
26-30	Character cannot live for longer than one year in a single place before some tragedy forces them to leave.
31-35	Character seems untrustworthy to strangers. Often is blamed for incidents he had no part in
36-40	Character's skin changes to an unusual color.
41-45	Character's skin glows a pale white.
46-50	Gold touched to the skin of the character turns to lead.
51-55	When character sneezes, he teleports up to 5 feet away
56-60	Character is ordered by the king (or other leader) to provide an expensive birthday present for his daughter.
61-65	All of the character's possessions other than what he is carrying is lost to the crown or destroyed.
66-70	The character is forced into an unwanted marriage due to an unexpected pregnancy. The character might not even spent any time with his new betrothed, but that is how magic works sometimes.
71-75	The character is exiled from his home country on the pain of death if he ever returns.
76-80	Character gets a case of the hiccups that never goes away
81-85	Character's hair turns into non-venomous snakes
86-90	Character can speak only the truth
91-95	One body part of the character's becomes animal-like. Randomly choose an animal. The body part is chosen on the Birthmark/Tattoo table. (see Table II)
96-100	Character involuntarily insults and curses those he talks to.

Return to the table that sent you here.

Table LL Blessings

Someone wants something good to happen to your character, so they call on the help of forces best left unseen. Your character is now the beneficiary of a blessing.

Roll	Value
1-5	Character is born the most beautiful in the land.
6-10	Character is the first child born during a momentous year and seems to have more luck than others.
11-15	Character has a musical gift and can compose the finest verse and set it to the most sublime music
16-20	Character creates a bond of trust and admiration with members of the opposite sex.
21-25	Character is granted a lesser title and becomes a noble.
26-30	Any business endeavor the character attempts becomes successful.
31-35	The character is granted a single boon from the leader of the country, to be used when needed.
36-40	Members of a benevolent secret society have singled out the character as someone to assist when needed. The character does not know who the group is of who its members are. Strangers seem to help him when needed.
41-45	Character can always strike a bargain beneficial to himself. While he cannot fleece people, he certainly gains the upper hand in all negotiations.
46-50	Any plant life the character attends to flourishes and grows noticeably
51-55	Character has a strange "laying on hands" ability that only affects animals. He can heal most maladies, short of death, by pressing his palm on to the affected animal. The more serious the wound, the longer the character needs to touch the animal.
56-60	At will, the character can produce a glowing light from his palm. This light is as bright as a lantern.
61-65	The character has a strange and inexplicable affinity with beasts. Domestic animals prefer him/her (normally fractious horses will not balk, guard dogs may growl but will not attack, etc.) and natural beasts will not attack or flee unless forced.
66-70	Character is able to create a bond of compassion with those around him. This makes them generally favorable during requests for aid.
71-75	Character's food pouch always has something in it. It may not be the best tasting food, but as long as the character is able to reach into it, he will never starve. There is nothing magical about the pouch, this ability works with any pouch he takes food from.
76-80	Character gains the limited ability to communicate with small animals. They may or may not do what he asks and their responses are limited by their intelligence.
81-85	Character's appearance is always flawless. He appears to repel dirt so that if he fell into a mudpile, he would come out wet but clean. His hair only blows in dramatic fashion.
86-90	The environment around the character seems to welcome him. For example, tree limbs will bend slightly to shade him, overgrowth will flatten in front of him, weak stairs strengthen as he climbs them, etc.
91-95	The character gains the blessing of the dragons. Once during the character's life, he may call on a dragon for aid. Once used, the character may not call on the dragon again.
96-100	Character is blessed with a very organized mind. The time it takes the character to improve or learn a new skill, or research information and recite it, is halved.

Return to the table that sent you here.

Table MM Crimes

There are many ways that one person can infringe on the rights of others. Here is a table full of them.

Roll	Value
1-4	Burglary
5-8	Organized crime
9-12	Heresy
13-16	Murder
17-20	Adultery
21-24	Rape
25-28	Prostitution
29-32	Offending a person of status

33-36	Trespassing
37-40	Treason
41-44	Failure to pay taxes
45-48	Political
49-52	Banditry
53-56	Mugging
57-60	Piracy
61-64	Harboring a criminal
65-68	Theft
69-72	Pickpocketing
73-76	Poaching
77-80	Horse thievery
81-84	Assault and battery
85-88	Selling illegal substance
89-92	Kidnapping
93-96	Blackmail
97-100	Con man

Return to the table that sent you here.

Table NN Disfigurement

Partaking in a dangerous profession in a dangerous world can leave visible signs on the body. Unfortunately for your character, he has one of those signs.

Roll	Value
1-5	Pox scars on face
6-10	Scars on limbs/extremities
11-15	Hardened, scab-like scales on portion of face, neck and shoulders
16-20	One eye afflicted with cataract-looking condition (though vision unimpaired,
21-25	Hair all fell out and never grew back
26-30	Hair turned completely white and remained that color entire life regardless of age. Fingernails, toenails and lips turned black & blue of old bruise
31-35	Character turned albino pale and remains very sensitive to the sun
36-40	Eyes turned red on red, no pupils, cornea, etc.
41-45	Bones are twisted slightly in one limb and muscles underdeveloped.
46-50	Hunchback
51-55	Giant
56-60	Little person
61-65	Covered in fur
66-70	Webbed fingers and toes
71-75	One hand is a claw
76-80	Born with a tail
81-85	Born with wings
86-90	Horns
91-95	Skin is an unusual color
96-100	One body part is scaled and reptilian-like (see table II for location).

Return to the table that sent you here.

Character Background Form

Section I: Unalterable		F Mod
A Family Status		
B Family Wealth		XX
C Climate		XX
D Terrain		XX
E Community		
F Occupation (who)		
F Occupation (what)		
G Location		XX
H Birthplace		XX
H Birth Order		XX
H Siblings/sex		XX

Section II: Family History		Who?
I Parental Event		
I Parental Event		
I Sibling Event		
J Family Legacy		XX

Section III: Character History	
K Childhood Events	
K Childhood Events	
L Adult Events	
L Adult Events	
L Adult Events	
M Hobby	

Personality Traits	Trait (value)/Trait (value)
N Personality	/
N Personality	/
N Personality	/
N Personality	/