

YOUR LIFE

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Heritage

d100	HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1 - 33	Human	12	12	12	1d12 - 2
34 - 35	Gnome	20	7	12	1d6 - 2
36 - 43	Elf	28	11	9	1d6 - 3
44 - 51	Dwarf	18	9	17	1d8 - 2
52 - 58	Orc	10	13	14	2d8 - 4
59 - 65	Goblin	7	8	12	3d6 - 4
66 - 81	Halfling	14	7	13	2d6 - 3
82	Giantkin	14	15	12	1d4 - 1
83 - 84	Draconic	16	13	14	1d6 - 3
85 - 86	Roll on FEY HERITAGE (2).				
87 - 91	Roll on BESTIAL HERITAGE (3).				
92 - 93	Roll on PLANAR HERITAGE (2).				
94 - 95	Elemental. Roll on ELEMENTAL HERITAGE (2).				
96 or more	Mixed heritage. Roll twice on this table. Reroll repeated rolls other than this. Take the average for age, height, and weight. Take the lower value for number of siblings.				

d10	FEY HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1 - 4	Seelie, light, or summer fey	20	10	9	1d4 - 1
5 - 8	Unseelie, dark, or winter fey	20	10	9	1d4 - 1
9	Shapechangers	18	10	9	1d4 - 1
10	Changeling. A regular child was secretly replaced by you, without anyone knowing. Roll on Heritage (2) for what you appear to be.				

d4	ELEMENTAL HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1	Air	8	14	4	1d12 - 2
2	Earth	20	12	20	1d4 - 2
3	Fire	8	13	6	1d12 - 2
4	Water	12	11	12	1d6 - 2

d20	PLANAR HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1 - 6	Demons	20	13	12	1d6 - 1
7 - 12	Angels	22	12	12	1d3 - 1
13 - 14	Fallen angels	22	12	12	1d4 - 1
15	Ascended demons	20	13	12	1d4 - 1
16 - 17	Creatures of shadow	10	11	5	1d8 - 1
18 - 19	Etherials	12	10	3	1d3 - 1
20	Aberrations. Roll once each on UNNATURAL EYES, HAIR, AND SKIN (45)	4d8	1d12+4	1d20	1d20 - 4

2d20	BESTIAL HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
2	Kangaroo	10	13	15	2d6-2
3	Sloth	16	11	12	1d6-3
4	Manta ray	18	11	11	1d6-3
5	Wolverine	10	10	15	1d6-2
6	Raccoon	10	8	12	2d6
7	Panda	11	13	14	1d4-1
8	Elephant	24	15	16	1d8-4
9	Tiger	10	14	15	1d4-1
10	Frog	10	9	10	2d6
11	Crocodile	24	15	13	1d6-3
12	Dog	10	12	12	2d6-2
13	Hyena	10	13	12	2d4-2
14	Bear	11	14	15	1d4
15	Goat	10	11	12	2d8
16	Raven	10	10	9	2d4-2
17	Snake	12	10	9	2d4-2
18	Deer	9	11	11	3d6
19	Rabbit	8	6	11	4d12
20	Iguana	12	12	13	1d8-2
21	Wolf	10	12	13	4d4-2
22	Cat	10	9	11	2d4-2
23	Rat	8	7	11	3d6-3
24	Bull	10	13	15	1d8-2
25	Hawk	10	10	9	2d3
26	Tortoise	30	10	18	1d6-3
27	Badger	11	9	15	1d4-1
28	Horse	11	14	13	1d10-3
29	Ferret	10	9	10	2d6-1
30	Turtle	16	10	17	1d6
31	Coyote	10	11	12	2d6
32	Lion	10	13	15	2d6
33	Otter	10	10	12	2d8
34	Shark	15	13	16	1d6-1
35	Moose	11	14	15	1d6
36	Skunk	10	9	12	2d4
37	Swan	11	12	8	1d6
38	Pangolin	10	10	13	1d12-3
39	Mantis	8	14	9	2d20
40	Whale	24	15	16	1d6-3

SEX

d6	APPARENT SEX
1 - 3	Male.
4 - 6	Female.

GENDER

d100	Gender Identity
1 - 95	Cisgender
96 - 99	Transgender
100	Non-binary

SEXUALITY

d100	Sexual Preference
1 - 85	Heterosexual.
86 - 96	Homosexual.
97 - 98	Bisexual.
99	Pansexual or other.
100	Asexual or aromantic.

To determine the makeup of the community you're in, roll a d100 and check where that falls on HERITAGE (2).

Lower than the minimum of your heritage: The community is mostly a single other heritage. Roll on HERITAGE (2) to see what the majority is.

Within the range of your heritage: The community is a mix of many heritages. If you want details, roll again on heritages 1d6+3 times.

Higher than the maximum for your heritage: Your heritage is the clear majority.

COMMUNITY

d100	COMMUNITY	Typical* population	Population Formula
1 - 10	Small nomadic group	70	BASE* x 2d4
11 - 20	Large nomadic group	350	BASE* x 2d4 x 5
21 - 22	Massive nomadic group	3000	BASE* x 2d20 x 10
23	Isolated group	15	BASE*
24 - 39	Scattered farms	50	BASE* x 2d3
40 - 53	Dense farmland	500	BASE* x 2d6 x 5
54 - 64	Small town	50	BASE* x 2d3
65 - 77	Large town	500	BASE* x 2d6 x 5
78 - 87	Small city	2,000	BASE* x 2d6 x 20
88 - 93	Large city	60,000	BASE* x 2d20 x 200
94 - 96	Largest city in the world	1,000,000	BASE* x 2d6 x 10,000
97 - 100	You were born in one community, but moved to another while still young. Roll twice, with the first being where you were born and the second where you grew up.		

* The "BASE" part of these formulas is (10 + siblings) where siblings is a roll of the number siblings for the most common heritage in the community, as found on HERITAGE (2).

This is done to adjust city populations according to heritage. The typical population column is the result for humans with average rolls.

You do not need to know the population, these formulas are only here if you want excessive detail.

If you want some additional inspiration, you can also roll on CULTURAL ODDITIES (54) any amount of times.

Status

Let's talk about status, *wealth*, and the *event die*. Your social status represents how good of a life you have. Being poor sucks. Being wealthy makes a lot of problems go away. Being respected by your community and living in a stable home with parents that love you helps too.

Throughout this book, tables will request have a roll "+ *event die*". What die you roll for your *event die* is initially set on this table, but future events can influence it. "*Increase event die*" means to move one die to the right in the list below. "*Decrease event die*" means one to the left. (The sequence of event dice is also on the back cover for reference.)

0	d2	d3	d4	d6	d8	d10	d12	d20
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Wealth is related to status, but not tied to it. Your *wealth* will increase and decrease as you roll on tables, but this won't affect your status.

If a table calls for changing your status, reset both your *wealth* and your *event die*.

d20	STATUS	Event die	Wealth
1 - 2	Squalid	d3	1
3 - 5	Destitute	d4	3
6 - 8	Poor	d6	6
9 - 14	Modest	d8	10
15 - 17	Comfortable	d10	15
18	Wealthy	d12	20
19 - 20	Aristocratic. Roll on LANDED TITLES (58). Roll again for status twice, taking the higher result. Treat repeats of this roll as a 19.		

Parentage

d100 + event die	UPBRINGING You were...
14 or less	Given away at birth. Roll on ADOPTION (9) at -8.
15 - 30	Raised by a single mother. Roll on MISSING PARENTS (8) for the father's status.
31 - 45	Raised by relatives. Roll on RANDOM RELATIVES (8) for who raised you. Roll on MISSING PARENTS (8) for each of your parents.
46 - 53	Raised by a single father. Roll a d6: 1 - 3: Mother died in childbirth 4 - 6: Roll on MISSING PARENTS (8) for your mother.
54 - 57	Abandoned as an infant. Roll on ADOPTION (9) to see who raised you. Roll on MISSING PARENTS (8) for each of your parents.
58 - 60	Raised by parents of mixed heritages who could not normally have a child and thus used a surrogate. <i>Increase event die.</i> Roll on HERITAGE (2) for the heritage of your non-biological parent. Roll a d6. On a 3 or higher, your father is a different heritage than you.
61 - 63	Raised by homosexual parents who used a surrogate, so one of them is your biological parent. <i>Increase event die.</i>
64 - 107	Raised by your biological parents, together. <i>Increase event die.</i>
108 or more	Raised by the staff, although your parents are alive and present. <i>Decrease event die.</i>

MISSING PARENTS	
d20	The missing parent...
1 - 6	Died. In childbirth for a mother, or shortly before/after for a father.
7	Didn't want a child and just left
8 - 9	Couldn't afford to care for a child.
10	Is in prison.
11 - 12	Was drafted into the military or press-ganged into serving on a ship.
13 - 14	Doesn't know about you or believes you are dead.
15 - 16	Thought you would be better off without them.
17 - 19	Is of a vastly different social status. If your <i>wealth</i> is 10 (modest) or lower, the father's is 17 (wealthy) and he refuses to acknowledge you. If your <i>wealth</i> is 11 (comfortable) or higher, the father's is 4 (poor) and your mother refuses to admit he is the father.
20	Is trapped by a magical spell or imprisoned on another plane.

RANDOM RELATIVES	
d20	You were raised by...
1 - 4	Your grandparents.
5	A single grandparent.
6 - 7	A married aunt or uncle.
8	A single aunt or uncle
9 - 10	An elder sibling. After rolling for other siblings, add one that is 2d6+10 years older than you. <i>Decrease event die.</i>
11 - 12	A close friend who is basically family.
13 - 15	Godparents who aren't related to you. Roll 1d6. On a 5 or a 6, roll on HERITAGE (2) for their heritage.
16 - 17	An older cousin. <i>Decrease event die.</i>
18 - 19	People who claim to be your real parents but actually kidnapped you. <i>Decrease event die.</i>
20	An ancient, powerful ancestor who took an interest in you. Roll twice on BIZARRE BIRTH CIRCUMSTANCES (12) to see what drew their interest.

ADOPTION	
d100	You were...
1 - 39	Taken in by an orphanage. <i>Decrease event die.*</i>
40 - 54	Adopted by a married couple.
55 - 60	Adopted by a single parent.
61	Adopted by a polyamorous collective.
62	Taken in by a parent with a constant stream of lovers who always expects the new lover to take care of their child. <i>Decrease event die twice.</i>
63 - 66	Raised in a brothel. <i>Decrease event die twice.*</i>
67	Raised collectively by a home's servants.* <i>Decrease event die.</i>
68	Raised by a temple, in their cloisters. Roll on DEITIES (42) for the type of temple.**
68	Taken in by a traveling circus. <i>Decrease event die.*</i>
69	Raised in a guild hall, always working as though you were a much older apprentice. Roll d10+10:d8 on PROFESSIONS (52) for the guild type. <i>Decrease event die.</i>
70 - 76	Adopted by parents of a different heritage. Roll again on this table for the type of family. Roll on HERITAGE (2) for their heritage.
77 - 91	Adopted by a mixed-heritage family that otherwise couldn't have children. Roll on HERITAGE (2) for the different heritage of each parent until you get an incompatible pair.
92	Raised and trained by a thieves' guild. <i>Decrease event die twice.*</i>
93 - 94	Fished out of the ocean and raised by the whole crew aboard a ship at sea. <i>Decrease event die twice.**</i>
95	Raised by a vagabond adventurer who found you in the aftermath of a battle. <i>Decrease event die twice.**</i>
96 - 97	Raised by nomads that found you. Roll on HERITAGE (2) and roll 1d20+2 on COMMUNITY (5).**
98	Raised by beasts in the wilderness. You are illiterate and possibly don't speak any languages. Roll on BESTIAL HERITAGE (3) for the type of animals you grew up with. Set your status to squalid. <i>Set event die to 0.</i>
99	Given to a monster as an offering. If the monster speaks a language, you know that language, but are otherwise illiterate and speak no languages. Roll on CREATURES (40) for the lair you grew up in. Set your status to squalid. <i>Set event die to 0.</i>
100	Raised by a ghost in a cemetery. <i>Set event die to 0.</i>

* If your status was squalid before this adoption, set it to destitute.

** If your status was squalid or destitute before this adoption, set it to poor.

BIRTH CIRCUMSTANCES		<i>Birth</i>
d20	You were born...	
1 - 8	In your family home.	
9 - 11	At a friend or relative's home.	
12 - 14	At a tavern, shrine, or other public space near home.	
15 - 17	While traveling. Roll on BIRTHS ABROAD (10).	
18	In an exotic location. Roll on EXOTIC BIRTH LOCATIONS (10).	
19	Under bizarre circumstances. Roll on this table again, and on BIZARRE BIRTH CIRCUMSTANCES (12).	
20	With a congenital abnormality. Roll on this table again and on CONGENITAL ANOMALIES (11).	

BIRTHS ABROAD	
d20	You were born...
1	At a hospital in a major city.
2 - 5	In a carriage or wagon.
6 - 9	Aboard a ship.
10 - 16	At the residence of a distant relative.
17 - 19	With a trade caravan on the road.
20	Somewhere exotic and abroad. Roll on EXOTIC BIRTH LOCATIONS (10) with the result also being in a distant foreign land.

EXOTIC BIRTH LOCATIONS	
d20	You were born...
1	On a battlefield, as the battle raged.
2 - 3	In the camp of an army.
4 - 5	On another plane of reality. Roll 1d6. 1 - 2: Celestial. 3: Chaotic. 4: Orderly. 5 - 6: Hellish.
6 - 7	In a brothel.
8	In the lair of a monster. Roll d20:d12+8 on CREATURES (40).
9	In the inner sanctum of a temple. Roll on DEITIES (42) for the type of temple.
10 - 11	In a prison cell.
12 - 13	In a guild hall. Roll d10+10:d8 on PROFESSIONS (52) to determine the guild.
14	In the sewers beneath a city.
15	Atop the peak of a mountain.
16	In a grotto concealed behind a waterfall.
17	Deep beneath the earth, in a dangerous system of caverns.
18	In the palace of the ruler.
19	In a wizard's tower.
20	Roll on this table twice more.

CONGENITAL ANOMALIES	
d100	You are...
1 - 7	Albino.
8 - 13	Missing a limb. Roll a d6 on INJURY LOCATION (44).
14 - 18	Blind.
19 - 23	Deaf.
24 - 28	Mute.
29 - 33	Abnormally small. Reduce your height multiplier by one third.
34 - 38	Abnormally large. Increase your height multiplier by half.
39 - 42	Intersex.
43 - 44	Born with gills and webbed fingers and toes. You can breath underwater and are an excellent swimmer. <i>Decrease event die.</i>
45 - 50	Born with one bestial limb. <i>Decrease event die.</i> Roll a d6 on INJURY LOCATION (44) to see which limb. Roll on BESTIAL HERITAGE (3) for the type of animal.
51 - 60	Born with one monstrous limb. <i>Decrease event die.</i> Roll a d6 on INJURY LOCATION (44) to see which limb. Roll on CREATURES (40) for the type of monster.
61 - 70	Born with unnatural hair. <i>Decrease event die.</i> Roll on UNNATURAL HAIR (45).
71 - 80	Born with unnatural eyes. <i>Decrease event die.</i> Roll on UNNATURAL EYES (45).
81 - 90	Born with unnatural skin. <i>Decrease event die.</i> Roll on UNNATURAL SKIN (45).
91 - 94	Infected by a psychic entity. Roll 1d6. 1 - 2: The entity gives you evil impulses. <i>Decrease event die twice.</i> 3 - 5: The entity is friendly and talkative, a lifelong companion. <i>Increase event die.</i> 6: The child would have been born dead, but the psychic entity took refuge there before the body died. You are the psychic entity, not the actual person.
95 - 98	Magically anomalous. Surges of chaotic magic sometimes occur when you lose your temper or get over-excited. <i>Decrease event die.</i>
99 - 100	Roll on this table twice more.

BIZARRE BIRTH CIRCUMSTANCES

d100	When you were born...
1 - 5	A thunderstorm broke from a clear sky.
6 - 10	Your father dropped dead. You're thought to be his reincarnation.
11 - 15	A solar eclipse happened.
16 - 17	A prophecy stating a king would be in danger aligned. All children born that month in the kingdom were killed, but your parents managed to hide you.
18 - 20	Serpents boiled up from every corner, then fled the area.
21 - 28	An unkindness of ravens circled overhead.
29 - 33	A plague of rats descended on the land.
34 - 35	A massive earthquake shook the land, tearing open a chasm that seemed to have no bottom. Horrifying beings came from it until one week later when another earthquake closed it.
36 - 38	The land was in the midst of a famine, but overnight all the crops sprouted, as though they had grown perfectly all season.
39 - 41	The crops nearby died, and sickness afflicted the livestock.
42 - 46	An invasion began, the invaders rampaging through the countryside, seeking to slay a prophesied enemy.
47 - 50	A prophet from a distant land arrived, bestowing a powerful gift upon you. Roll d6:d2+4:d2+4 on TRINKETS (46).
51 - 53	A witch foresaw a strange fate for you. If your <i>event die</i> is a d6 or lower, make it a d12. If your <i>event die</i> is a d8 or higher, make it a d3.
54 - 62	With multiple identical siblings. Roll 1d6+1 for many identical siblings were born with you. When rolling for your number of siblings, add these after that result.
63 - 64	An owl came down and snatched you away. You were found at the edge of the woods a week later in perfect health.
65 - 68	An acorn fell from a tree and landed on your belly. Increase event die.
69 - 81	There was a high holy day. The high priest halted a procession in front of your house and declared that the temple should aid you in your future. +2 <i>wealth</i> .
82 - 84	Snow fell in the midst of summer. Winter was seven months that year, starving the land.
85 - 86	A shooting star was seen falling nearby. Locals searched it out and decided it was meant for you. You have a lump of strange metal the size of an apple.
87 - 88	You were born clutching a trinket. Roll d3+3:d6:d6 on TRINKETS (46).

BIZARRE BIRTH CIRCUMSTANCES (continued)

d100	When you were born...
89 - 90	You turned out to be a shapechanger, as one of your parents had been replaced by a doppleganger. Roll 1d6. On a 5, your family knows you are a shapechanger. On a 6, your family knows and you are abandoned for it. Change your result from UPBRINGING (7) to 10: "Abandoned as an infant" and follow the instructions there.
91 - 92	Two deities made a wager about you. Increase event die. On rolls that add your <i>event die</i> , if the base roll is less than half of the max (50 or less on a d100, 10 or less on a d20, 5 or less on a d10), subtract the result of your event die instead of adding it. Otherwise, roll your event die twice and add both results to the roll.
93 - 94	A star fell from the sky, and when your parents tracked it down they found you lying in the crater. They have claimed to everyone that you were adopted from a friend. Roll on HERITAGE (2) to determine the heritage of your parents.
95 - 100	Roll on this table twice more.

Your number of siblings is determined by the siblings column on HERITAGE (2) or the relevant subtable.

If you are of mixed heritage, select the lowest value.

If you are in an orphanage, instead roll the sibling value of the majority heritage in the community, add 4 to the roll, and multiply that by 2d10. That value is the number of children in the orphanage. The value before multiplication is the number you were close enough to think of as siblings.

To determine if you are a twin, roll 1d20. If you roll a 20, add an additional sibling that is your twin. If you are a twin, roll again. On an 17 or 18, you are triplets. On a 19 or a 20 you are identical twins.

If you aren't in an orphanage, **determine your birth order** by rolling a die that is at least equal to the number of siblings, including yourself. Roll until you get a number that is equal to or less than the number of siblings, including yourself. That result is your position in the birth order.

For example, Bob is creating a goblin with 13 siblings. He rolls a d20 and gets a 9, which means his goblin was the 9th child born.

MAJOR LIFE EVENTS

To determine the major events that shaped your life, first determine a sequence of events, then roll for each.

Roll a d6+4 twice, d6+10 twice, and d6+16 twice to determine the sequence of events.

For example, if the 6d6 rolled in order were 2, 5, 3, 3, 6, and 4 you would have regular life events at 6 (2+4), 9 (5+4), 13 (3+11), 13 again, 22 (6+16) and 20 (4+16).

Put the results of all these numbers in order. The previous example would be: 6, 9, 13x2, 20, 22.

Roll a d20 and your *event die*, adding the two together, on MAJOR LIFE EVENTS (15) for each event. Complete each roll before moving on to the next, as the result of one roll can change your modifiers for future events.

For all of these events, **the number indicates your age when the event happens.** On some tables, this *age* will be a modifier.

d20 + <i>event die</i>	MAJOR LIFE EVENTS
3 or less	Roll on LEAVING HOME (17).
4 - 5	Roll on TRAGEDIES (28).
6 - 7	Roll on DISASTERS (34).
8 - 9	Roll on MONSTER ENCOUNTERS (16).
10 - 11	You start adventuring later than usual. Roll 1d3 and add another event at that age past your current final event. Roll again on this table for the major life event you are currently rolling.
12 - 13	Roll on ROMANTIC EVENTS (18).
14 - 15	Depending on <i>age</i> , roll on: 10 or less: CHILDHOOD EVENTS (20). 11 - 16: ADOLESCENT EVENTS (22). 17 or more: ADULT EVENTS (24).
16 - 17	Roll on WAR BREAKS OUT (26).
18	Roll twice on this table, once without your event die and once with an additional +5.
19 - 20	Roll on ODD EVENTS (32).
21 - 22	Roll on DIVINE EVENTS (36).
23 - 25	Roll on FORTUNATE EVENTS (30).
26 or more	Roll on ARISTOCRATIC EVENTS (19).

Monsters

d20 MONSTER ENCOUNTERS

1 - 5	You manage to hide when a monster comes, but witness everything it does as it attacks others. Roll d20:d20 on CREATURES (40). Roll a d20 on COMMUNITY DEATHS (39).
6 - 8	You watch two monsters fight. Roll d20:d20 on CREATURES (40) twice.
9	You are attacked and wounded by one monster, then saved by another monster attacking and killing it. You have to hide for most of a day as the victor feasts on its prey or celebrates its victory. Roll on d20:d10 and d20:d10+10 on CREATURES (40) with the second roll being the monster that saves you and roll on INJURIES (44).
10 - 11	Sneaking out, you follow some adventurers and watch them kill a monster. Roll d20:d20 CREATURES (40).
12 - 13	You are attacked by a monster but survive. Roll d20:d10 on CREATURES (40) and roll on INJURIES (44).
14	A traveling menagerie is showing off strange monsters and several escape to attack your community. Roll d20:d8+6 on CREATURES (40) twice. Roll d12+8 on COMMUNITY DEATHS (39).
15	You come upon a dead monster with no indication of how it died. You take a bit of it, hoping it might be valuable. Roll on CREATURES (40) for the type of creature and gain an appropriate part, perhaps a fang or a scale, as a trinket.
16	You see a dangerous beast and flee. After several days of feeling hunted, you are thoroughly lost. Roll on LEAVING HOME (17) for the results of your flight. Roll d20:d12+8 on CREATURES (40) to see what you fled from.
17	You discover a strange ruin. While you explore it, the monster that resides there returns. You hide for three days before it leaves again. You steal something on your way out. Roll d20:d10+10 on CREATURES (40) and d6:d6:d2+4 on TRINKETS (46).
18	You get dragged into a monster's lair but are saved by adventurers before it can kill you. Roll d20:d20 on CREATURES (40).
19	When a monster attacks, you put up a fight and manage to drive it off (or just survive until it leaves, you're still not entirely sure). Roll d20:d8 on CREATURES (40).
20	You encounter a monster with someone close to you. Although you survive, they are killed. Roll on FRIENDS & FAMILY (39) to see who dies and roll d20:d20 on CREATURES (40).

LEAVING

If, due to a previous event, you are already away from home, first roll 1d6 and on a 4 or higher the end result of this table is you returning home..

d20 + *age* - *event die* LEAVING HOME

10 or less	You don't make it far, but it terrifies your parents and makes them overprotective.
11 - 12	You discover a trinket before returning home later in the day. Roll d6:d6:d6 on TRINKETS (46).
13 - 14	You are gone for 1d6 days. Roll 1d6. On a 6, you are injured; roll on INJURIES (44).
15 - 16	You are gone for 3d6 days. You stay with another family who eventually brings you home. They have children your age and you make a close friend.
17 - 18	You are gone for 4d12 days. You stay with a family of a different heritage and are eventually found by someone who knows your family. They have children your age and you make a close friend.
19 - 20	You get lost in the wilderness. You live on your own, surviving on wits and gumption. Your next major life event happens there, then you return home.
21 - 22	You get to a major city. You live on your own there, getting by with a mix of minor jobs and crime. Your next major life event happens there, then you return home.
23 - 24	You ramble about the country for a long time. Your next major life event happens when you return. In addition, when you return home, you discover that someone close to you died tragically while looking for you. Roll on FRIENDS & FAMILY (39) to see who is affected.
25 - 26	You travel to a foreign land and live with people of another heritage, learning their language and customs. Your next major life event happens there, then you return home. Increase event die.
27 - 30	You travel to another part of your home country and never return.*
31 or more	You travel to a foreign land and settle down there.*

* You have to start over in a new place. Roll 1d6:

- 1 - 2: You keep many resources, but benefit from a new start. Keep your current lifestyle and **increase event die.**
 - 3 - 4: Free from prejudice, you get a good start. Set your lifestyle to modest.
 - 5: It's tough going, but you get by. Set your lifestyle to destitute.
 - 6: You encounter cruelty and distrust. Set your lifestyle to squalid.
- If you later return home, reverse these changes.

Romance

d10 + age	ROMANTIC EVENTS*
14 or less	You have a crush on someone much older. Roll 1d6. 1 - 4: You flirt. They find it sweet and ignore you. 5 - 6: They encourage you, despite your age. Roll d3:d6:d2+4 on TRINKETS (46). <i>Decrease event die.</i>
15 - 18	You flirt with a friend. Roll 1d6. 1 - 4: They flirt back. Gain a romantic interest. 5 - 6: They are insulted. Gain a rival.
19 - 20	You go out with a friend. After some light foreplay that leads nowhere, you remain friends.
21 - 22	You sneak off for a picnic with a friend and spend the night together. Gain a romantic interest.
23	Someone you don't like flirts with you very aggressively and gets angry when you refuse them. Gain a rival.
24	At a festival, you end up dancing with someone you didn't even like beforehand. Gain a romantic interest.
25 - 26	You are smitten with a beauty you just met. Roll 1d6 (If you have a romantic interest, treat the roll as a 6 regarding them). 1 - 2: They're smitten as well. Gain a romantic interest. 3 - 4: They're interested, but they have other jealous lovers. Gain a rival and a romantic interest. 5 - 6: After several wonderful weeks, their parents force you into a marriage. If they're not already a romantic interest, they don't become one.
27	You have a torrid romance with a stranger. Roll 1d6. 1 - 3: They leave without you after a week. 4 - 5: They soon settle in your community. Gain a new romantic interest, even if you already have one. 6: They were a fey being and they vanish at the solstice.
28	An adventurer seduces you, then leaves to go adventuring without you. Roll a d20, adding your <i>event die</i> . 2 - 3: You run away and find them. Gain a romantic interest. Treat future events as happening on the road with them. 4 - 26: You follow but don't find them. Roll on LEAVING HOME (17). 27 or more: You employ people to bring them back to marry you. Roll 1d6. 1 - 3: They like you. Gain a romantic interest. 4 - 6: They hate you. Gain a rival and a romantic interest.
29	You meet someone and fall in love, but they are of a much higher station or the child of an enemy. Gain a romantic interest and a rival.
30 or more	It's love! Gain a romantic interest and marry them. Roll 1d6, treating the result as a 6 if you were already married. On a 5 or a 6 you have a child with them.

* If you already have a romantic interest, unless the event states otherwise, treat new events that give you a new romantic interest as involving the same person.

Aristocracy

d10 + event die	ARISTOCRATIC EVENTS
3 or less	The ruler decides to take a chance on you. If you do not have a landed title, roll on LANDED TITLES (58). If you do have a landed title, +4 <i>wealth</i> .
4 - 6	At a grand ball, you dance with someone beautiful and sneak off to spend the night together. Gain a romantic interest. Roll on LANDED TITLES (58) to see what their standing is.
7 - 9	A noble your age slips you a secret message to meet after dark. Roll 1d6. 1 - 2: You are inducted into a secret society of devil worshippers. +2 <i>wealth</i> , <i>increase event die</i> . 3 - 4: You are inducted into a secret society of obsessive book readers and archaeologists. You end up excavating an ancient ruin. Roll d6:d6:d6 on TRINKETS (46). 5 - 6: They're smitten with you, but are already engaged to someone higher ranking than you. Gain a romantic interest. Gain a rival who is a noble at least 1 tier above you, or a baron if you have no landed titles.
10 - 12	You get in an argument with a peer and are challenged to a duel. Roll 1d6. 1 - 2: You are badly beaten. Roll on INJURIES (44). 3 - 4: You refuse to participate. Gain a rival. 5 - 6: You win the duel handily and gain some fame. Gain a rival and <i>increase event die</i> .
13	After much debate at court, there's a reapportionment of territory. If you own no land, roll on PROPERTY (58) with a multiplier of 1d3. If you do own land, roll 1d10-6 as an additional multiplier to the same type of land you have the most of.
14 - 15	You speak very convincingly about something you don't actually know a lot about and the ruler sets you to manage relations with that guild. Roll d10+10:d8 on PROFESSIONS (52) to determine which guild.
16 - 17	You anger key members of the high council at court. They convince the ruler that you cannot be trusted. Lose all titles and half of all property. Reduce <i>wealth</i> by half.
18 - 19	A relative dies and months are spent sorting through their estate, divvying up what they've left behind. Roll d6:d6:d3+3 on TRINKETS (46) twice.
21 - 22	You pay for the absolute best care to survive a dangerous illness. -2 <i>wealth</i> .
23 - 25	Because your family is so influential the rulers decide to grant another title to your family line, to show their appreciation. Roll on MINOR TITLES (59).
26 or more	Your family uses their influence to gain a monopoly. +4 <i>wealth</i> . On LANDED TITLES (58), select 2: Guildmaster and gain the benefits.

d20 + event die	CHILDHOOD EVENTS
3 or less	You are recruited by criminals and taught to steal. +1 <i>wealth</i> . Roll 1d6. On a 4 or higher you get caught; roll 1d4 on CRIMES (38).
4	You steal something valuable from an adventurer. Roll d6:d6:d2+4 on TRINKETS (46).
5 - 6	Life has gotten too harsh. Roll on LEAVING HOME (17) at an additional +5.
7	You are discovered as an unexpected prodigy in a relatively useless skill. Roll on HOBBIES (52).
8	You find a strange ruin covered with magical runes. Your friends start using it as a place to get together without any adults around. For your next major life event, also roll an event on ODD EVENTS (32).
9 - 10	You develop an emotional attachment to an object. Roll d3+3:d4:d6 on TRINKETS (46).
11 - 12	You start helping your parents with their work on a daily basis. If you have not already, roll on PROFESSIONS (52) to determine what your parents do.
13 - 14	A magistrate comes to your community to assess all of the children for their potential as royal servants. Roll 1d6. 1 - 2: They find you insultingly deficient and sneer at you. 3 - 4: You are completely unremarkable to their assessment. <i>Decrease event die</i> . 5: They think you have merit and want to take you, but your parents refuse. <i>Increase event die</i> . (If you are in an orphanage, treat this as a 6 instead.) 6: You are taken to the ruler of your land where you either live as a servant at a modest status or at your original status if it's higher.
15 - 16	One of your friends discovers that they have magical talents. Roll 1d6. 1 - 2: Their new power goes to their head and you're the only one to stand up to their bullying. Gain a rival. <i>Increase your event die</i> . 3 - 4: Their powers draw unwanted attention and their family has to flee. You never see them again. 5 - 6: They stay a close friend, just with cool powers. <i>Increase your event die</i> .
17 - 18	You make a close friend in a different social class. If your wealth is 9 or less, they are wealthy; <i>increase event die</i> . If your wealth is 10 or more, they are impoverished; <i>decrease event die</i> .
19	Your family sacrifices much of what they have to a new wealth-deity. Roll 1d6. 1 - 3: Reduce your <i>wealth</i> by half. 4 - 6: +3 <i>wealth</i> .

d20 + event die	CHILDHOOD EVENTS (continued)
20 - 21	You are sent to live with another family of the same social standing. You remain with them for your next 1d3 major life events. Roll 1d6. 1 - 3: They are kind and loving. 4 - 6: They loathe and mistreat you. When you roll for events that happens while with that family, on any table where you add your event die, roll twice. If they loathe you, take the lower roll. If they are kind, take the higher roll.
22 - 23	Your family's enemies kidnap you to make your parents suffer. Roll on INJURIES (44).
24 - 25	Your future marriage is arranged on your behalf. (If you are already married or engaged, reroll instead.) Whatever your sexual orientation, the intended will be of the opposite apparent sex. If this does not align with your sexual orientation, decrease your event die. Roll 1d6. 1 - 4: You know who they are but they live far away and you've only met them once. 5: Your intended is one of a set of siblings, but you don't know which and aren't friends with any of them. 6: To seal some contract, they're making the marriage official already. You're legally married and your spouse lives with you as a brother or sister that you aren't allowed to be alone with. Roll 1d6. 1 - 4: You don't like them. Decrease your event die. 5 - 6: You become close friends.
26	A massive party with many gifts is thrown in your honor. Roll d6:d6:d3+3 on TRINKETS (46), twice.
27	A tutor is hired to educate you. Roll on HOBBIES (52).
28 - 29	You save the life of the ruler's child and are rewarded with a hereditary title. Roll on MINOR TITLES (59).
30 - 31	Your family inherits a landed title, if they don't already have one. Roll on LANDED TITLES (58). If they already have a title, they gain more land. Roll on PROPERTY (58), using the multiplier from their title.
32 or more	You go on a tour of every court in the land. Roll twice on ARISTOCRATIC EVENTS (19).

up to 10
Childhood

d20 + <i>event die</i>	ADOLESCENT EVENTS
2 or less	You turn to a life of crime and become the leader of a small, local gang. +1 <i>wealth</i> .
3	Not getting enough money from your family, you seek another source of income. Roll 1d6. 1 - 3: You do menial labor or work as a servant. +1 <i>wealth</i> . 4: You start gambling. -1 <i>wealth</i> . 5: You manage to find a job with potential. +2 <i>wealth</i> and roll on PROFESSIONS (52). Increase event die. 6: An adventurer hires you to help out. Roll on INJURIES (44) and d6:d4+2:d2+4 on TRINKETS (46).
4	You find something interesting in a trash heap. Roll d6:d4+2:d2 on TRINKETS (46).
5	Life has gotten too harsh. Roll on LEAVING HOME (17) at an additional +3.
6 - 7	You are punished for a crime you didn't commit. Roll on CRIMES (38).
8 - 9	Your community insists on everyone being trained for the common defense, and you spend a portion of each day drilling on staying in formations and taking orders.
10 - 11	One of your friends commits a crime. Roll 1d20 + <i>event die</i> . less than 6: You run away with them. Roll on LEAVING HOME (17) at an additional +10. 7 to 20: You help them escape. 21 or more: You turn them in for the reward. +1 <i>wealth</i> .
12 - 13	You begin an apprenticeship. Roll on PROFESSIONS (52).
14 - 15	While exploring your community, you find an heirloom from an ancient order of adventurers that is rightfully yours. Roll d6:d2+4:d4+2 on TRINKETS (46).
16 - 17	Your community has weird coming-of-age tradition. Roll 1d6. 1 - 2: You are sent out into the world on your own and visit several strange places. Add 1d3-2 to your <i>wealth</i> . 3 - 4: You have to wrestle everyone your age. 5 - 6: You are paired off for a first relationship with someone you don't know very well. Roll 1d6. 1 - 2: You hate them but are pressured into marriage. 3 - 4: Its a fun fling but nothing comes of it. 5 - 6: You like them. Gain a romantic interest.
18 - 19	You discover alcohol, and shortly thereafter discover bar brawls and hangovers. Roll on INJURIES (44). Roll 1d6. 1 - 4: You make a new friend. 5 - 6: You gain a rival.
20 - 21	A fortune teller performs a reading for you and makes three predictions. The first two come true in the following months. You are still worried about the third prediction. Roll a d6 for the third prediction. 1 - 3: You will die at the hand of an ally. 4 - 6: Victory will come at the expense of friends.

d20 + <i>event die</i>	ADOLESCENT EVENTS (continued)
22 - 23	You're conscripted to squire knights during a tournament. Roll 1d6. 1 - 2: You get injured during a joust gone awry. Roll on INJURIES (44). 3 - 4: You earn a token for your service. Roll d3+3:d2:d2+2 on TRINKETS (46). 5 - 6: You sneak off with a knight's love while they're in a tournament. Gain a romantic interest and a rival.
24 - 25	Your family invests in a risky trade caravan. Roll 1d6. 1 - 3: Major losses. Reduce your <i>wealth</i> by half. 4 - 6: Major gains. +3 <i>wealth</i> .
26	You go on a recreational trip with your family. It's wonderful fun. If you are in an urban environment, you learn about hunting and the wilderness. Otherwise, you visit a city and see magnificent sights.
27	You are given a grant of land to personally manage. Roll a d20 on PROPERTY (58) with a multiplier of 1d6-1. If the multiplier is 0, instead roll on MINOR TITLES (59). If the multiplier is 3 or higher, you find managing so much land overwhelming; decrease event die.
28 - 29	Afraid that your delinquent behavior will tarnish their name, your parents have you cloistered. Roll 1d6. On a 4 or higher, you try to run away: roll on LEAVING HOME (17), and if you return home after running away you still end up cloistered. If you do not escape, decrease event die twice and treat future events as happening at the cloister.
30 - 31	You are sent to study at a prestigious school and learn a skill. Your next 1d3 life events happen at school. Roll 1d6. 1 - 3: You know nobody there and don't like being away from home. Decrease event die. 4 - 6: You love it there and learn lots. Roll on PROFESSIONS (52).
32 or more	If they don't already have one, your family inherits a landed title. Roll on LANDED TITLES (58). If they already have a title, they gain more land. Roll on PROPERTY (58) once, using the multiplier from their title.

Adolescence 11 - 16

d20 +
event die ADULT EVENTS

- 3 or less You need a better source of income. Roll 1d6
1: You turn to crime. +2 *wealth* and *decrease event die*.
2: You're stuck with menial labor or working as a servant. +1 *wealth*.
3 - 4: You find regular work. +1 *wealth* and roll on PROFESSIONS (52).
5: You start gambling. -2 *wealth*.
6: You gain a more respectable profession. +3 *wealth* and then roll on PROFESSIONS (52).
- 4 You get into too much trouble in your community and have to move away. Roll on LEAVING HOME (17).
- 5 - 6 You are accused and convicted of a crime. Roll 1d10 on CRIMES (38). Roll 1d6. On a 6 you did commit the crime.
- 7 - 8 A rebellion against the local ruler begins and you join the ranks of the rebels. Roll 1d6.
1: The rebels are quickly vanquished and thrown in prison. Reduce your lifestyle to squalid. (See the * note under PUNISHMENTS (38) for events in prison.)
2 - 5: The rebellion turns into an all-out war. Roll on MARCHING TO WAR (26).
6: The rebels are swiftly victorious. As one of the key rebels, you gain a lot of power. Roll on LANDED TITLES (58). Roll on STATUS (6) and change your status if the new result would increase your *wealth*.
- 9 Your community insists on everyone being trained for the common defense. You're put in charge of all the youths and spend your days giving orders.
- 10 - 11 After a disaster destroys much of your community, you all work together to rebuild. Roll on DISASTERS (34) to see what caused the damage, but ignore all related deaths.
- 12 - 13 You take an apprenticeship to learn a new trade. Roll on PROFESSIONS (52).
- 14 An adventurer hires you to help carry their gear and keep watch, and you spend a month helping them out. You find something for yourself, as well. Roll d6:d6:d6 on TRINKETS (46). +1 *wealth*.
- 15 - 16 Seeking adventure, you travel and explore the world. Treat all future events as happening abroad. Roll 1d6.
1: You become a sailor.
2: You get work as a teamster.
3: You become a caravan guard. +1 *wealth*.
4: You wander as a lone vagabond. -1 *wealth*.
5: You join troupe of traveling performers.
6: You join a mage who wanders the planes. It is wondrous and dangerous. Roll on INJURIES (44).
- 17 - 18 During an attack by a dangerous monster, you rally the locals to defend your community. For your bravery, you are honored as a local hero. Roll d20:d10+10 on CREATURES (40). *Increase event die*.

d20 +
event die ADULT EVENTS (continued)

- 19 - 20 You are conscripted to help put down a peasant revolt. Roll 1d20 + *event die*:
Less than 6: You join the rebels, and when the revolt fails you have to flee. Roll on LEAVING HOME (17) at an additional +5.
7 - 20: You do as ordered, but help as little as possible.
21 or more: You lead successful raids on the peasantry. +1 *wealth*.
- 21 - 22 Thieves target your family. Check your *wealth*:
5 or less: You end up joining the gang. +1 *wealth*.
6 to 9: -2 *wealth*.
10 or more: -4 *wealth*.
- 23 - 24 You and some friends start roving around at night, causing trouble. You get a reputation as a gang of wild ruffians. Roll 1d6.
1 - 2: You clash with the guards. Roll on INJURIES (44).
3 - 4: You get a reputation as a troublemaker and are no longer welcomed in polite society. *Decrease event die*.
5 - 6: Your over-the-top-exploits make for excellent stories and you gain a reputation as a fun-loving raconteur. *Increase event die*.
- 25 - 26 You get in an altercation with an adventurer. They are imprisoned and you are not punished, even though both of you are at fault. Gain a rival.
- 27 You embarrass the local ruler's heir by being conspicuously more competent. Gain a rival.
- 28 - 29 A distant relative disowns their children and designates you their heir. Roll the siblings die noted in your heritage and gain that many rivals (minimum 1). Roll on LANDED TITLES (58).
- 30 - 31 You are inducted into a knightly order and are required to be ready for the defense of the realm. You learn a lot about giving people orders and looking proper for court. You are granted a minor title as you attain a respectable rank. Roll on MINOR TITLES (59).
- 32 or more Due to your prominence, you are required to address the ruler and all their advisers at court. Roll 1d6.
1 - 3: You speak well and are rewarded. +1 *wealth*.
4 - 6: You accidentally insult a magistrate. -1 *wealth*.
Gain a rival.

17 and older
Adulthood

WAR

d10 + age	WAR BREAKS OUT
8 or less	Marauders pillage your community. Roll 1d20 on COMMUNITY DEATHS (39).
9 - 12	Your guardians are drafted and marched to war. They return 1d3 major life events later. Until then, you and most of the local children are at an orphanage. <i>Decrease event die twice</i> , then <i>increase it twice</i> when they return.
13 - 16	Raiders catch you in the open and you are trampled by a charging horse. You can eventually walk again, but always bear marks of your injury. Roll on INJURIES (44).
17 - 20	The war is brutal and prolonged. Everyone is drafted into the effort. For this event, roll on MARCHING TO WAR (26). For future life events, roll a d6. On a 3 or more, instead of rolling a random life event, roll on H56: Marching to War. Do this for all major life events until you get a 1 or a 2 on this d6 roll, or until an event would have you flee or the war is won.
21 - 25	You are levied as a soldier. Roll on MARCHING TO WAR (26).
26	You flee the draft. Roll on LEAVING HOME (17) at an additional +5.
27 or more	You are given a command position. <i>Increase event die</i> . Roll on MARCHING TO WAR (26).

d20 + event die MARCHING TO WAR

4 or less	You defect to the enemy. Roll 1d6. 1: They betray you in turn. You are a prisoner until your next life event. Set your lifestyle to squalid. 2: They give you no reward. Set your lifestyle to destitute. 3 - 4: They give you a small reward. Set your lifestyle to poor. 5 - 6: You are treated well for your aid. Set your lifestyle to comfortable.
5 - 6	You are assigned a job as a cook and never actually see combat, but you know how to make a hearty stew from most anything that can be pillaged.
7	The war builds from scattered battles into a prolonged, endless melee. For days on end, the fighting doesn't stop, until finally the dead outnumber the living. You stumble away from the mud and death, exhausted and brutally wounded. Roll twice on INJURIES (44). You have nightmares of what you've seen in the war.
8 - 9	You besiege a castle. The trebuchets breach the wall, and you're first into the breach, and also one of the first to fall. You eventually awaken among the piled dead. The siege is over, and in its wake the shattered castle was abandoned, leaving you alone there. Roll on INJURIES (44).

d20 + event die MARCHING TO WAR (continued)

10	You're in the supply train, managing wagons and beasts of burden. You get tired of lifting boxes and learn how to gamble while pretending to work.
11 - 12	You are trapped inside a castle during a siege. You learn to hunt rats and get good at cooking shoe leather into a stew.
13 - 14	You fall in love with an enemy soldier. Roll 1d6. 1 - 2: You run away together. Roll on LEAVING HOME (17) at an additional +5. Gain a romantic interest. 3: They defect to your side. Gain a romantic interest. 4: You defect to their side. Gain a romantic interest. 5 - 6: You see them die in battle shortly after you meet.
15 - 16	You march abroad, and when the war gets to its worst, you flee. You manage to escape the battle and hide until the armies have passed. You start over where you are, never returning home. Set your lifestyle to Poor.
17 - 18	In between battles, you have a torrid, secret romance with one of your comrades. Gain a romantic interest.
19 - 20	The war is against a magocracy, and you spend most of it learning how to duck and cover when people sling spells at you.
21 - 22	You are part of a conquering army. The war is won and you settle in the new land. Roll on PROPERTY (58) with a multiplier of 1d3+1.
23 - 24	You are made part of an elite team of assassins.
25 - 26	Dangerous beasts are being used in war, and you gain acclaim when you deal the killing blow to one that decimated your troop. Roll d20:d10+10 on CREATURES (40) for the type of creature.
27 - 28	A commander insults you and you challenge him to a duel, which he foolishly accepts. After you kill him, his father decides to do you in by putting you in the most dangerous locations for the rest of the war. He's still angry that you survived. Gain a rival.
29 or more	You are given a command position, leading many troops into battle. Roll 1d6. 1 - 2: You are captured and ransomed. -2 <i>wealth</i> . 3 - 4: It's a disaster, permanently damaging your name. The ruler takes much of what you have as punishment. If you or your family own any land, lose half of it. Reduce your <i>wealth</i> by half. <i>Decrease event die twice</i> . 5 - 6: You prove yourself an exceptional commander. If you don't have a title or have a title lower than count, gain effects of a 6 (count/countess) on LANDED TITLES (58) and gain the appropriate property. If you have a higher title, roll on PROPERTY (58) one additional time with your current multiplier.

Tragedy

d100	TRAGEDIES
1 - 4	Someone frames you for a crime. Roll on CRIMES (38). You are found guilty, but shortly into the punishment, you are freed and the actual criminal is punished. Gain a rival.
5 - 8	A friendship turns bitter. Roll on FRIENDS & FAMILY (39), ignoring results of a 3 or a 4, to see who becomes a rival. <i>Decrease event die.</i>
9 - 12	Due to divorce, discord, or other disagreement, your guardian splits up with a lover or spouse. The lover that leaves becomes a bitter rival, senselessly blaming you for their life falling apart. If you had 2 guardians and now have one, <i>decrease event die.</i>
13 - 16	Your family is robbed. Reduce your <i>wealth</i> modifier by half. If you have any trinkets, roll 1d6 for each. On a 4 or higher, they are stolen.
16 - 20	If your social status is comfortable or high, or if you are an aristocrat, you are disinherited: Reduce your <i>wealth</i> by half and lose any lands that had been deeded to you and cancel any arranged marriages. If your lifestyle is modest or lower, your parents lose their employment. -1 <i>wealth</i> .
21 - 24	Your guardians are imprisoned and you are sent away.*
25 - 28	Riots break out, devastating your community. Roll d10+10 on COMMUNITY DEATHS (39).
29 - 32	A close friend disappears. Nobody knows where they went or what happened to them. <i>Decrease event die.</i>
33 - 36	Your guardian is struck by madness. They become capricious and confused. -3 <i>wealth</i> . <i>Decrease event die.</i>
37 - 40	A monster attacks and kills your guardians. Roll on CREATURES (40).*
41 - 44	Your family is forced to flee their homeland. When you finally find a new place to live, the people there hate you simply due to your foreignness. <i>Decrease event die twice.</i> Roll on HERITAGE (2) and COMMUNITY (5) to see where you end up.
45 - 48	A hag places a curse on you. <i>Decrease event die twice.</i>
49 - 52	The local temple angers their god and is blasted into a smoking crater. The deity also curses the whole community. Subtract your <i>event die</i> instead of adding it the next two times you roll it.
53 - 56	A cult decides you would make a nice sacrifice. You are saved but bear the scars of the runes they carved into you. Roll a d8+2 on INJURY LOCATION (44) for the scar locations.
57 - 60	You are kidnapped by a mad mage who experiments on you. Roll 1d6. 1 - 2: Your eyes change. Roll on UNNATURAL EYES (45). 3 - 4: Your hair changes. Roll on UNNATURAL HAIR (45). 5 - 6: Your skin changes. Roll on UNNATURAL SKIN (45).

d100	TRAGEDIES (continued)
61 - 64	The angry dead rise up from the cemetery. The fighting is brutal, killing your guardians.* Some animals also came back, and they weren't all hostile. You now have a skeletal gerbil for a pet.
65 - 68	You turn away a stranger at your door. They were a deity in disguise and they punish you. Subtract your <i>event die</i> instead of adding it the next two times you roll it.
69 - 72	A vampire feeds from you. You survive with nightmares and a scar on your neck. <i>Decrease event die.</i>
73 - 76	A demon replaces the current ruler and begins demanding sacrifices every day. It is eventually slain by adventurers, but not before much suffering. Roll d10+10 on COMMUNITY DEATHS (39).
77 - 80	You find out that your family had a hereditary blade. Unfortunately, so do some greedy adventurers, and they steal it. Roll 1d6. On a 5 or a 6, they kill your guardians while stealing the blade.*
81 - 84	Your family is branded as heretical and exiled. You move to a new land. Starting over isn't easy. Roll on HERITAGE (2) and COMMUNITY (5) to see where you end up. Reduce your <i>wealth</i> by half.
85 - 87	Criminals decide your home is a good place to hide out for a bit. They keep everyone inside and mistreat all of you. The adventurers that deal with them accidentally burn your house down in the process. Reduce your <i>wealth</i> by half.
88 - 90	Your community is converted by a cult of flagellants. The daily flagellation turns your back into a permanent mass of scar tissue. <i>Decrease event die.</i>
91 - 93	You are marked out by a deity as a chosen sacrifice. Your family flees with you. Roll on HERITAGE (2) and COMMUNITY (5) to see where you flee to. You are still marked out and priests of that sect will recognize you.
94 - 96	A horrifying magical plague is sweeping the land. Your family, not yet touched by it, flees into seclusion. Away from the world, they cannot be certain the plague has passed. Until you have an event that would force you back into society, you are still secluded.
97 - 99	A madness turns the normally placid herd animals in the vicinity violent. Putting them down is a brutal affair, and when it's done there's no herd for the rest of the year, leading to starvation. Roll d20 on COMMUNITY DEATHS (39).
100	So much tragedy, but a silver lining. Roll twice on this table, then once on FORTUNATE EVENTS (30), ignoring any results that would give additional rolls on either table.

* See result 4 on **FRIENDS & FAMILY** (39) for the effects of the loss of parents and guardians.

Fortune

d100	FORTUNATE EVENTS
1 - 4	Several years of good harvests have lifted the whole community. +2 <i>wealth</i> .
5 - 8	You find a secret hiding place where you and your friends can go without anyone finding you. <i>Increase event die</i> .
9 - 12	A friendly family comes into great wealth and gives your family a leg up as well. +2 <i>wealth</i> .
13 - 16	You find a map to hidden treasure! After following it, you find a secluded meadow with honey bees instead of gold, but a good place to get honey is always appreciated.
16 - 20	You win the highest honors in a local competition, proving yourself in a minor skill. Roll on HOBBIES (52).
21 - 24	Standing up to a bully actually works for once, and you're no longer bothered by a former harasser. If you have any rivals, lose one. <i>Increase event die</i> .
25 - 28	You save the life of someone you have a crush on and they fall for you. Gain a romantic interest.
29 - 32	A cruel ruler takes power. You help people flee persecution. Before your next major life event, the ruler is finally deposed. The new ruler grants you a title in recognition of your heroism. Roll 1d6. 1 - 3: Roll on MINOR TITLES (59). 4 - 6: Roll 2d10+2 on LANDED TITLES (58).
33 - 36	Traders from a distant land come through. You make friends with one your age, learning their language and maintaining a correspondence after they're gone.
37 - 40	If you have only one guardian, they marry and now you have two. If you have no guardians or are in an orphanage, you are adopted by a nice couple. If you have two guardians, they adopt a child close to your age that becomes a fast friend. <i>Increase event die</i> .
41 - 44	Your family has an opportunity and moves to a new land. Roll on HERITAGE (2) and COMMUNITY (5) to see where you end up. +6 <i>wealth</i> .
45 - 48	The land stays peaceful. Several straight years without banditry or war benefit all people. +2 <i>wealth</i> .
49 - 52	Your family inherit land from a distant relative. Roll on PROPERTY (58) with a multiplier of 1d3+1.
53 - 56	Bandits attack at the same time as a dragon and end up the only ones harmed. You find a strange item amidst the wreckage. Roll d6:d4+2:d6 on TRINKETS (46).
57 - 60	You find a treasure map! You follow it and unearth a small chest. Roll d6:d2+4:d4+2 on TRINKETS (46).
61 - 63	You rescue a child from a well, only to find out they're royalty. They become a friend, and their parents make you a count. Select result 6 (count) on LANDED TITLES (58) and gain the benefits. +2 <i>wealth</i> .

d100	FORTUNATE EVENTS (continued)
64 - 66	A wave of wild-magic pours across your community. In its wake, everything is more beautiful than it was before, including you.
67 - 69	You stray into the lands of faerie and meet a faerie prince. He finds your jokes hilarious and rewards you. Roll d6:d4+2:d6 on TRINKETS (46).
70 - 72	A migratory forest settles down nearby. All the trees are quite kind, always keeping you safe. <i>Increase event die</i> .
73 - 75	Forced to flee your homeland, your family finds an ancient ruin near the road. They quickly repair it and turn it into a successful inn. +4 <i>wealth</i> .
76 - 78	There's a slave revolt, and it overthrows the ruler. Now there are no slaves in your community.
79 - 81	You find a wounded monster and help it. When other people find out, they try to slay it, driving it off. It leaves you a gift for your kindness. Roll 1d20 on MONSTROUS CREATURES (40) and roll d6:d2+4:d4+2 on TRINKETS (46).
82 - 84	A healing rain washes the land. All wounds are healed and all sicknesses are banished. You are stunningly healthy for a time. If you have any injuries, remove them. If you previously applied any penalties due to injured friends or family, remove those as well.
85 - 87	A sinkhole opens a passage to a massive cavern system. Trade with the cavern dwellers is profitable, especially for your family. +3 <i>wealth</i> .
88 - 90	You meet a talking squirrel. It's not very bright and only has the lifespan of a regular squirrel, but it teaches you a great deal about nuts and how to find them.
91 - 93	You discover the entrance to an ancient ruin in the woods. Inside, you find a magical trinket. Roll d3+3:d2+4:d6 on TRINKETS (46).
94 - 96	You find a message in a bottle, then discover that you can send messages back and forth by tossing the bottle back into the little pond where you found it. You carry on a correspondence with someone your age in a distant land.
97 - 99	You invite in a stranger. They are a deity in disguise, pleased by your kindness. The next two times you roll your <i>event die</i> , roll it twice and add both rolls to the overall result.
100	With so much good must also come some suffering. Roll twice on this table, then once on TRAGEDIES (28), ignoring any results that would give additional rolls on either table.

d100 ODD EVENTS



1 - 3 You wake up significantly older than when you went to sleep. Your next life event happens at the same time as this one, without the intervening time passing. Everyone else thinks you've always been this age.

4 - 6 The sun rises already-eclipsed. It remains eclipsed for seven days, just a burning ring in the sky.

7 - 9 The land itself gains sentience and argues in court that living on it is unfair. The land wins the case and your community relocates slightly. If your family owns property, lose half of it.

10 - 12 All the trees nearby turn to stone overnight.

13 - 15 You have occasional, shockingly vivid dreams where you see the world through the eyes of a monster. These continue throughout your life. Roll CREATURES (40).



16 - 18 One night, people's nightmares come to life and ravage the town, killing many. Roll d20 on COMMUNITY DEATHS (39).

19 - 21 A curio box you find turns out to be a tiny, bloodthirsty mimic the size of your little toe. You keep it as a pet.



22 - 24 Wild magic washes through town, leaving everyone changed. Roll a d10 once for all three results on Unnatural Eyes, Hair, and Skin (45).

25 - 27 Your community falls under a mass illusion that makes everyone look and sound the same, and for the next several months it's very difficult to tell people apart.



28 - 30 The local spring begins issuing wine instead of water. You have to help dig new irrigation channels to start getting water to the crops again.

31 - 33 A beautiful fey ensorcells you and keeps you as a pet for a season, before getting bored and abandoning you.



34 - 36 Your entire town is turned to stone by a basilisk. A year on, many are saved. Roll d10+10 on COMMUNITY DEATHS (39).

37 - 39 A deity comes to the fair disguised as a child. You wrestle them and lose, but impress them. **Increase event die.** The next two times you roll your *event die*, roll it twice and add both rolls to the overall result.



40 - 42 You inherit a deed granting sole dominion over a minor demi-plane. There's no explanation of how to get there.

43 - 45 People in your town start turning into giant toad-men. They grow violent. A war-against-the-toads breaks out. Roll on WAR BREAKS OUT (26).

46 - 48 A genie appears and offers you wishes, then just laughs at you and tells you it doesn't owe you any wishes.

49 - 51 A windstorm blows through, tearing all the leaves from the trees and turning them into fluttering bugs. The swarm of leafbugs is a plague that strips the crops from the land.

52 - 54 After a terrible fire, your family pays a great deal to have you resurrected, thinking a burnt pile of ash was once you. You weren't even there, but the resurrection still works. Now there's an identical copy of you that did die.

d100 ODD EVENTS (continued)

55 - 57 While wandering about, you find a small pond and meet a naiad. She tries to drown you, but you escape with something of hers. Roll d6:d2+4:d3 on TRINKETS (46).

58 - 60 You purchase magic beans from a peddler, and when you plant them they draw in magic gophers. You keep one as a pet. It glows blue.

61 - 63 Dueling archmagi inadvertently animate all the objects in your community. It only lasts an hour, but during that time the houses wander all over the place.

64 - 66 Fire stops working where you live for a season, so everyone starts investing in tons of wool coats and blankets to stay warm through winter.

67 - 69 One morning, you wake up in a distant land, with a family that thinks you're their own. Roll on HERITAGE (2), COMMUNITY (5), and STATUS (6) for your new situation.

70 - 72 A flying tinker comes through town and you buy a trinket. -1 *wealth*. Roll d6:d2+4:d3+3 on TRINKETS (46).

73 - 75 A coven of witches uses the local tavern for a grand rite. You make friends with a young witch your age. **Increase event die.**

76 - 78 The roads in and out of your town start leading into various other dimensions. You wander into the fey realms, a small portion of one of the hells, what looks like some sort of heavenly forum, and a strange place consisting entirely of glowing globs of water in a void. After a week, the ways close with you at home.

79 - 81 You and all your siblings stop aging until your next major life event.

82 - 84 You are turned into a talking cat. For a year and a day, you live at home as a cat, doing your best to get by. You get better, slightly worried it will happen again.

85 - 87 A ghostly child befriends you. For the next several years, you have nightly conversations. Eventually, they smile, thank you, and fade away. **Increase event die.**

88 - 90 You get caught in a time loop of a fifteen minute span where a dragon attacks and have to relive it seventy-two times before you manage to save the community.

91 - 93 A humming sound begins to come from the earth. Day by day, it rises, first vibration, then rumble. Everyone flees. One month after it starts, a swarm of giant lava moles burst free, rampaging about until they cool and harden into exquisite 30-foot mole statues.

94 - 96 Toads rain from the sky for a month, and consequently you learn how to make a quite-tasty toad stew.

97 - 100 The rule of threes applies itself. Roll once on TRAGEDIES (28), once on FORTUNATE EVENTS (30), and then again on this table. Reroll any results that would give additional rolls on any of those three tables.

d100 DISASTERS

- 1 - 10 A flood washes away homes, leaving your community a shambles. Roll 1d20-10 on COMMUNITY DEATHS (39).
- 11 - 20 Fire rages through your community and destroys your home. Reduce your *wealth* by half. Roll 1d20-5 on COMMUNITY DEATHS (39).
- 21 - 29 A blizzard traps you for several weeks. Roll 1d6.
1: Being trapped together brings you and your family closer together. *Increase event die.*
2: Things get contentious and everyone fights the whole time. *Decrease event die.*
3 - 4: Food runs out and you are all desperate for food. Roll 1d10+5 on COMMUNITY DEATHS (39).
5 - 6: Someone goes mad and turns cannibal. Before they can succeed at killing anyone, you kill them yourself. Roll on FRIENDS & FAMILY (39) to see who you killed.
- 30 - 38 The pox comes to your community. Roll 1d6. On a 5 or a 6, you catch it and gain pox scars. Roll 1d10+5 on COMMUNITY DEATHS (39).
- 39 - 47 A minor earthquake damages your home. -2 *wealth*.
- 48 - 55 A sandstorm blows through, burying everything. You and many others get buried inside buildings and spend long hours desperately trying to dig out. Roll 1d10 on COMMUNITY DEATHS (39).
- 56 - 58 Rain begins to fall, then turns to droplets of burning vermilion that pierce agonizingly through anyone they touch. People spend days behind closed doors and shuttered windows as the streets run red. Nobody dies, but all remember the pain of the vermilion rains.
- 59 - 63 A tornado tears through your community. -2d3 *wealth*. Roll 1d20 on COMMUNITY DEATHS (39).
- 64 - 67 A prolonged drought ruins much of the land. Much of your community starves as farms fail, once-rich soil turning to worthless dust. -1 *wealth*. Roll 1d20 twice on COMMUNITY DEATHS (39). If you own farmland, change its type to 18 on PROPERTY (58) (worthless farmland).
- 68 - 69 A falling star lights the sky, then begins to glow blinding-bright. Its roar deafens many, and its impact leaves a smoking crater of half your community. Although many die, those who live get rich selling the metal. +5 *wealth*. Roll 1d8+10 twice on COMMUNITY DEATHS (39).
- 70 - 71 A massive sinkhole forms, and soon ancient beasts ascend from its depths. The first days of the chaos are brutal, until your community can fortify itself. Roll 1d10+8 twice on COMMUNITY DEATHS (39). If you own property other than buildings, change its type to 20 on PROPERTY (58) (embattled by monsters).
- 72 - 76 A hurricane devastates the country. Roll 1d10+10 on COMMUNITY DEATHS (39).

d100 DISASTERS (continued)

- 77 - 80 There's an outbreak of transient divination, with everyone experiencing the lives of others. Roll on MAJOR LIFE EVENTS (15) twice, once at -5 and once at +20, both without your *event die*. You experience these things, but they don't happen. Ignore any lasting effects.
- 81 - 84 Infectious spirits spread through the region, causing madness in many. Subtract 2d12 from your next roll on MAJOR LIFE EVENTS (15). Roll 1d10 on COMMUNITY DEATHS (39).
- 85 - 88 A migration of trees overruns your community, stomping through houses and ruining much. Roll 1d20 on community deaths. If you have property other than buildings, change its type to 15 on PROPERTY (58) (wilderness).
- 89 - 90 A massive earthquake breaks the land. Roll 1d6:
1 - 3: Most buildings collapse. -2d6 *wealth*. Roll 1d10+10 on COMMUNITY DEATHS (39).
4 - 5: Good fortune smiles, and the damage is minor where you are. Roll 1d10 on COMMUNITY DEATHS (39).
6: The community is split in half by a massive rift. -1d6 *wealth*. Roll 1d20 on COMMUNITY DEATHS (39).
- 91 - 92 A plague sweeps the land. Death is everywhere. The social order is overturned as society recovers. Roll 1d8+12 on COMMUNITY DEATHS (39) twice. Reroll your social status entirely on STATUS (6).
- 93 - 94 A nearby volcano erupts. Roll 1d6.
1 - 3: The town is blanketed in ash. Roll 1d20 on COMMUNITY DEATHS (39).
4 - 5: A lava flow destroys part of your community. Roll 1d12+8 on COMMUNITY DEATHS (39).
6: Your home is gone. Select 20 on COMMUNITY DEATHS (39). Roll on LEAVING HOME (17), but adjust the result to keep any surviving family members with you.
- 95 - 96 Divine wrath descends from the sky in curtains of violet lightning and a downpour of blue flame. Roll 1d10+10 on COMMUNITY DEATHS (39) twice.
- 97 - 98 Raw magic twists and warps reality in a broad swath across the countryside. People are transformed into strange creatures, many of which cannot survive. Roll 1d12+8 on COMMUNITY DEATHS (39) twice. You are transformed. Roll on BESTIAL HERITAGE (3) twice and change your heritage include a mix of those.
- 99 - 100 A rift between planes opens and realities mix. Hell scorches the righteous, winds of karmic justice punish the wicked, and chaos rules all. Roll 1d12+8 on COMMUNITY DEATHS (39) twice. You are transformed by the chaos. Roll once on ELEMENTAL HERITAGE (2) and once on PLANAR HERITAGE (2) and change your heritage to include a mix of those.

d100	DIVINE EVENTS*
1 - 7	You gain work at a local temple as an assistant at services. +1 <i>wealth</i> .
8 - 14	A fiery priest denounces something you secretly hold dear. Decrease event die.
15 - 20	A religious morality crusade picks up, and life becomes very restrictive. Roll 1d6. 1 - 3: It puts an end to some harrassment that was troubling you. Increase event die. 4 - 6: It makes it difficult to find anything fun to do. Decrease event die.
21 - 26	A preacher strikes a chord with you, and you begin studying the religious texts of their deity, seeking more answers.
27 - 32	A priestess of a foreign deity comes to town, preaching a strange gospel. You find it interesting, but the locals drive her away before you can learn much.
33 - 38	When a local shrine loses its guardian, you start tending it, wanting to keep it beautiful.
39 - 45	Giving alms becomes mandatory. If your <i>wealth</i> is 5 or less, +1 <i>wealth</i> . If your <i>wealth</i> is 10 or more, -2 <i>wealth</i> .
46 - 51	While wandering in the wilds, you find an ancient shrine to a deity you've never heard of. You decide to make a small offering, and feel a sense of immense peace when you do. Increase event die.
52 - 55	While meditating at the temple, you find yourself slipping into a strange state, and for an instant see the vastness of the universe as a connected whole. It's too much for your mind to retain, but you remember how it felt to understand it.
56 - 60	A monster attacks, but a deity shields you and you survive unharmed. Roll d20:d10+10 on CREATURES (40).
61 - 65	You begin to have nightmares of a strange beast coming to attack you. When you tell the local priest, they are convinced and shelter you. The beast comes and they drive it off. Roll on ABERRANT CREATURES (41) to see what came for you.
66 - 68	There is a war in the heavens, spawning disasters all across the land. However, your community begs the aid of a local deity and are shielded from harm. Roll 3 times on DISASTERS (34), ignoring all the negative results to see what did not affect you.
69 - 73	The local temple goes bankrupt and stops supporting a local orphanage. If you were in an orphanage, you're now living on the streets; decrease event die twice; -2 wealth. If you are not in an orphanage and have guardians, your guardians adopt an orphan close to your age who become a friend.

d100	DIVINE EVENTS (continued)*
74 - 77	A ritual involving powerful herbs and spells gets a bit out of hand. You're unsure if you hallucinated a lot or visited a celestial realm for a week.
78 - 80	You witness an anointed champion of a deity defeating an outsider. Roll a d20 on EXTRAPLANAR CREATURES (41) for the type of creature that was fought off.
81 - 83	A minor devil starts tormenting you. Subtract your <i>event die</i> instead of adding it the next two times you roll it.
84 - 86	Your persistent faith draws a deity's attention and you are invested with power, but you abuse your gifts and have them taken away.
87 - 89	You and your friends don't agree with how the local priest is preaching, and start worshipping in your own way. Your tiny sect remains secret from the rest of the world.
90 - 92	A powerful being convinces you they are a god, and you and your friends worship it. It gives you riches, but then destroys the local temple and vanishes. +5 <i>wealth</i> .
93 - 95	The local oracle becomes an adult, and according to their attendants the divine mantle passes to you. You don't feel any different, but now you're expected to sit at the temple for a few hours each day and listen to petitioners. You remain the oracle until age 16, or until your next major life event if you are already 16.
96 - 98	While praying at a local temple, the deity begins speaking back, offering guidance to help you solve your problems. You follow the advice and make several close friends. Increase event die.
99	There is a war in the heavens, and a fleeing deity decides to hide inside your mind. While it is present, you are quite mad. It leaves before your next life event, at which point you regain most of your sanity and forget most of what it knew.
100	Two deities make a wager regarding you. Increase event die. On rolls that add your <i>event die</i> , if the base roll is less than half of the max (50 or less on a d100, 10 or less on a d20, 5 or less on a d10), subtract the result of your event die instead of adding it. Otherwise, roll your event die twice and add both results to the roll.

* Every event in this table involves at least one deity. You can either select a deity appropriate to your setting, or roll on DEITIES (42) to determine the type of deity that was involved.

d10	CRIMES
1	Malingering. Roll 1d4 on PUNISHMENTS (38).
2	Theft. Roll 1d6 on PUNISHMENTS (38).
3	Burglary. Roll 1d6 on PUNISHMENTS (38).
4	Assault. Roll 1d6+1 on PUNISHMENTS (38).
5	Smuggling. Roll 1d8+2 on PUNISHMENTS (38).
6	Counterfeiting. Roll 1d8+2 on PUNISHMENTS (38).
7	Kidnapping. Roll 1d8+4 on PUNISHMENTS (38).
8	Murder. Roll 1d6+6 on PUNISHMENTS (38).
9	Heresy. Roll 1d6+6 on PUNISHMENTS (38).
10	Summoning demons. Roll 1d4+8 on PUNISHMENTS (38).

d12	PUNISHMENTS
1	Denouncement in the square.
2	Twenty strikes with a switch.
3	Published and posted denouncement.
4	Two hours in the pillory.
5	A month of menial labor.
6	Face painted to display guilt, every day for a year. <i>Decrease event die.</i>
7	Two hours daily in the pillory for a month. <i>Decrease event die.</i>
8	A month in a lightless prison cell. <i>Decrease event die.</i>
9	A year of hard labor while chained. <i>Decrease event die.</i>
10	A year of hard labor while chained. To ensure you'll always be known as a criminal, you are branded. Roll a d10 on INJURY LOCATION (44) to see where the brand is. <i>Decrease event die.</i>
11	Exiled. Lose all titles and property. You have to start over in a new place. Roll 1d6: 1 - 2: People know you are a criminal and don't trust you. Set your lifestyle to squalid. 3 - 4: You take most of your things with you. Keep your current lifestyle. -1 <i>wealth</i> . 5: It's tough going, but you get by. Set your lifestyle to destitute. 6: Free from prejudice, you get a good start. Set your lifestyle to modest.
12	Years of imprisonment. Change your status to squalid. For all future events, roll twice and select the worse result, unless one result has you roll on LEAVING HOME (17). If you end up rolling on LEAVING HOME (17), roll at an additional +5 and treat it as an escape attempt. If you return home as a result of the roll, treat it as though you were recaptured.

Justice

d20	COMMUNITY DEATHS
1 - 5	Miraculously, no one you know is harmed.
6 - 7	There are no deaths, some injuries. Roll once on FRIENDS & FAMILY (39). The result suffers a permanent injury.
8 - 9	There are some deaths, many injuries. Roll two times on FRIENDS & FAMILY (39). They are injured, but if you roll the same result twice, they're dead.
10	There are several deaths, one close to you. Roll once on FRIENDS & FAMILY (39).
11 - 12	Almost everyone is injured. Roll four times on FRIENDS & FAMILY (39) for injuries, treating rolls that affect a person more than once as a 5. In addition, you are injured. Roll on INJURIES (44).
13 - 14	There are many injuries and some deaths. Roll four times on FRIENDS & FAMILY (39) for injuries, treating a repeated roll as a death. In addition, you are injured. Roll on INJURIES (44).
15 - 16	It seems like everyone is horribly injured. Roll six times on FRIENDS & FAMILY (39) for injuries, treating rolls that affect a person more than once as a 5. In addition, you are injured. Roll on INJURIES (44).
17	Deaths are scattered through the community, but those who die do so with great suffering, their agony impossible to ignore. Roll on FRIENDS & FAMILY (39) for a death.
18	Many die, but your family and friends are spared.
19	There is death everywhere. Roll twice on FRIENDS & FAMILY (39) for deaths.
20	Your family is hit especially hard. Roll 1d2+1 on FRIENDS & FAMILY (39) six times. They are injured, but if you roll the same result twice, they're dead.

d6	FRIENDS & FAMILY
1	Close friend or romantic interest. Treat as a 2 if you have none. If an injury or death, <i>decrease event die.</i>
2	Sibling. Treat as a 3 if you have none. If a death, <i>decrease event die.</i>
3 - 4	Guardian or Parent. Treat as a 5 if you have none. If an injury, -2 <i>wealth</i> . If a death or imprisonment and you still have a guardian afterwards, -2 <i>wealth</i> and <i>decrease event die</i> . If, due a death or imprisonment, you now have no guardians, roll on ADOPTION (9) if you are 12 or younger, or <i>decrease event die twice</i> and reduce your <i>wealth</i> by half if you are 13 or older.
5 - 6	Comrade. Comrades is a general category, just people in your age group that you know and don't dislike. Even if past events have noted no specific friends or family, you have comrades.

Others are affected

If the table that sent you here indicated what to roll in the format d20:d20, roll the first die on H68: CREATURES, then the second on die on the table that roll indicated. On the second die, higher is more dangerous.

 **START HERE**

d20	CREATURES
1 - 4	DIRE CREATURES (40)
5 - 9	MONSTROUS CREATURES (40)
10 - 12	UNDEAD CREATURES (40)
13 - 15	FEY CREATURES (41)
16 - 17	ELEMENTAL CREATURES (41)
18	ABERRANT CREATURES (41)
19	EXTRAPLANAR CREATURES (41)
20	DRACONIC CREATURES (41)

d20	MONSTROUS
1	Owlbear
2	Pegasus
3	Minotaur
4	Lycanthrope*
5	Yeti
6	Griffon
7	Giant spider
8	Carnivorous plant
9	Cockatrice
10	Naga
11	Salamander
12	Troll
13	Hippogriff
14	Giant
15	Manticore
16	Basilisk
17	Hyrda
18	Roc
19	Chimera
20	Colossal Sandworm

d20	DIRE
1	Dire mosquito
2	Dire toad
3	Dire rat
4	Dire viper
5	Dire cat
6	Dire ferret
7	Dire fox
8	Dire goat
9	Dire wolf
10	Dire hyena
11	Dire mantis
12	Dire bull
13	Dire wolverine
14	Dire tiger
15	Dire moose
16	Dire bear
17	Dire kangaroo
18	Pack of dire wolves
19	Pride of dire lions
20	Dire elephant

d20	UNDEAD
1	Skeleton
2	Zombie
3	Skeletal beast*
4	Zombie beast*
5	Skeletal monster**
6	Zombie monster**
7 - 8	Ravaging of ghouls
9 - 10	Ghost
11	Spectre
12	Wraith
13	Banshee
14	Wight
15	Clatter of skeletons
16	Horde of zombies
17	Looming of shadows
18	Revenant treant
19	Vampire
20	Lich

d20	FEY
1 - 2	Brownie
3	Dryad
4 - 5	Nymph
6 - 7	Treant
8 - 9	Will-o-wisp
10	Boggart
11	Kelpie
12 - 13	Satyr
14	Leprechaun
15	Siren
16	Hag
17	Redcap
18	Faerie knight
19	Hag coven
20	Ancient treant

d20	ABERRANT
1 - 2	Flying, talking beak with no body.
3 - 4	Flock of blood-sucking tree leaves.
5 - 6	Tiny lightning storm raining eyes that look about as they fall, then splash into puddles of blood.
7 - 8	Waxen men, with lit wicks melting them as they walk.
9 - 10	Bubbling ooze with teeth.
11 - 12	Glowing transparent slug the size of an elephant.
13 - 14	Grown-together pack of wolves, with mouths and claws everywhere.
15 - 16	Hungry mound of rotting meat.
17	Scorpion-tailed, crab clawed, rhinoceros
18	Mind-eating octopus.
19	Huge millipede with human hands.
20	Massive, floating eye with magical powers.

d20	EXTRAPLANAR
1 - 4	Hell hound
5 - 6	Imp
7 - 8	Succubus or incubus
9 - 14	Minor demon
15 - 16	Half-demon knight
17 - 18	Major demon
19	Fallen angel
20	Angel

d20	ELEMENTAL
1 - 3	Sparkling
4 - 6	Frost sprite
7 - 9	Dust devil
10 - 12	Crystalline beast
13 - 14	Earth elemental
15 - 16	Water elemental
17 - 18	Air elemental
19 - 20	Fire elemental

MONSTERS

d20	DRACONIC
1 - 4	Wyvern
5	Fey dragonet
6 - 10	Wrymiling
11 - 16	Young dragon
17 - 18	Dragon
19	Skeletal dragon
20	Ancient wrym

* Roll on DIRE CREATURES (40)

* Roll on DIRE CREATURES (40)

** Roll on MONSTROUS CREATURES (40)

DEITIES

start here



d8 DEITIES

- 1 FUNDAMENTAL (42)
- 2 ELEMENTAL (42)
- 3 CONCEPTUAL (42)
- 4 MORAL (42)
- 5 NARROW (43)
- 6+ Roll twice on this table.

d20 ELEMENTAL

- 1 Autumn
- 2 Beasts
- 3 Chaos
- 4 Cold
- 5 Corruption
- 6 Darkness
- 7 Fire
- 8 Light
- 9 Magic
- 10 Moon
- 11 Night
- 12 Shadows
- 13 Spring
- 14 Stars
- 15 Summer
- 16 Sun
- 17 Undeath
- 18 Water
- 19 Wind
- 20 Winter

d10 FUNDAMENTAL

- 1 Agriculture
- 2 Battle
- 3 Creation
- 4 Death
- 5 Fate
- 6 Fertility
- 7 Love
- 8 Plague
- 9 War
- 10 Nature

d20 CONCEPTUAL

- 1 Art
- 2 Beauty
- 3 Change
- 4 Commerce
- 5 Craft
- 6 Desire
- 7 Discord
- 8 Hope
- 9 Justice
- 10 Knowledge
- 11 Law
- 12 Life
- 13 Order
- 14 Peace
- 15 Reason
- 16 Renewal
- 17 Strategy
- 18 Strife
- 19 Violence
- 20 Wealth

d100 MORAL

- 1 - 2 Adventure
- 3 - 4 Anger
- 5 - 6 Chivalry
- 7 - 9 Civilization
- 10 - 11 Community
- 12 - 14 Courage
- 15 - 16 Cunning
- 17 - 19 Deceit
- 20 - 21 Endurance
- 22 - 23 Envy
- 24 - 26 Family
- 27 - 28 Fidelity
- 29 - 30 Forgiveness
- 31 - 32 Freedom
- 33 - 34 Gluttony
- 35 - 37 Greed
- 38 - 39 Grief
- 40 - 42 Hatred
- 43 - 44 Honor
- 45 - 46 Horror
- 47 - 49 Hunger
- 50 - 51 Intrigue
- 52 - 54 Joy
- 55 - 56 Kindness
- 57 - 59 Liberty
- 60 - 62 Lies
- 63 - 64 Loss
- 65 - 66 Loyalty
- 67 - 69 Luck
- 70 - 71 Lust
- 72 - 74 Madness
- 75 - 76 Mirth
- 77 - 78 Oppression
- 79 - 80 Pain
- 81 - 82 Retribution
- 83 - 85 Revelry
- 86 - 87 Sacrifice
- 88 - 90 Treachery
- 91 - 92 Tyranny
- 93 - 94 Valor
- 95 - 97 Vengeance
- 98 - 100 Wisdom

d100 NARROW

- 1 - 7 A specific creature. Roll on BESTIAL HERITAGE (3)
- 8 - 10 A specific class. Roll on ADVENTURER CLASSES (38)
- 11 - 20 A specific profession. Roll d10+10:d8 on PROFESSIONS (52)
- 21 - 24 A specific heritage. Roll on HERITAGE (2)
- 25 - 32 A specific monster. Roll on CREATURES (40)
- 33 Ale
- 34 Athletics
- 35 Blood
- 36 Caverns
- 37 Childbirth
- 38 Civilization
- 39 Crime
- 40 Dancing
- 41 Disease
- 42 Divination
- 43 Dreams
- 44 Earthquakes
- 45 Excuses
- 46 Famine
- 47 Fish
- 48 Floods
- 49 Forests
- 50 Hagglng
- 51 Healing
- 52 Hills
- 53 Home
- 54 Horizons
- 55 Hunting
- 56 Illusion
- 57 Immortality
- 58 Livestock
- 59 Marriage
- 60 Mead
- 61 Medicine

d100 NARROW

- 62 Meditation
- 63 Mining
- 64 Misfortune
- 65 Motherhood
- 66 Mountains
- 67 Murder
- 68 Music
- 69 Nightmares
- 70 Parents
- 71 Petty crime
- 72 Poetry
- 73 Poison
- 74 Protection
- 75 Rivers
- 76 Rulers
- 77 Secrecy
- 78 Skill in battle
- 79 Sky
- 80 Slaughter
- 81 Song
- 82 Speech
- 83 Spellcraft
- 84 Sport
- 85 Storms
- 86 Strength
- 87 The sea
- 88 The underworld
- 89 Thieves
- 90 Thunder
- 91 Travel
- 92 Victory
- 93 Wanderers
- 94 Warmth
- 95 Weather
- 96 Wilderness
- 97 Wine
- 98 Writing
- 99 - 100 Roll Twice On This Table

d100	INJURIES
1 - 25	You suffer many small cuts and scrapes that leave minor scars. Roll a d10 on INJURY LOCATION (44) 3 times.
26 - 37	A burn leaves an ugly scar across a large area. Roll a d8 on Injury Location.
38 - 62	A deep gash leaves a massive scar. Roll a d8 on INJURY LOCATION (44).
63 - 65	You lose 1d2 fingers from one hand.
66 - 68	You lose 1d3 toes from one foot.
69 - 83	A broken bone never heals properly. When using the affected limb, you have mild aches and reduced range of motion. Roll a d6 on INJURY LOCATION (44).
84 - 97	You have a lingering ache that acts up in bad weather and when exhausted. Roll a d8 on INJURY LOCATION (44).
98 - 99	You have extremely fine scars that glow slightly and ache in the presence of powerful magics. Roll a d10 on INJURY LOCATION (44).
100	You suffer an injury that miraculously disappears. Roll a d10 on INJURY LOCATION (44). If the result is a limb, it's amputated. If the result is your torso, you are paralyzed. If its on your head, you lose your eyes and are blinded. When your next life-event happens, it is preceded by your injury disappearing without a trace. You can suddenly walk, you awaken with a regrown limb covered with pristine skin, or you regain your eyesight.

Injuries

d6, d8, or d10	INJURY LOCATION
1	Foot. Roll 1d6. 1-3=Left, 4-6=Right.
2	Hand. Roll 1d6. 1-3=Left, 4-6=Right.
3	Lower leg. Roll 1d6. 1-3=Left, 4-6=Right.
4	Upper leg. Roll 1d6. 1-3=Left, 4-6=Right.
5	Forearm. Roll 1d6. 1-3=Left, 4-6=Right.
6	Upper arm. Roll 1d6. 1-3=Left, 4-6=Right.
7	Back.
8	Chest.
9	Neck and head.
10	Face.

ODDITIES

d10	UNNATURAL EYES	UNNATURAL HAIR	UNNATURAL SKIN
1	Glowing green, bright as candles	Never stops growing longer	Flawless, never scarring
2	White, without iris or pupil	Always drifting, just lighter than air	Casts back rainbows when in bright light
3	Solid black like a crow's	Blood-red ropes, thick as your thumb	Scales in a hundred shades of turquoise
4	Only skin where eyes should be	Small steel spines, slowly growing	Writhing, as though something lies within
5	Leaking golden mist	Ethereal	Translucent
6	Cry tears of blood	Shrinks from pain	Scars from every cut
7	Seem to be gemstones	Shines like actual gold	Looks and feels like granite
8	Roaring flames behind the pupils	Smokes constantly, sometimes burning	Ash-black, broken by burning cracks
9	Always open, unblinking	Pale pink, gently glowing	Powdery, the white of fresh snow
10	Monstrous. Roll on CREATURES (40)	Monstrous. Roll on CREATURES (40)	Monstrous. Roll on CREATURES (40)

When generating a random trinket, what you roll should be noted in the table that sent you here, in the format d6:d6:d6. Each die could be different, could have a modifier, or could just be a number. They are rolled in order, generating the 3 digits that indicate a result on TRINKETS (46).

For example, the notation 4:d6:d2+2 would indicate you should use a 4 without rolling for the first digit, roll a d6 for the second digit, and roll a d2+2 for the third digit.

Each digit has a specific meaning, and if you want to generate random trinkets of a certain type, you can narrow the possible results with those dice. The example 4:d6:d2+2 could result in a carried trinket of any average value that may or may not be magical.

The meanings of each die are:

Result	FIRST DIE	SECOND DIE	THIRD DIE
1		Mundane	Least valuable
2	Worn		↑ ↓
3		Weird	
4			
5	Carried	Magical	
6			Most valuable

Trinkets

- 1:1:1 A belt stitched together from rat-hides.
- 1:1:2 One sandal.
- 1:1:3 Brass bangles.
- 1:1:4 A wool hood.
- 1:1:5 A chain of silver rings.
- 1:1:6 A golden belt buckle in the figure of a lion guardant.
- 1:2:1 An executioner's hood.
- 1:2:2 The copper nose-ring for a bull.
- 1:2:3 A battered bronze cloak clasp.
- 1:2:4 A hat with a peacock feather.
- 1:2:5 A golden cloak clasp.
- 1:2:6 A gold ring that fits your smallest toe.
- 1:3:1 The tail of a giant possum, as a belt.
- 1:3:2 A fraying rope belt made of colorful threads.
- 1:3:3 A well-worn crocodile-leather belt.
- 1:3:4 A leather belt with elaborate knotwork patterns worked into it.
- 1:3:5 A dragonleather belt.
- 1:3:6 A headress made from angel feathers.
- 1:4:1 A brooch-pin made from a dried roach husk.
- 1:4:2 Thin blue gloves with no fingers.
- 1:4:3 Leather suspenders with strange runes branded onto them.
- 1:4:4 A silver badge adorned with griffon feathers.
- 1:4:5 Seven gold buttons with seven thread-holes each.
- 1:4:6 A dragonbone cloak-clasp carved into the likeness of the slain ancient dragon that the bone was taken from.
- 1:5:1 A slowly-writhing belt of human hair.
- 1:5:2 A belt that always fits but is a bit too tight.
- 1:5:3 A codpiece that somehow always draws attention even though its plain leather.
- 1:5:4 A luminescent blue porcelain button.
- 1:5:5 Lace-and-silk garters that never slip in the slightest.
- 1:5:6 A girdle that narrows your waist a touch without being uncomfortable.
- 1:6:1 A bloody rag, always moist.
- 1:6:2 A brass cloak clasp that pokes you if you use it to secure a cloak.
- 1:6:3 A cloak clasp that sometimes mutters too softly to be understood.
- 1:6:4 A gold coin that, when it's tossed spins in the air for two seconds before falling.
- 1:6:5 A crystalline spider that walks up and down the ear lobe of its wearer.
- 1:6:6 A hat that's also a carefully bonsai'd maple. It doesn't need soil anymore, but you should water it occasionally.

Trinkets here

- 2:1:1 A bracelet woven from donkey hair.
- 2:1:2 A roughly-carved wooden ring.
- 2:1:3 A broad brass ring, sized to fit your thumb.
- 2:1:4 Someone else's wedding ring.
- 2:1:5 A colorful linen sarong.
- 2:1:6 A silver ring set with sapphires.
- 2:2:1 A bent nail.
- 2:2:2 A tin thimble.
- 2:2:3 Brass knuckles, scraped and knicked from use.
- 2:2:4 A copper ring with the sigil of a sleeping panda.
- 2:2:5 White silk gloves.
- 2:2:6 A strand of pearls.
- 2:3:1 A ring made from the dried vine of a carnivorous plant.
- 2:3:2 A silver ring, tarnished and pitted by acid.
- 2:3:3 A ring carved from bright orange wood.
- 2:3:4 A ring of intertwining silver and ebony.
- 2:3:5 A seal-ring with a dormant hippopotamus sigil.
- 2:3:6 A beautiful gold ring sculpted as a series of terrified faces.
- 2:4:1 Frogskin gloves.
- 2:4:2 Faded red hellhound-leather bracers.
- 2:4:3 A yeti-hide vest.
- 2:4:4 A torc crafted from two massive talons.
- 2:4:5 Four silver rings joined to a bracelet by fine chains.
- 2:4:6 One black glove with an intricate sigil stitched from a hundred shades of violet on the back of the hand.
- 2:5:1 A six-jointed bone ring. When you wear it, you can feel its grip.
- 2:5:2 Half of a pair of manacles that locks itself whenever it hits a wrist or ankle.
- 2:5:3 An iron ring that seems happiest when you're holding a sword.
- 2:5:4 A ring with seven faces that change expression with the weather.
- 2:5:5 A bracelet with numbers about it that counts the number of things in any container it's put around.
- 2:5:6 A silver snake that moves about your fingers as a living ring.
- 2:6:1 Gloves made from human skin that's been kept alive by necromancy and bleeds when cut.
- 2:6:2 Patchwork leather gloves that tighten about your hands when you put them on.
- 2:6:3 A leather glove that smells of the sea and grants preternatural skill at grabbing crabs without getting pinched.
- 2:6:4 A bracelet that wraps your hands in ghostly gloves.
- 2:6:5 Gloves that stay canary-yellow no matter what they touch.
- 2:6:6 A hairnet of golden chains that prevents your hair from tangling.

d6:d6:d6 TRINKETS (PAGE 3 OF 6)

- 3:1:1 The bloodstained silk noose that a man was choked with.
- 3:1:2 A tarnished copper necklace with a broken clasp.
- 3:1:3 A silver charm on a leather necklace.
- 3:1:4 Pretty silver earrings.
- 3:1:5 Surprisingly comfortable boots.
- 3:1:6 A violet silk cravat.
- 3:2:1 Half of a locket.
- 3:2:2 A fishbone comb, missing several tines.
- 3:2:3 A gilded-copper brooch that's starting to flake.
- 3:2:4 Wood sandals with decorative silver inlays.
- 3:2:5 Shiny silver anklets with intricate etchings.
- 3:2:6 An ivory comb set with rubies.
- 3:3:1 The teeth of an imp strung on a leather necklace.
- 3:3:2 A tin necklace that looks like an endless millipede.
- 3:3:3 A thick copper neckchain with a different rune stamped into each link.
- 3:3:4 A steel torc with smooth turquoise terminals.
- 3:3:5 A silver necklace linking sixty tiny silver charms.
- 3:3:6 A nymph-hair veil.
- 3:4:1 A helmet made from the skull of a slightly-larger humanoid.
- 3:4:2 Boots with horsehoes built into the soles.
- 3:4:3 Comfortable shoes, one with a brass buckle, one with wood.
- 3:4:4 A copper bracelet ringed with etchings in a lost language.
- 3:4:5 Slippers made from iridescent silk.
- 3:4:6 Dancing boots decorated with a thousand turquoise beads.
- 3:5:1 A rusted iron necklace that never warms to the heat of your skin.
- 3:5:2 A wine-stained lace collar whose patterns change when nobody's looking.
- 3:5:3 A lace choker that always fits perfectly.
- 3:5:4 Prayer beads that glow when used properly.
- 3:5:5 A mithril necklace that glows faintly blue.
- 3:5:6 A gold torc that can only be removed by the wearer.
- 3:6:1 Boots that appear to be made from soil, yet somehow stay together while worn.
- 3:6:2 A smoldering leather cap that feels cool to the touch.
- 3:6:3 Boots that never give blisters, no matter how long you walk.
- 3:6:4 Boots that always sound like they're walking on tile.
- 3:6:5 Anklets that make beautiful flute music as you dance.
- 3:6:6 A domino mask made of ice that doesn't melt.

still trinkets

d6:d6:d6 TRINKETS (PAGE 4 OF 6)

- 4:1:1 A small wooden box, warped by flames.
- 4:1:2 A broken tin wheelbarrow toy.
- 4:1:3 A dented copper ball painted with a dragon's face.
- 4:1:4 A small, well-made bow-drill.
- 4:1:5 A silver whistle.
- 4:1:6 A music box that plays a pleasant tune.
- 4:2:1 A desiccated honeycomb.
- 4:2:2 A doll stitched together from rags.
- 4:2:3 A small red candle.
- 4:2:4 A bobbin of green linen thread.
- 4:2:5 A flawless crystal prism.
- 4:2:6 A small crystal tumbler.
- 4:3:1 A fork with snake-fangs for tines.
- 4:3:2 A pickled cockatrice's eye.
- 4:3:3 An empty glass bottle with your name etched onto it.
- 4:3:4 A gold tooth from an ogre.
- 4:3:5 A silver rod the exact length of the standard royal foot-measure.
- 4:3:6 The tooth of a saint, encased in a golden mesh box that doesn't open.
- 4:4:1 Two mouse skulls, tied together by human hair.
- 4:4:2 The larger half of the wishbone from a faerie-dragon.
- 4:4:3 Knitting needles made from manticores spines.
- 4:4:4 Seventeen claws connected so that they imply a sphere.
- 4:4:5 A pair of scissors sized to be used by a person twelve inches tall.
- 4:4:6 A small jar of spice imported from another plane of existence.
- 4:5:1 A rock-hard egg that smells slightly of sulfur.
- 4:5:2 A toothless bag the size of your thumb that chews on whatever you put in it.
- 4:5:3 Half of a spell-scroll.
- 4:5:4 A little book that has a different story in it every new moon.
- 4:5:5 A glimmering spark inside a glass sphere.
- 4:5:6 A wooden maze with a metal ball that rolls through it. The maze changes slightly every time it's completed.
- 4:6:1 A tar-black lump that flows back together if you cut it apart.
- 4:6:2 A wand that once shot fire but now just sputters a few sparks.
- 4:6:3 A backpack that a slow-moving mote of light lives in.
- 4:6:4 A clockwork unicorn the size of your hand.
- 4:6:5 A doll the size of your thumb that follows you around.
- 4:6:6 An ever-blooming rose.

d6:d6:d6 TRINKETS (PAGE 5 OF 6)

- 5:1:1 A fishbone needle.
- 5:1:2 A bent key for an unknown lock.
- 5:1:3 A box filled with flower seeds.
- 5:1:4 A little wooden bowl, carved with dancing figures.
- 5:1:5 A silk rose.
- 5:1:6 A flawless silver mirror.
- 5:2:1 A ragged crow-feather.
- 5:2:2 A broken music box.
- 5:2:3 A toy soldier with a sharp little sword.
- 5:2:4 Coins in every denomination from the local kingdom.
- 5:2:5 A perfectly-pressed white lotus.
- 5:2:6 Opera glasses.
- 5:3:1 A tiny bottle of pungent bile.
- 5:3:2 The cork from a wine bottle, branded with the royal sigil.
- 5:3:3 A rhyton made from a dire-goat's horn.
- 5:3:4 A porcelain mug sized for pixies.
- 5:3:5 A minotaur-horn ritual dagger with a worked silver hilt.
- 5:3:6 A golden goose inside a glass egg.
- 5:4:1 A hag's bony finger.
- 5:4:2 A half-sprouted dead acorn.
- 5:4:3 An empty but un-broken salamander egg.
- 5:4:4 A hydra-hide pouch.
- 5:4:5 Silver wire twisted into a model of a dragon's digestive tract.
- 5:4:6 A marble figurine of the king and queen at their wedding.
- 5:5:1 A tiny skull. You can feel it watching you.
- 5:5:2 An animated bone finger that doesn't much like you.
- 5:5:3 A fossilized garlic clove that still tastes like garlic.
- 5:5:4 A copper bowl with a constant breeze swirling in it.
- 5:5:5 A clockwork horse the size of your foot that walks in circles when wound up.
- 5:5:6 An unnaturally-black marble, so dark it reflects no light at all.
- 5:6:1 A set of fake teeth that always seem to be smiling.
- 5:6:2 An iron box with no opening. You occasionally hear something moving about inside.
- 5:6:3 A little wooden box that's always thick with shadow, no matter how you try to light it.
- 5:6:4 A pen whose writing disappears as it dries.
- 5:6:5 A jar that, when opened, blows cool air.
- 5:6:6 A golden mouse skull that makes nearby mice sleepy.

finally, the end of the trinkets

d6:d6:d6 TRINKETS (PAGE 6 OF 6)

- 6:1:1 A tile painted with an eerie skull.
- 6:1:2 Half of a fine ivory die with silver pips.
- 6:1:3 A wooden pipe.
- 6:1:4 A glass vial of fine blue ink.
- 6:1:5 A silver cameo with the likeness of a beautiful woman.
- 6:1:6 A golden spoon.
- 6:2:1 A cup made from a monkey's skull.
- 6:2:2 A tarnished, copper doorknob.
- 6:2:3 A cheap tin fife.
- 6:2:4 A mahogany box the size of your thumb.
- 6:2:5 A brass candlestick that perfectly fits your hand.
- 6:2:6 A beautiful porcelain vase, about the size of your largest finger.
- 6:3:1 A spool of sinews.
- 6:3:2 A torn-in-half gilt playing card with the likeness of the king.
- 6:3:3 A jar of petrified olives.
- 6:3:4 One gold coin from a long-vanished kingdom.
- 6:3:5 A steel badge with the knotted-gold insignia of a knightly order.
- 6:3:6 A gold box set with opals on the inside.
- 6:4:1 The pressing of a carnivorous flower and the last spider it ate.
- 6:4:2 The shards of a hatched dragon egg.
- 6:4:3 A small, decaying book with a joke written on each of its pages.
- 6:4:4 A tin miniature of the place where you grew up.
- 6:4:5 A porcelain doll that looks exactly like you.
- 6:4:6 A sailboat the size of your thumbnail that appears to somehow be made from a single diamond.
- 6:5:1 A jar of green fluid filled with blinking, moving eyes.
- 6:5:2 A lock with no hasp that spits out any key put into it.
- 6:5:3 A tiny marble sculpture of a tree that, when planted in the ground, will start to turn into a tree, then fail and remain marble.
- 6:5:4 A marble mushroom that appears to still be slowly growing.
- 6:5:5 A fine wood box that will only open when asked politely.
- 6:5:6 A glass bell that sounds a different tone each time it rings. It plays complex songs in the wind.
- 6:6:1 An eyeball that seems to still be alive.
- 6:6:2 A shard of an enchanted blade. It keeps an unnatural edge, but wiggles out if attached to a handle.
- 6:6:3 A kalimba that is missing half its tines but plays along if you sing.
- 6:6:4 An hourglass whose grains fall upwards to mark the time.
- 6:6:5 A silken ball that's so light it can be carried by a breeze.
- 6:6:6 A heart-shaped pendant that gives a sense of love when held tight to your chest.

Hobbies

HOBBIES	d12:d6	1	2	3
collecting	1	insect husks	pressed flowers	coins
music	2	flute	drum	fiddle
reading/writing	3	poetry	literature	theater
performance	4	dramatic acting	comedic acting	singing
art	5	drawing	painting	sculpting
crafts	6	woodworking	pottery	weaving
learning	7	history	war	magic/science
athletics	8 - 9	wrestling	running	team sports
beauty	10	posing	piercings	styling clothes
hunting	11	fishing	trapping	bow hunting
gardening	12	flowers	vegetables	decorative

	4	5	6	d12	HOBBIES
	rocks	stories	tin toys	1	collecting
	pipes	lute	bagpipes	2	music
	journals	letters	rhetoric	3	reading/writing
	traditional dance	informal dance	circus shows	4	performance
	whittling	needlework	architecture	5	art
	sewing	jewelry-making	smithing	6	crafts
	logic/math	nature	religion	7	learning
	swimming	combat	hiking/climbing	8 - 9	athletics
	tattoos	hairdressing	cosmetics	10	beauty
	falconry	trophy hunting	predator stalking	11	hunting
	wild herbs	orchards	bonsai	12	gardening

For hobbies, roll 1d12 on HOBBIES (52) and read down the to determine the type of hobby, then 1d6 and read across to determine the specific version of that hobby.

For professions, roll 1d6, adding your *wealth* to the roll, on PROFESSIONS (52) and read down, then roll 1d8 and read across to find the profession.

Professions

PROFESSIONS				
d6+wealth:d8	1	2	3	4
2 or less		Beggar		
3		Gleaner		
4	Thug	Launderer	Gambler	Stable Hand
5	Server	Sailor	Netmaker	Spinner
6		Laborer		
7	Fortune teller	Herbalist	Hunter	
8		Farmer		
9	Bandit	Herder	Performer	Shaman
10		Farmer		
11	Animal Breeder	Tattooist	Chandler	Carpenter
12	Basket Weaver	Plasterer	Clothier	Fuller
13	Bowyer	Mason	Bard	Baker
14	Pewtersmith	Tanner	Artist	Guard
15	Housekeeper	Butler	Butcher	Seamstress
16	Glassblower	Smith	Furrier	Reseller
17	Apothecary	Scribe	Tailor	Overseer
18	Silversmith	Ship's Captain	Author	Instructor
19	Astrologer	Goldsmith	Functionary	Engineer
20	Distiller	Explorer	Artist	Shipwright
21	Banker	Magistrate	Architect	Courtier
22	Alchemist	Gambler	Diplomat	Scientist
23 or more		Comfortably unemployed		

PROFESSIONS					
	5	6	7	8	d6+wealth:d8
		Beggar			2 or less
	Scavenger		Hermit		3
	Ropemaker	Servant	Tinker	Vagabond	4
	Soldier	Robber	Guide	Bartender	5
		Laborer			6
		Fisher			7
		Farmer			8
	Thief	Gladiator	Adventurer	Dancer	9
		Farmer			10
	Weaver	Gardener	Farrier	Cook	11
	Animal Trainer	Potter	Wheelwright	Leatherworker	12
	Street Vendor	Healer	Painter	Cobbler	13
	Spy	Footman	Fletcher	Cooper	14
	Diviner	Brewer	Wainwright	Innkeeper	15
	Musician	Luthier	Chef	Glazier	16
	Jeweler	Investigator	Cabinet Maker	Vendor	17
	Dyer	Printer	Combat Trainer	Instructor	18
	Gemcutter	Surgeon	Adventurer	Wizard	19
	Bureaucrat	Clockmaker	Miller	Vintner	20
	Military Officer	Weaponsmith	Armorsmith	Priest	21
	Tax Collector	Professor	Spymaster	Guildmaster	22
	Owner of several businesses (Roll 1d20+4:d8 twice on this table)				23 or more

d100 CULTURAL ODDITIES (PAGE 1 OF 4)

- 1 A famous liquor gets its unique flavor from the local spring-water used to make it.
- 2 A major local crop can only be tended and harvested at night, so most people sleep during the day.
- 3 A small spell on wagon-wheels, mandatory at all city gates, causes the wagons to smooth and pack down the roads.
- 4 All building entrances face the rising sun.
- 5 All crimes have an exact, monetary cost associated with them as the only form of punishment.
- 6 All food is prepared with absolutely no spices to flavor it.
- 7 All numbers under ten are considered lucky.
- 8 All people keep their heads clean-shaven.
- 9 All prayers are kept secret, so nobody can steal them.
- 10 Arguments are generally preceded by silent staring matches.
- 11 Beautiful piercings are worn on much of the body, but are always hidden except from lovers.
- 12 Being reflected in a mirror along with someone else is bad luck.
- 13 Belts consist of seven elaborately tied strips, taking ten minutes for even the simplest of knots, or several hours for ceremonial knots.
- 14 Buildings mostly have one floor, but are built high up with fancy staircases to them. Higher houses are seen as better.
- 15 By law, all buildings are painted in a color that indicates the social class of the owner.
- 16 Competitive juggling is a favorite pastime.
- 17 Cuffs on clothing are always tied shut to keep insects out.
- 18 Dancers never touch, to avoid spoiling their futures.
- 19 Due to a picky deity, the first snowfall each year always happens precisely on the autumnal equinox.
- 20 Eating alone is considered ill-omened.
- 21 Eating birds is considered unclean.
- 22 Emotions are tightly concealed, as a matter of pride.
- 23 Every building has a shrine to its own house-spirit. The buildings are all named, and if they burn down there is a funeral.
- 24 Everybody is always exhausted from running around because walking during the day is seen as lazy.
- 25 Everyone is obsessed with theater, and they like to overact everyday life as though they're on the stage.

Cultural Oddities: an optional table to add some flavor to your background

d100 CULTURAL ODDITIES (PAGE 2 OF 4)

- 26 Everyone keeps their heads shaved.
- 27 Everyone knows a tiny spell that detects if water is poisoned because poison seeping up from the earth is a constant problem.
- 28 Everyone wears hobnailed boots, even indoors, leaving most floors very ragged.
- 29 Faux quivers are worn on shoulder harnesses and used as purses.
- 30 Food is extremely spicy, and alcohol is also flavored with hot peppers.
- 31 For an oath to be binding, it must be bellowed in the town square at noon three times over the span of a month.
- 32 Genuflecting is the proper greeting to an elder or anyone of higher station.
- 33 Grave markers are put where a person died.
- 34 Houses are built half-buried, making little hills that can be easily walked over.
- 35 It's considered improper to not wear a hat and veil while outside of the home.
- 36 It's considered the proper goal for a youth to want to learn to be a wizard.
- 37 It's inappropriate to pass inheritance to a child rather than an adopted heir.
- 38 It's traditional to receive a new bracelet every birthday, and to always have them resized as you age and always wear them all.
- 39 Knives are considered only weapons, so all food is prepared so it can be eaten without being cut.
- 40 Letter writing is a primary form of communication, even between people meet every day.
- 41 Locks are illegal.
- 42 Magic is used to dye food brilliant, unnatural colors.
- 43 Maps and directions use three cardinal directions, not four.
- 44 Meals at home always include an extra setting for the ancestors.
- 45 Meat is entirely seasonal, depending on which sort of wild beast is currently migrating through.
- 46 Metal and wood are considered opposed forces, so no metal is ever used to build a home.
- 47 Momentous events, such as marriages, new jobs, and the births of children, are commemorated with facial tattoos.
- 48 Morally right clothing colors are different for each day of the week.
- 49 Most all buildings are small, domed huts. Large residences are just clusters of such huts with covered walks.
- 50 Most buildings don't have walls, as the weather is very rarely harsh enough to require them.

d100 CULTURAL ODDITIES (PAGE 3 OF 4)

- 51 Most disagreements are resolved in wrestling competitions.
- 52 Most street vendors use carts with one large, central wheel as their stand.
- 53 Necromancy is used to invigorate meat as a way of preserving it.
- 54 Nobody is allowed to speak in their own defense, especially not in legal disputes.
- 55 Nobody wears shoes.
- 56 Painful brands are used to mark social rank on children, so they can never raise or lower their station.
- 57 Pants are not worn. Everyone wears various cuts of skirts.
- 58 People always thank the wind when there's a storm.
- 59 People are named based on the day, month, year, and era they are born.
- 60 People clip decorative notches in their ears.
- 61 People declare prayers loudly in public, to make sure they're heard by the gods and goddesses.
- 62 People keep a lot of distance, never sitting right beside each other, nor standing within arms' reach.
- 63 People pay money to fountains, springs, and wells, hoping they'll grant wishes.
- 64 People try to have holy symbols on hand for as many gods as possible, just in case.
- 65 People wear bright, colorful face paint at all times.
- 66 Pigeons are the primary form of livestock.
- 67 Prayers are written out and burned, to send them skyward.
- 68 Public displays of extravagant weeping are common.
- 69 Resolving arguments with a duel-by-wrestling, to the first throw, is common.
- 70 Roads are carefully built from cut stones.
- 71 Roads are completely unmaintained.
- 72 Sea-shells are used instead of cups for drinking
- 73 Selfishness is revered.
- 74 Several varieties of colorful flowers are the primary food source.
- 75 Taxes other than on farms are higher based on how much land isn't being used by a building, so there's almost no open space.

d100 CULTURAL ODDITIES (PAGE 4 OF 4)

- 76 The alignment of the stars is closely watched for omens.
- 77 The caves nearby are used for aging cheeses, which are the pride of the region.
- 78 The dead are cremated and their ashes are made into ink for writing prayers.
- 79 The dead are cremated, and at the end of the year all that year's ashes are components of a ritual to send them onward.
- 80 The fashion is for exceedingly tall shoes, with many people basically walking about on stilts.
- 81 The noon hour is a time of silence, to encourage contemplation.
- 82 The only water anyone drinks is extracted from a particular cactus.
- 83 The sky is permanently overcast, so people who haven't traveled think it's normally gray and dreary.
- 84 The standard greeting is a light kiss on the lips between acquaintances, or on the cheek with strangers.
- 85 The way logs are stacked for hearth fires is very precise and religiously important.
- 86 The workday starts four hours before sunrise.
- 87 There are elaborate prayers around disrobing, to ensure they aren't angry about being taken off.
- 88 There are no musical instruments.
- 89 There are no stairways. Ladders up walls are always used instead.
- 90 There are very precise laws about how large rooms and buildings can be.
- 91 There is a very precise and complex ceremony for how drinks are served.
- 92 There is no concept of personal space, people always feeling free to bump into and grab onto each other.
- 93 There's a major problem with diluted flour being sold.
- 94 There's a tradition of incorporating dance into the delivery of heartfelt messages.
- 95 There's an inn built inside the bones of an ancient dragon.
- 96 Those wealthy enough to not need to labor for their pay only use their left hand outdoors and their right hand indoors.
- 97 To take a different profession from that of their parents, people have to move to somewhere nobody knows them, so they can start over.
- 98 Walls are always curved.
- 99 When apologizing, people cut off a lock of hair and offer it up to who they are apologizing to.
- 100 When handing something to someone, it is always held with both hands.

hey look!
we're still in Cultural Oddities

TITLES OF NOBILITY

3d8	LANDED TITLES	Property Multiplier
3	Guildmaster. Roll 1d8-4 on PROPERTY (58). Roll d10+10:d8 on PROFESSIONS (52) for the guild type.	1d6
4 - 5	Duke / Duchess. Roll twice on PROPERTY (58).	1d6+1
6 - 10	Count / Countess. Roll twice on PROPERTY (58).	1d3
11 - 15	Freeholder. Roll on PROPERTY (58).	1d2
16 - 22	Baron / Baroness. Roll on PROPERTY (58).	1d3
23	Margrave / Margravine. Roll 1d2+18 on PROPERTY (58).	1d10+4
24	King / Queen. Roll four times on PROPERTY (58).	3d12

* Unless noted otherwise, titles and the associated property are your family's. You might inherit it after people die or abdicate.

d20	PROPERTY	Area*	Income**
1 - 3	Buildings in a town or city.	Property x 1000 square feet of floor space	Property x 1
4	Profitable business in a town or city	Property x 1000 square feet of floor space	Property x 2
5	Ruined buildings in a town or city.	Property x 1000 square feet of floor space	Property x -1
6 - 13	Farmland.	Property x 50 acres	Property x 1
14	Rich farmland	Property x 20 acres	Property x 2
15 - 16	Untamed wilderness.	Property x 500 acres	Property x 0
17	Ruins of an ancient fortress in the wilderness	Property x 500 acres	Property x 0
18	Near-worthless farms that still owe taxes.	Property x 50 acres	Property x -1
19	Fortified farmland near a hostile border.	Property x 30 acres	Property x 0
20	Farmland endangered by beasts. Roll d20:d12 on CREATURES (40).	Property x 50 acres	Property x 0

* Area only indicates what is directly controlled. Many people also have other landed nobles that are beholden to them.

** Income is an abstract value. 1 income represents a monthly profit sufficient to feed 5 people for a month, after taxes and maintenance.

d6:d6*	MINOR TITLES**	... of the ...	
1:1	Admiral	—	Barrier
1:2	Captain	—	Border
1:3	Chosen	—	Castle
1:4	Commander	—	Caverns
1:5	Consul	—	Cliffs
1:6	Curator	Ancient	Depths
2:1	Curator	Beautiful	Desert
2:2	Custodian	Colossal	Docks
2:3	Deacon	Distant	Fields
2:4	Eminence	Eastern	Forest
2:5	Exemplar	Enchanted	Fortress
2:6	General	Endless	Gateway
3:1	Governor	Fearless	Heath
3:2	Guardian	Flawless	Highlands
3:3	Head	Great	Hills
3:4	Justice	Imperial	History
3:5	Keeper	Infested	Hunt
3:6	Liaison	Labyrinthine	Isles
4:1	Lord/Lady	Lost	Keep
4:2	Lord/Lady	Nightmarish	Lakes
4:3	Lord/Lady	Northern	Library
4:4	Lord/Lady	Regal	Maps
4:5	Magistrate	Shattered	Museum
4:6	Master	Silent	Palace
5:1	Minister	Southern	Pass
5:2	Oracle	Thundering	Peaks
5:3	Overseer	Unspoiled	Post
5:4	Professor	Victorious	Ravines
5:5	Protector	Weird	Ruins
5:6	Protector	Western	Sea
6:1	Reeve	Roll on HERITAGE	Secrets
6:2	Sage	Roll on HERITAGE	Shore
6:3	Sheriff	Roll on HERITAGE	Tundra
6:4	Speaker	Roll on CREATURES	Walls
6:5	Vindicator	Roll on CREATURES	Wastes
6:6	Warden	Roll on CREATURES	Wilds

* Roll 3 times, once for each column, then combine them. For example, a 3:2, 4:4, 6:6 would give the title, "Guardian of the Regal Wilds".

** Minor titles are meant to be purely symbolic, but some could include specific duties if that fits your character and setting.

1 Find your spark.
 Something made you decide to pursue a life of adventure, and deciding what that is will make it easier to edit the rest of your backstory.

2 Cut parts out.
 Look through the events that you rolled and remove anything that:

- Doesn't fit with the theme your spark implies.
- Suggests a character you don't want to roleplay as.
- Would make another player uncomfortable.
- Doesn't fit the setting.

3 Work it into a story.
 Now that you've got a trimmed set of events, you want to massage it into something that feels natural to you. Consider doing all of the following:

- Remove events that don't feel impactful.
- Alter events to fit a narrative.
- Re-order events to tell a better story.

4 Figure out who else is involved.
 Along the way, you've likely picked up some friends, enemies, and lovers. If any of these feel particularly important, enough so that you want details, you can generate them as follows.

- Before anything else, decide if anything is a given based on how they were introduced. You likely don't need a random heritage for your siblings.
- For siblings, roll on SIBLING RELATIONSHIPS (61).
- For their heritage, roll on HERITAGE OF OTHERS (61).
- For other identity details, use APPARENT SEX (4), GENDER IDENTITY (4), and SEXUAL PREFERENCE (4).
- For their age, roll on AGE OF OTHERS (61).
- For social status, roll on STATUS OF OTHERS (61).
- For their vocation roll on PROFESSIONS (52) or ADVENTURER CLASSES (61).

5 Get some personality.
 You know a lot of what happened, now you need to know what that's made you into.

You may be playing as this character for quite a while. Make sure they're someone you want to play as.

Rivals, Romances, and Relatives

d100	SIBLING RELATIONSHIPS
1 - 10	Illegitimate. You only share one parent with them. Roll 1d6. On a 1, nobody knows they are illegitimate.
11 - 24	Adopted. Roll 1d6. On a 6, they are of a different heritage.
25 - 32	The child of a relative, raised as your sibling.
33 - 40	Legitimate, but you only share one parent with them.
40 - 98	Legitimate and from the same parents.
99 - 100	If your wealth is 9 or lower, they are a half-sibling who was raised in the wealthy household of their other parent. If your wealth is 10 or higher, they are illegitimate and were raised as part of the staff. Roll 1d6.

d6	HERITAGE OF OTHERS
1 - 2	Same as your own, or the same as your family if you are not the same heritage as your family.
3 - 5	Same as the majority in your community.
6	Roll on HERITAGE (2).

d6	AGE OF OTHERS
1	1d6 years younger than you.
4 - 5	Close to your own age.
6	1d6 years older than you. If a 3 or more is rolled, keep rolling and adding to the total until you roll a 1 or a 2.

d6	STATUS OF OTHERS
1 - 4	Same as your own.
5	The near-opposite of your own. Roll 1d6. 1 - 3: Squalid or wealthy, whichever is more status steps from your own. 4 - 6: Poor or comfortable, whichever is more status steps from your own. If they have a status of comfortable or wealthy, roll 1d10: On a 9 roll on MINOR TITLES (59). On a 10 roll on LANDED TITLES (58).
6	Roll on STATUS (6).

d8	ADVENTURER CLASSES
1	Berserker: Fighters relying on brute strength, sometimes even falling under a sort of madness during battle.
2	Champion: Holy warriors or spellcasters of some ideal.
3	Empowered: Those born with magical energy in their veins.
4	Mage: Scholars who master magic through careful study.
5	Rogue: Tricksters who rely on wits and stealth to get by.
6 - 7	Warrior: Master combatants, practiced with many weapons and veterans of many battles.
8	Witch: Seekers of power who make deals with beings of all sorts to unlock the secrets of the world.

You can determine your height by rolling 4d8 and finding the height in the column on HEIGHT (62) given by the *height modifier* from your heritage.

You can get the same result with the formula:

$$(height\ modifier \times (4d8+48)/12)$$

To add dimorphism, replace 4d8 with 5d8 and keep the 4 lowest/highest to skew shorter/taller.

Height

HEIGHT	height modifier									
4d8*	6	7	8	9	10	11	12	13	14	15
4	2'2"	2'6½"	2'10½"	3'3"	3'7½"	3'11½"	4'4"	4'8½"	5'½"	5'5"
5	2'2½"	2'7"	2'11½"	3'4"	3'8"	4'½"	4'5"	4'9½"	5'2"	5'6½"
6	2'3"	2'7½"	3'	3'4½"	3'9"	4'1½"	4'6"	4'10½"	5'3"	5'7½"
7	2'3½"	2'8"	3'½"	3'5½"	3'10"	4'2½"	4'7"	4'11½"	5'4"	5'9"
8	2'4"	2'8½"	3'1½"	3'6"	3'10½"	4'3½"	4'8"	5'½"	5'5½"	5'10"
9	2'4½"	2'9½"	3'2"	3'7"	3'11½"	4'4½"	4'9"	5'1½"	5'6½"	5'11½"
10	2'5"	2'10"	3'2½"	3'7½"	4'½"	4'5"	4'10"	5'3"	5'7½"	6'½"
11	2'5½"	2'10½"	3'3½"	3'8½"	4'1"	4'6"	4'11"	5'4"	5'9"	6'2"
12	2'6"	2'11"	3'4"	3'9"	4'2"	4'7"	5'	5'5"	5'10"	6'3"
13	2'6½"	2'11½"	3'4½"	3'10"	4'3"	4'8"	5'1"	5'6"	5'11"	6'4½"
14	2'7"	3'0"	3'5½"	3'10½"	4'3½"	4'9"	5'2"	5'7"	6'½"	6'5½"
15	2'7½"	3'1"	3'6"	3'11½"	4'4½"	4'10"	5'3"	5'8½"	6'1½"	6'7"
16	2'8"	3'1½"	3'6½"	4'	4'5½"	4'10½"	5'4"	5'9½"	6'2½"	6'8"
17	2'8½"	3'2"	3'7½"	4'1"	4'6"	4'11½"	5'5"	5'10½"	6'4"	6'9½"
18	2'9"	3'2½"	3'8"	4'1½"	4'7"	5'½"	5'6"	5'11½"	6'5"	6'10½"
19	2'9½"	3'3"	3'8½"	4'2½"	4'8"	5'1½"	5'7"	6'½"	6'6"	6'12"
20	2'10"	3'3½"	3'9½"	4'3"	4'8½"	5'2½"	5'8"	6'1½"	6'7½"	7'1"
21	2'10½"	3'4½"	3'10"	4'4"	4'9½"	5'3½"	5'9"	6'3"	6'8½"	7'2½"
22	2'11"	3'5"	3'10½"	4'4½"	4'10½"	5'4"	5'10"	6'4"	6'9½"	7'3½"
23	2'11½"	3'5½"	3'11½"	4'5½"	4'11"	5'5"	5'11"	6'5"	6'11"	7'5"
24	3'	3'6"	4'	4'6"	5'	5'6"	6'	6'6"	7'	7'6"
25	3'½"	3'6½"	4'½"	4'7"	5'1"	5'7"	6'1"	6'7"	7'1"	7'7½"
26	3'1"	3'7"	4'1½"	4'7½"	5'1½"	5'8"	6'2"	6'8"	7'2½"	7'8½"
27	3'1½"	3'8"	4'2"	4'8½"	5'2½"	5'9"	6'3"	6'9½"	7'3½"	7'10"
28	3'2"	3'8½"	4'2½"	4'9"	5'3½"	5'9½"	6'4"	6'10½"	7'4½"	7'11"
29	3'2½"	3'9"	4'3½"	4'10"	5'4"	5'10½"	6'5"	6'11½"	7'6"	8'½"
30	3'3"	3'9½"	4'4"	4'10½"	5'5"	5'11½"	6'6"	7'½"	7'7"	8'1½"
31	3'3½"	3'10"	4'4½"	4'11½"	5'6"	6'½"	6'7"	7'1½"	7'8"	8'3"
32	3'4"	3'10½"	4'5½"	5'	5'6½"	6'1½"	6'8"	7'2½"	7'9½"	8'4"

Tiny

Short

Average Height

Tall

Towering

* For sexual dimorphism, roll 5d8 and keep the 4 lowest for shorter or the 4 highest for taller.

Figure out what you look like.

You'll have to pick hair and skin tone on your own, but if you want guidance on figuring out how tall you are and what you're built like, the tables HEIGHT (62) and WEIGHT (63) can be used, with explanations of each table in the box above it.

Generally, it's best to pick a height and build that fit your background and statistics, using the tables as a guide, but you can roll randomly if you prefer.

Weight

If you want a random build, roll 4d4 on WEIGHT (63), ignoring the highest result and adding the lowest 3 together. (The average of this roll is a 6.)

The value in the row indicated by your height can be multiplied by your *weight modifier* for an approximate weight in pounds of someone near the center of that height range.

If you're a fan of doing math, you can get a weight in pounds for an exact height with the formula:

$$(weight\ modifier \times \text{lowest } 3 \text{ of } 4d4) \times (\text{height in inches} / 100)^3 \times \text{weight modifier}$$

If you want a particular build, replace the "lowest 3 of 4d4" part of that formula with the number above that build in WEIGHT (63).

Roll 4d4, add the lowest 3 results together for your build
Find that column in the row indicated by your height
Multiply that value by your *weight modifier*

WEIGHT	3	4	5	6	7	8	9	10	11	12
Height	Gaunt	Thin	Slim	Wiry	Solid	Stout	Hefty	Robust	Curvy	Rotund
2'2" - 2'8"	½	½	1	1	1	1½	1½	1½	2	2
2'8" - 3'2"	1	1	1½	2	2	2½	2½	3	3½	3½
3'2" - 3'8"	1½	2	2½	3	3½	4	4½	5	5½	6
3'8" - 4'2"	2	3	3½	4½	5	6	6½	7½	8	8½
4'2" - 4'8"	4	5	6	7	8	9	10	11	12	13
4'8" - 5'2"	5	6	8	9	11	12	13	15	16	18
5'2" - 5'8"	6	8	10	12	14	16	18	20	22	24
5'8" - 6'2"	8	11	13	16	18	21	23	26	28	31
6'2" - 6'8"	10	13	16	20	23	26	29	32	36	39
6'8" - 7'2"	13	17	21	25	29	33	37	41	45	49
7'2" - 7'8"	15	20	25	30	35	40	45	50	55	60
7'8" - 8'2"	19	25	31	37	43	49	55	61	67	73
8'2" - 8'8"	22	29	37	44	51	58	65	73	80	87

7

Figure out how old you are.

Whenever your last event happened, you likely started adventuring soon after, so you can determine an age by just adding a few months to the age your last event happened at.

Throughout your events, "age" has been used to note when things happen. This is always given relative to humans, so 1 age is 1 year.

To calculate your age for any other heritage, multiply your age by your age rate to determine an exact age in months.

8

Count your money.

If your *wealth* is less than 1, set it to 1. Now, you can:

- Use standard starting money from the game setting.
- Check WEALTH (64), adding a roll of your *event die* to your *wealth* and treating value as a percent modifier to starting money.
- Check WEALTH (64), adding a roll of your *event die* to your *wealth* and treating the value below your *wealth* score as gold to purchase initial gear.

The formula used is $((Wealth + Event Die) \times 1.5)^2$, rounded up to the nearest five.

Wealth

	WEALTH							
<i>Wealth + Event Die</i>	1	2	3	4	5	6	7	8
Money	5	10	15	25	40	55	75	100
<i>Wealth + Event Die</i>	9	10	11	12	13	14	15	16
Money	125	150	185	220	255	295	340	385
<i>Wealth + Event Die</i>	17	18	19	20	21	22	23	24
Money	435	490	545	600	665	730	795	865
<i>Wealth + Event Die</i>	25	26	27	28	29	30	31	32
Money	940	1015	1095	1180	1265	1350	1445	1540
<i>Wealth + Event Die</i>	33	34	35	36	37	38	39	40
Money	1635	1735	1840	1945	2055	2170	2285	3200

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The tables marked out by arrows are primary tables that guide you through background generation.

All other tables are referenced as a result of rolls on primary tables.