

*Fantasy
Character Generator
Toolkit*



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Fantasy Character Generator Toolkit

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**Dedication: Dave Blewer (for being there to bounce ideas off)
and Spike Y Jones (for molding me into shape so many years ago)**

Requires the Savage Worlds rules, available at www.greatwhitegames.com.

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Introduction

The *Fantasy Character Generation Toolkit* is designed to allow you, the player, to create a fully detailed hero, complete with family history and a backstory of deeds before he became an adventurer.

All you need to use the *Toolkit* is a d100, a pencil, some paper, and a bit of time.

Reading through, you'll quickly notice that the power range the tables produce is quite varied. Some characters end up far weaker than a regular Novice character, whereas others will be the equivalent of a Seasoned or Veteran character. We're not making any claims that the system produces perfectly balanced characters, but on average you'll be roughly equivalent to a Novice character built using the regular rules.

So why would you want to make a random character? Well, one reason is the chance to end up with a hero more powerful than the standard system allows. You might end up as a demigod mercenary captain of an elite band of hardened veterans, and be loaded down with useful Edges but no Hindrances.

Of course, there is also a chance you might end up with a crippled character with only a handful of skills and no Edges, but that's part of the risk you're taking.

Another reason is that the tables provide a complete backstory. What did your parents do? Where were you born? What was your childhood like? Did your siblings bully you or admire you? How did you get your Fighting at d10? You'll have all these answers and more besides.

It is important to note that this book does not replace the standard character generation system. It is an optional extra, available if you (and your GM) want to use it. If you don't want to risk having a substandard character, use the standard generation system.

Using the Tables

Using the *Fantasy Character Generation Toolkit* couldn't be easier. Simply start at Table 1 and follow

the instructions. There are a few rules to bear in mind as you go, however.

Inspiration

You can use the tables here in conjunction with the standard system, but you don't gain any of the benefits from the table. For instance, you might wonder where your character was born, so you roll on the table. If the entry says, "Gain 1 die in Streetwise," for example, you only get a free die if you're using this toolkit to generate the character. If you want that die using the standard system, you'll have to buy it from your standard starting allotment.

Assigning Traits

All characters begin character generation with a d4 in their attributes and zero dice in all skills. Certain entries will instruct you to increase one or more traits by a certain number of dice. Die increases go d4, d6, d8, d10, d12 as normal.

Some entries apply to a specific trait. Others allow you to choose where the dice go. When instructed to do so, just add the number of dice to what you have already. Skills you don't have start at d4 when they gain their first die.

Linked Skills

Sometimes you'll find your skills go over the linked attribute. Don't worry about paying extra—just increase the skill by the number of dice indicated.

Trait Limits

Trait limits remain a d12. If you are told to increase a trait that is already at a d12, you gain no benefit but do not reroll that entry (see below). Each profession

has only a set number of common skills. If you find all your core skills are at a d12, you might want to consider changing career and learning some new skills rather than waste the benefits.

Total Points

Given the random nature of the tables, some characters will end up with more than the usual 5 attribute and 15 skill points, and some will have less. That's the risk you take of using this system.

Whatever your character ends up with, he keeps. Don't go assigning extra dice to bring you up to the standard starting levels or lowering your dice to meet the usual starting numbers.

Edge Requirements

Sometimes you'll be told to give your character an Edge he couldn't normally take. Most often you won't have the required traits, but in rare cases you won't meet an Edge or Rank requirement.

Don't worry about this. Just add the Edge to your character as if he met all the requirements. Again, it's part of the chance rolling on the tables gives you to make an above-average character.

Duplicate Entries

Due to the way the generator works, there are several types of duplicate entry: each explained below.

Trait Entry

Sometimes you'll roll the same result on the same table. If the entry tells you to increase a trait by a certain number of dice, or gives you the choice of spending dice among multiple skills, apply the result again. Do not reroll.

If the entry tells you to increase a trait that is already at a d12, you gain no benefit, but the roll still counts. In this case, it simply means you performed the same action but learned nothing new.

Fixed Edges & Hindrances

If the entry has only a fixed result, such as gaining a fixed Edge or Hindrance you already have, simply reroll on that table. If you roll an Edge or Hindrance that has an "improved" or Major variant, you don't automatically upgrade to the advanced version.

Variable Edges

Edges and Hindrances with a variant work differently, however. You can have more than one Ally

or Connection, even of the same type. The same goes for Enemies, as well as Vows and Phobias, although duplicate results of the latter two should be rolled.

For instance, a character can have Vow (Silence) and Vow (Poverty), but he can't have two vows of silence.

If a character has a Minor Hindrance, such as Vow (Silence), and rolls the Major version of the same type, he upgrades and loses the minor version.

If a character has a Major version of a Hindrance and rolls a Minor version of exactly the same Hindrance, reroll on the appropriate subtable.

For instance, if a character rolled an entry leading him to the Vow subtable for a Minor Hindrance and he rolled a duplicate of a major one he already had, he would roll for a new Minor Vow, not reroll the entry that led him to gain the Vow in the first place.

Just to note, we've left Delusions for you and your GM to decide between you, so you can have more than one of those as well.

Mixed Entry

You might roll an entry more than once which has both a variable and fixed result. For instance, you may be told to increase certain traits and gain a fixed Edge or Hindrance you already have. In this case, use the guidelines above to help decide what you gain from a mixed entry.

Starting Rank

Regardless of the number of trait points or Edges you end up with, and whatever the Rank requirement of Edges your character has, the character begins play as a Novice character. From there on, all the regular rules regarding rank requirements apply as usual.

If you rolled an Edge which has an "improved" Version, such as Block or Level Headed, you have to meet all the standard requirements of the improved Edge. So you can be a Novice with Block, but you can't buy Improved Block until you reach Veteran.

Final Step

Once you've finished rolling the die, you need to work the entries into a coherent backstory. At first some of the entries may seem at odds with each other, such as a priest of the goddess of healing have an undead or demonic ally, but with a little imagination you'll have a great tale to tell.

Give your backstory to your GM and, with any luck, he'll weave the elements into the campaign, giving you ample opportunities for great roleplaying.

Race & Physique

These first tables detail your character's race, his physical appearance, and also his state of mind. Start at Table 1 and follow the instructions.

1 Race

1 Racial Origin

Every character belongs to a race. If you want to play a particular race, then just pick an entry. You still have to roll on the Racial Abilities table appropriate to your race. See the notes in section 1.1 for details.

d100	Result
1–40	Human (Roll on 1.1.1 Human Fortune)
41–55	Dwarf (Roll on 1.1.2 Dwarf Fortune)
56–70	Elf (Roll on 1.1.3 Elf Fortune)
71–80	Half-Elf (Roll on 1.1.4 Half-Elf Fortune)
81–90	Half-Orc (Roll on 1.1.5 Half-Orc Fortune)
91–100	Half-Folk (Roll on 1.1.6 Half-Folk Fortune)

1.1 Racial Fortune

Roll twice on the relevant race table. When you've finished, move on to Table 1.3.

1.1.1 Human Fortune

d100	Result
1–4	Alertness: You were born with sharp senses and detect things others miss. You have the Alertness Edge.
5–7	Inauspicious Birth: Your mother wept

8–12

openly when the priests read the omens at your birth. You have the Bad Luck Hindrance.

Two Hands Are Better: You can use both hands equally well. You have the Ambidextrous Edge.

13–17

Magic Resistant: You have the Arcane Resistance Edge.

18–19

Truly Magic Resistant: You have the Improved Arcane Resistance Edge.

20–23

Shun Magic: Your people shun all forms of arcane magic. You may not take the Arcane Background (Magic) Edge.

24–27

Berserk: You have a terrible temper. You gain the Berserk Edge.

28–31

Well Built: You have a strong skeleton. You gain the Brawny Edge. Do not roll on Table 1.3.5.

37–40

Fast Healer: Physical damage does not impair you as much as others. You have the Fast Healer Edge.

41–45

Fortuitous: You have a wide streak of luck. Gain the Luck Edge.

46–47

Truly Fortuitous: Your luck seems without limit. Gain the Great Luck Edge.

48–52

Fast: You have fast reflexes. You have the Quick Edge.

53–57

Closeknit: Your people are a closeknit group. You have the Loyal Hindrance.

58–62

Agile: You move like a cat. Increase your Agility by 1 die.

63–67

Clever: You demonstrated an ability to learn from an early age. Add 1 die to your Smarts.

68–72

Independent: Even as a baby you knew what you wanted. Add 1 die to Spirit.

- 73–77 **Strong:** You certainly weren't the runt of the litter. Add 1 die to Strength.
- 78–82 **Bigot:** Your race dislikes other races and this has rubbed off on you. You have –2 Charisma among all other races.
- 83–86 **Nothing:** You gain no benefit.
- 87–92 **Fit:** Childhood diseases were no problem for you. Increase Vigor by 1 die.
- 93 **Dwarf Blood:** A distant relative was a dwarf. Roll on Table 1.1.2.
- 94 **Half-Folk Blood:** Interbreeding with half-folk has left a noticeable mark on your heritage. Roll on Table 1.1.6.
- 95 **Orc Blood:** A slight trace of orc blood flows through your veins. Roll on Table 1.2.1
- 96 **Elf Blood:** Somewhere down the line, elf blood entered your family tree. Roll on Table 1.1.3.
- 97 **Dragon Blood:** In the distant past, one of your ancestors was a dragon. This has tainted your blood. Roll on Table 1.2.2.
- 98–99 **Roll Twice:** Roll twice on this table and take whichever result you prefer.
- 100 **Roll Twice:** Roll twice and keep both results.

1.1.2 Dwarf Fortune

- | d100 | Result |
|-------|--|
| 1–5 | Low Light Vision: Ignore penalties for Dim and Dark lighting. |
| 6–10 | Bones of the Mountain: Your people are as tough as their mountain home. Add 1 die of Vigor. |
| 11–14 | Magic Resistant: Your people are able to withstand magic. You gain the Arcane Resistance Edge. |
| 15–18 | Improved Magic Resistant: Your people are very difficult to affect with magic. You have the Improved Arcane Resistance Edge. |
| 19–24 | Animal Hatred: Animals dislike you. You can never take the Beast Bond or Beast Master Edges and suffer a –2 penalty too all rolls involving animals, including Riding checks. |
| 25–29 | Toxic Resistant: The strength of your dwarven blood gives you a +2 bonus to resist disease and poison. |
| 30–34 | Well Built: You have stronger muscles than other members of your race. Add 1 |



- 33–37 **Wide Shoulders:** Your clan produces exceptionally stout dwarves. You can carry 8x your Strength. If you are Brawny as well, this increases to 10x.
- 38–39 **Strong Nails:** Your nails are more like claws. You gain 1 dice in Climbing and barehand attacks cause Str+1 damage.
- 40–41 **Paragon:** You are a paragon of dwarven traits. You gain 1 die of Vigor and Strength.
- 42–49 **Slow:** Your short legs don't propel you very fast. Your Pace is 5.
- 50–52 **Ancestral Blessing:** Your ancestors have gifted you with knowledge. You have 2 dice to assign among the following skills: Climbing, Fighting, Guts, Knowledge (Stonework), and Throwing.
- 53–55 **Axe Man:** A distant ancestor blessed you at birth with martial prowess. You gain 2 dice in Fighting.
- 56–60 **Auspicious Birth:** The stars were favorable when you were born. You gain the Luck Edge.
- 61–66 **Closeknit:** Your people are a closeknit group. You have the Loyal Hindrance.
- 67–68 **Prophesied Hero:** The gods blessed your birth and hailed you as a hero. You gain the Great Luck Edge and Heroic Hindrance. Your birth attracted a great deal of interest and you may roll on Table 5.3.5 Connections.
- 69–72 **Granite Skin:** Your skin is particularly thick, granting you +1 Toughness.
- 73–74 **Berserk:** One of your ancestors was a berserk, and you have inherited his fury.

77–78	You gain the Berserk Edge. Unshakable: Your body and mind quickly recover from shock. You get the Combat Reflexes Edge.	34–39	Isolated: Your people hide away in their homeland, shunning all contact with other races. You have –2 Charisma among other races.
79–82	Isolated: Your people hide away in their homeland, shunning all contact with other races. You have –2 Charisma among other races.	40–42	Magic Heritage: Magic flows in your veins. If you take an Arcane Background, you gain +10 Power Points. Otherwise you gain no bonus as you ignored your heritage.
83–87	Truly Greedy: Your people value material goods. You have the Major Greedy Hindrance.	43–47	Limb Runner: Your people live in the trees. Gain 2 dice in Climbing. In addition, you have the Steady Hands Edge.
88–92	Mountain Goat: You treat mountainous and hilly difficult terrain as normal terrain. You also gain 2 dice in Climbing.	48–52	Stubborn: Elves have long considered themselves superior beings and do not take orders well from other races. You gain the Stubborn Hindrance.
93	Human Blood: A human is part of your ancestry. Roll on Table 1.1.1.	53–54	Animal Bonded: Your people bond an animal to every newborn child. Roll on Table 5.1.15.1 to determine the beast. You have the Beast Bond Edge as well.
94	Half-Folk Blood: Interbreeding with half-folk has left a noticeable mark on your heritage. Roll on Table 1.1.6.	55–59	Free Will: Elves are hard to taunt or intimidate. You gain the Strong Willed Edge.
95	Orc Blood: A slight trace of orc blood flows through your veins. Roll on Table 1.2.1.	60–64	Blessed: The gods favored your birth. You have the Luck Edge.
96	Elf Blood: Somewhere down the line, elf blood entered your family tree. Roll on Table 1.1.3.	65–69	Claustrophobic: Elves prefer the open air to being in small spaces. You gain the Minor Phobia (Claustrophobia).
97	Dragon Blood: In the distant past, one of your ancestors was a dragon. This has tainted your blood. Roll on Table 1.2.2.	70	Truly Blessed: When the priests of your homeland heard of your birth they held a special ceremony to honor the gods. You have the Great Luck Edge. In addition, one of the gods blessed you. Roll on Table 5.1.14.1 to determine the god and Table 5.3.11 to determine the blessing. Unfortunately, a rival god, angered at not being asked to bless you, placed a curse on you. Roll on Table 5.1.14.1 to determine the god and Table 5.3.12 for the curse.
98–99	Roll Twice: Roll twice on this table and take whichever result you prefer.		
100	Roll Twice: Roll twice and keep both results.		

1.1.3 *Elf Fortune*

d100	Result
1–5	Low Light Vision: Your eyes are accustomed to poor lighting. You ignore penalties for Dim and Dark lighting.
6–10	Swift: Your people are renowned for their swift running. You have the Fleet-Footed Edge.
11–15	Inauspicious Birth: Your mother wept openly when the priests read the omens at your birth. You have the Bad Luck Hindrance.
16–20	Nimble: You are lithe and nimble. Add 1 die to your Agility.
21–24	Quick: Your reactions are like those of a striking snake. You gain the Quick Edge.
25–28	Archers: Elves are considered master archers, and at an early age you displayed all the traits of a good archer. Gain 2 dice in Shooting.
29–33	Beast Master: Animals like the character. You gain the Beast Master Edge.
34–39	Isolated: Your people hide away in their homeland, shunning all contact with other races. You have –2 Charisma among other races.
40–42	Magic Heritage: Magic flows in your veins. If you take an Arcane Background, you gain +10 Power Points. Otherwise you gain no bonus as you ignored your heritage.
43–47	Limb Runner: Your people live in the trees. Gain 2 dice in Climbing. In addition, you have the Steady Hands Edge.
48–52	Stubborn: Elves have long considered themselves superior beings and do not take orders well from other races. You gain the Stubborn Hindrance.
53–54	Animal Bonded: Your people bond an animal to every newborn child. Roll on Table 5.1.15.1 to determine the beast. You have the Beast Bond Edge as well.
55–59	Free Will: Elves are hard to taunt or intimidate. You gain the Strong Willed Edge.
60–64	Blessed: The gods favored your birth. You have the Luck Edge.
65–69	Claustrophobic: Elves prefer the open air to being in small spaces. You gain the Minor Phobia (Claustrophobia).
70	Truly Blessed: When the priests of your homeland heard of your birth they held a special ceremony to honor the gods. You have the Great Luck Edge. In addition, one of the gods blessed you. Roll on Table 5.1.14.1 to determine the god and Table 5.3.11 to determine the blessing. Unfortunately, a rival god, angered at not being asked to bless you, placed a curse on you. Roll on Table 5.1.14.1 to determine the god and Table 5.3.12 for the curse.
71–75	Brainy: Your people are renowned for their intelligence. Increase Smarts by 1 die.
76–78	Charismatic: You seem to shine with an inner strength and confidence, which attracts people to you. You have +2 Charisma.
79–80	Racial Memory: Your tribe has passed on historic information for millennia and has a great wealth of lore. You have +2 to all Common Knowledge rolls.
81–84	Woodsy: Your people live close to nature. You gain 2 dice to spread among Survival, Tracking, and Swimming.
85–88	Keen Senses: Your senses are particularly acute. You gain 2 dice in

89–92	All Thumbs: Your race is rather backward and lacks an understanding on technology. You have the All Thumbs Hindrance.
93	Half-Folk Blood: Interbreeding with half-folk has left a noticeable mark on your heritage. Roll on Table 1.1.6.
94	Human Blood: A human is part of your ancestry. Roll on Table 1.1.1.
95	Orc Blood: A slight trace of orc blood flows through your veins. Roll on Table 1.2.1.
96	Dwarf Blood: Somewhere down the line, dwarf blood entered your family tree. Roll on Table 1.1.2.
97	Dragon Blood: In the distant past, one of your ancestors was a dragon. This has tainted your blood. Roll on Table 1.2.2.
98–99	Roll Twice: Roll twice on this table and take whichever result you prefer.
100	Roll Twice: Roll twice and keep both results.

1.1.4 Half-Elf Fortune

d100	Result
1–4	Low Light Vision: You ignore all penalties for Dim and Dark lighting.
5–9	Agile: Your elven blood makes you exceptionally agile. Increase your Agility by 1 die.
10–13	Weak Constitution: Your mixed blood has proven a bane more than a boon. You are Anemic.
14–17	Indomitable Will: Your human nature gives you +1 die in Spirit.
18–22	Two Histories: Your mixed heritage has granted you 1 die in Smarts.
23–26	Quick: Elvish blood gives you fast reflexes. You have the Quick Edge.
27–29	Weak Magic Heritage: The magical blood of the elves may be diluted, but it is still noticeable. If you take an Arcane Background you gain +5 Power Points and increase your arcane skill by one die. If not, you gain no benefits.
30–34	Lucky: The gods smiled on you at your birth. You have the Luck Edge.
35–37	Very Lucky: You have the Great Luck Edge.
38–43	Unwanted: As a half-breed you are neither Elf or Human. You count as an Outsider to both races.
44–46	Strong: You were a strong baby. Increase your Strength by 1 die.

47–51	Survivor: You survived the dangerous years of early life with ease. Increase your Vigor by 1.
52–55	Pacifist: Your mixed heritage has made you believe that peaceful interaction between races can be achieved. You gain the Major Pacifist Hindrance but increase Persuasion by 2 dice.
56–57	Blessed: The gods blessed the union of two races and their offspring. Roll on Table 5.1.14.1 to determine which god blessed you. Then roll on Table 5.3.11 to determine the blessing you received.
58–67	Strong Elf Blood: Roll on Table 1.1.3 Elf Fortune.
68–79	Strong Human Blood: Roll on Table 1.1.1 Human Fortune.
80–81	Cursed: The gods shunned you at birth. You have Bad Luck.
84–88	Sharp Senses: Your elven blood has improved your senses. You gain the Alertness Edge.
89–93	Bad Temper: No one calls you a half-breed and gets away with it. You have the Major Vengeful Hindrance.
94	Half-Folk Blood: Interbreeding with half-folk has left a noticeable mark on your heritage. Roll on Table 1.1.6.
95	Orc Blood: A slight trace of orc blood flows through your veins. Roll on Table 1.2.1.
96	Dwarf Blood: Somewhere down the line, dwarf blood entered your family tree. Roll on Table 1.1.2.
97	Dragon Blood: In the distant past, one of your ancestors was a dragon. This has tainted your blood. Roll on Table 1.2.2.
98–99	Roll Twice: Roll twice on this table and take whichever result you prefer.
100	Roll Twice: Roll twice and keep both results.

1.1.5 Half-Orc Fortune

d100	Result
1–4	Infra-vision: Halve all penalties for darkness when attacking living creatures (round down).
5–10	Strong: You have your orc parent's strength. Add 1 die to Strength.
11–13	Strapping Lad: Boy, did your mother know you were being born! You can carry 8x your Strength. If you are Brawny as well, this increases to 10x.
14–16	Fury of the Orcs: You have the temperament of an orc and have the

- 17–20 **Berserk Edge.**
Bad Temper: No one calls you a half-breed and gets away with it. You have the Major Vengeful Hindrance.
- 21–25 **Born to Survive:** Add one die to your Vigor.
- 26–29 **Good Immune System:** You add +2 to rolls to resist disease and poison.
- 30–31 **Tusks:** You have tusks. Your bite causes Str+1 damage.
- 32–38 **Strong Human Blood:** Roll on Table 1.1.1.
- 39–45 **Strong Orc Blood:** Roll on Table 1.2.1.
- 46–47 **Barely Tamed Savage:** The savage blood of the orcs runs hot through your veins. You have the Bloodthirsty Hindrance.
- 48–52 **Large Specimen:** Orcish blood has resulted in you being exceptionally large. Add +1 to your Size (usually starts at +0) and your Toughness. This can be adjusted by Table 1.3.5.
- 53–57 **Fiercely Independent:** Your mixed heritage makes you independent. Add 1 to your Spirit.
- 58–64 **Outsider:** Your orc blood makes you an Outsider among all civilized races and your human blood makes orcs treat you in a similar way.
- 65–69 **Luck:** Despite being part orc, the gods have seen fit to grant you a minor blessing. You have the Luck Edge.
- 70–74 **Inauspicious Birth:** The gods cursed your birth. You have the Bad Luck Hindrance.
- 75–76 **True Brute:** You're a monster even by

- 77–80 **Destined Warrior:** The violent blood of orcs has assured you will be a fearsome warrior. You get 2 dice in Fighting.
- 81–84 **Dense Muscles:** Physical injuries mean nothing to you. Add +1 to Toughness.
- 85–89 **Green Blood:** Your countenance makes babies cry. You have –2 Charisma.
- 90–93 **Arcane Mix:** Your racial heritage grants you the Arcane Resistance Edge.
- 94 **Half-Folk Blood:** Interbreeding with half-folk has left a noticeable mark on your heritage. Roll on Table 1.1.6.
- 95 **Dwarf Blood:** A slight trace of dwarf blood flows through your veins. Roll on Table 1.1.2.
- 96 **Elf Blood:** Somewhere down the line, elf blood entered your family tree. Roll on Table 1.1.3.
- 97 **Dragon Blood:** In the distant past, one of your ancestors was a dragon. This has tainted your blood. Roll on Table 1.2.2.
- 98–99 **Roll Twice:** Roll twice on this table and take whichever result you prefer.
- 100 **Roll Twice:** Roll twice and keep both results.

1.1.6 Half-Folk Fortune

Half-folk always begin the game Small. This subtracts 1 from their Toughness. Later rolls may change this, making you larger or smaller than average for your race.

d100	Result
1–4	Inauspicious Birth: Your mother wept when the priests read the omens at your birth. You have the Bad Luck Hindrance.
5–9	Nimble: You are as agile as cat. Increase Agility by 1 die.
10–13	Let It Wash Over: Even as a baby you proved immune to taunts and jibes. You have the Strong-Willed Edge.
14–17	Small Gene Pool: Your family have lived in the same area for generations and kept their marriages close to home. You have –2 to all Common Knowledge rolls. This does not count as the Clueless Hindrance—you might be thick as well as inbred.
18–22	Avoid Trouble: Your parents taught you from infancy to avoid trouble. You have the Quick Edge.
23–26	More Ways to Skin a Cat: Fighting isn't the only way, as your parents always



	said. You gain 2 dice to spread between Intimidate, Persuasion, and Taunt.
27–29	Run Away!: Your people have learned that running away can prevent physical injury. You have the Fleet-Footed Edge.
30–35	Closeknit: Your people are a closeknit group. You have the Loyal Hindrance.
36–38	Resilient: You may be Small, but you're a tough character. Add 1 die to Vigor.
39–45	Spirited: half-folk are generally optimistic creatures. Add 1 die to your Spirit.
46–53	Half-Folk Luck: You have an extra benny. This stacks with Luck and Great Luck.
54–58	Talkative: If there's one thing your people like it's gossip. You have the Big Mouth Hindrance.
59–64	Lucky: Your lucky even by half-folk standards. You have the Luck Edge.
65–66	Really Lucky: Your mother was wearing a four leaf clover when you were conceived. You have the Great Luck Edge.
67–69	Pastoral: Half-folk begin teaching their kids young. You have 2 dice in Knowledge (Plants).
70–73	Peaceful: Your particular tribe or clan is nonviolent. You are a Minor Pacifist.
74–75	The Bigger They Are: Your race long ago learned how to take down large creatures. You have the Giant Killer Edge.
76–78	Cheery: The pleasant demeanor of your race grants you +2 Charisma.
79–80	Big Family: Regardless of your social status, you have a large family tree. You gain the Connections Edge with regard to other half-folk.
81–85	Isolated: Your people hide away in their homeland, shunning all contact with other races. You have –2 Charisma among other races.
86–89	Can't See Me: Half-folk have many ways of avoiding confrontation. You gain 2 dice in Stealth.
90–92	Never Say Die: Half-folk make determined fighters when pushed. You have the Combat Reflexes Edge.
93	Human Blood: A human is part of your ancestry. Roll on Table 1.1.1.
94	Dwarf Blood: Interbreeding with dwarves has left a noticeable mark on your heritage. Roll on Table 1.1.2.
95	Orc Blood: A slight trace of orc blood flows through your veins. Roll on Table 1.2.1.
96	Elf Blood: Somewhere down the line, elf



	blood entered your family tree. Roll on Table 1.1.3.
97	Dragon Blood: In the distant past, one of your ancestors was a dragon. This has tainted your blood. Roll on Table 1.2.2.
98–99	Roll Twice: Roll twice on this table and take whichever result you prefer.
100	Roll Twice: Roll twice and keep both results.

1.2 Mixed Blood

Mixed blood doesn't mean the character is a half-breed. What it does mean is that at some distant juncture blood from another race was introduced into his lineage. Roll on the relevant table below.

1.2.1 Orc Taint

d100	Result
1–9	Large: You gain +1 Size and Toughness from your orc blood.
10–18	Green Skin: You have green skin and suffer –1 Charisma.
19–30	Strong: Your muscles are much larger than normal. Increase Strength by 1 die.
31–40	Tough: You can take blows that would fell lesser men. Increase Vigor by 1 die.
42–49	Warrior Blood: The blood of an orc warrior flows in your veins. Add 1 die to Fighting and Shooting.
50–60	Savage: You cannot control your bloodlust. You have the Bloodthirsty Hindrance.
61–70	Mean: Your orc heritage makes you Mean.
71–80	Thug: Your ancestor passed on his bullying genes to you. Gain 2 dice in Intimidation.
81–88	Me No Afraid: Some call it guts, others call it stupidity. Either way, nothing much phases you. Gain 2 dice in Guts.
89–97	Hard Case: You receive +1 to all rolls to resist Fatigue.
98–99	Roll Twice: Roll twice on this table and take whichever result you prefer.
100	Roll Twice: Roll twice and keep both results.

1.2.2 Dragon

d100	Result
1–8	Fire Breath: You can breathe fire. This works as per the <i>burst</i> power. You have 5 Power Points to use for this purpose only. Vigor is used as the arcane skill die.
9–17	Scales: You have scales that grant you +1 Armor. This stacks with any armor you wear. However, it also subtracts 1 from Charisma.
18–29	Natural Weapons: You have long claws and teeth. These inflict Str+1 damage.
30–38	Magical Resistance: Your dragon ancestor was immune to magic and you have inherited some of this power. You gain the benefits of Arcane Resistance, but not the actual Edge. These benefits stack with the Arcane Resistance and Improved Arcane Resistance Edges.
39–49	Magic Blood: Your ancestor was a spellcasting dragon. If you take an Arcane Background you gain +10 Power Points.
50–59	Destroyer of Lives: Your ancestor was a killer through and through. You have the Bloodthirsty Hindrance.
60–68	Tailed: You have a thick, serpentine tail! While it lets you Swim at your full Pace, it also gives you –2 Charisma.
69–77	Fearful Aura: You radiate a palpable aura of fear. Gain 2 dice in Intimidation but lose 2 from Charisma.
78–84	Strong: Your draconic ancestry has given you increased muscles power. Gain 1 die in Strength.
85–89	Wings: You have a set of miniature dragon wings, scaled for your build. You can fly at your full Pace and have an Acceleration and Climb of half this, rounded down. You have –2 to your Charisma.
90–97	Large: Your draconic heritage gives you +1 Size and Toughness.
98–99	Roll Twice: Roll twice on this table and take whichever result you prefer.
100	Roll Twice: Roll twice and keep both results



1.3 Physical Appearance

Roll once on each of the following Tables (1.3.1, 1.3.2, 1.3.3, 1.3.4, and 1.3.5) to determine your character's physical appearance. You may pick a result from Table 1.3.1 if you prefer. When you're done, move to Table 1.4.

1.3.1 Gender

d100	Result
01–50	Male
51–100	Female

1.3.2 Head Hair

Modifiers: Dwarves +30, Half-Folk +20, Elves –40. Treat results of less than 1 as 1 and results of over 100 as 100.

d100	Result
1–30	Yellow-Blond
31–36	Platinum Blond
37–41	Strawberry Blond
42–47	White
48–49	Plum
50	Bald: The character has no hair, nor can he grow any.
51–55	Red
56–59	Ginger
60–75	Light Brown
76–90	Dark Brown
91–100	Black

1.3.2.1 Facial Hair

Typically only male characters need roll on this table, though you may wish to have females dwarves roll if they have facial hair in your game.

Modifiers: Dwarves +10, Elves –50, All Others +0.

d100	Result
1	Hairless: The character cannot grow facial hair. Dwarves with this affliction suffer –1 Charisma among their own race.
2–34	Light shadow but no discernible hair.
35–49	Stubble.
50–53	Lip beard.
54–60	Goatee.
60–69	Small moustache, neatly trimmed.
70–73	Handlebar moustache.
74–76	Big moustache, overhanging top lip.
77–84	Light beard, neatly trimmed.
85–94	Full beard but no moustache.
95–100	Full beard stretching to his waist and thick moustache.



1.3.3 Eyes

Characters start with two eyes, but this can be modified later.

d100	Result
1-2	Piercing Blue
3-30	Light Blue
31-45	Dark Blue
46-50	Sea Green
51-53	Bright Green
54-59	Hazel
60-98	Brown
99	Pink
100	Red

1.3.4 Physical Features

All characters must roll on this table. At the player's option he may roll twice. These are birth defects. Injuries acquired in life can occur later.

d100	Result
1-5	Fortune (Roll on Table 1.3.4.1)
6-39	Minor Flaw (Roll on Table 1.3.4.2)
40-95	Totally average.
96	Sensory Impairment (Roll on Table 1.3.4.3)
97	Physical Impairment (Roll on Table 1.3.4.4)
98-99	The character was beaten by an ugly stick. He has the Ugly Hindrance.
100	The ugly stick that hit your character was particularly big. You have the Ugly Hindrance but with a -4 Charisma.

1.3.4.1 Fortune

d100	Result
1-10	Alertness: The character has acute senses. He gains the Alertness Edge. If the character already has this Edge, he adds a further +1 to Notice rolls.
11-70	Rugged: Your looks cause people to look twice. You gain +1 Charisma.
71-89	Attractive: You turn heads with your good looks. Gain the Attractive Edge.
90-100	Stunning: Even members of other races find you attractive. Gain the Very Attractive Edge.

1.3.4.2 Minor Flaw

While many of these flaws do not affect game mechanics, they can be used to identify the character. They may also lead to cases of mistaken identity.

d100	Result
1-2	Large birthmark covering much of your face. Charisma is lowered by 2.
3	Missing left pinkie finger.
4	Missing left ring finger.
5	Missing left middle finger.
6	Missing left index finger.
7	Missing left thumb. This gives a -2 penalty to Agility rolls and Agility-linked skills using that hand.
8	Missing right pinkie finger.
9	Missing right ring finger.
10	Missing right middle finger.
11	Missing right index finger.
12	Missing right thumb. This gives a -2 penalty to Agility rolls and Agility-linked skills using that hand.
13	No teeth. The character cannot chew his food properly.
14	Missing front two teeth. Looks goofy but imparts no Charisma penalty.
15	Scar on left cheek. The scar is 1d6" long.
16	Scar on right cheek. The scar is 1d6" long.
17-18	Dimpled chin. Large brown birthmark on forehead.
19	Six fingers on left hand.
20	Six fingers on right hand.
21	Six toes on left foot.
22	Six toes on right foot.
23	Missing all toes on left foot. This reduces your Pace by 1 (min 1).
24	Missing all toes on right foot. This reduces your Pace by 1 (min 1).
25	Left leg is shorter than the right, giving the character a limp. Pace reduced by 1.
26	Right leg is shorter than the right, giving the character a limp. Pace reduced by 1.
27-28	Pigeon chested.
29-30	High pitched nasal voice.
31-32	Deep baritone voice.
33-34	Laughs like a donkey braying.
35-36	Laughs like a hyena.
37	Pronounces "r" as "w."
38	Slight lisp.
39	Sibilant lisp.
40-41	Character has eczema, resulting in dry, flaky skin.
42-43	Excessive and incurable dandruff.
44-47	Character bites his nails down to the

	quick. This counts as a Minor Habit and gives -1 Charisma.
48-49	Excessively sweaty.
50-51	Character has foul body odor. This counts as a Minor Habit and gives -1 Charisma.
52	Weak bladder. If you are dealt a black face card on the first round of combat, you are struck by the urge to pee. Until you do, you suffer a -1 penalty to all trait rolls. If you elect to pee your pants, the penalty goes but your Charisma drops by 2 until you clean up the mess.
53-56	Smelly feet. You suffer a -1 penalty to Charisma if you take your footwear off.
57	Bad flatulence. This counts as a Minor Habit and gives -1 Charisma.
58-59	Excessive build up of ear wax. You must clean your ears daily or suffer a cumulative -1 penalty to hearing-Based Notice roll (to a maximum of -4).
60-61	Crooked smile. Some people think you look odd, but others find it attractive.
62	Cleft lip. Gives -2 penalty toll involving speech, including most arcane skill rolls.
63-64	Chronic acne. Gives a -1 Charisma penalty.
65-67	Buck teeth.
68-69	Extremely large nose.
70	Ritual scaring or tattooing on body appropriate to race.
71-74	Sticky-out belly button.
75	Flat feet. This reduces your Pace by 1 (to a minimum of 1)
76-77	Pot belly. You may be fighting shape, but you can never remove your paunch.
78-79	Excessive body hair. Lowers Charisma by 1 but grants +1 to rolls to resist cold.
80-81	You have a red nose, which makes you look like an alcoholic.
82-83	Lank, greasy hair.
84	Bloodshot eyes.
85	Extended canines.
86	Wandering eye (left).
87	Wandering eye (right).
88	Dropped eyelid (right)
89	Dropped eyelid (left)
90-91	Liver spots.
92-93	Bad breath. This gives you -1 Charisma.
94	Different colored eyes. Roll again on Table 1.3.3 to determine the other color.
95-96	Ears stick out.
97	Split tongue, like a snake.
98-99	Roll Twice: Roll twice on this table and take whichever result you prefer.
100	Roll Twice: Roll twice and keep both results.

1.3.4.3 Sensory Impairment

d100	Result
1-30	Minor Hearing Loss: You suffer a -1 penalty to Notice rolls involving hearing.
31-45	Partially Deaf: You have the Minor Hard of Hearing Hindrance.
46	Stone Deaf: You have the Major Hard of Hearing Hindrance.
47	Blind: Your character is totally blind. He has the Blind Hindrance.
48-64	Failing Eyes: The character suffers a -1 penalty to Notice rolls based on sight. This error can be corrected with glasses, as per Bad Eyes.
65-98	Bad Eyes: The characters vision is faulty. He has the Bad Eyes Hindrance.
99-100	Tactile Loss: The character's nerves do not register pressure properly. He suffers a -2 penalty to rolls involving touch, including Climbing, Fighting, Lockpicking, Repair, Shooting, and Throwing,

1.3.4.4 Physical Impairment

d100	Result
1-34	Missing Arm: You have the One Arm (Hindrance).
35-50	Missing Eye: You have the One Limb (Hindrance).
51-65	Missing Leg: You have the One Leg (Hindrance).
66-99	Lame: The character is Lame.
100	Albino: You are an albino. You have near-translucent skin, white hair, and red eyes (these replace results from Tables 1.3.2 and 1.3.3). You have a -2 penalty to all Vigor rolls to resist Fatigue. This penalty stacks with Anemic.





1.3.5 Stature

If a result gives a similar result to a Racial Fortune result, such as being Anemic twice, treat the character as Average.

For results which affect Size, let opposite results stand. For instance, although all half-folk are Small, if the character rolls Large he had a growth spurt. Likewise, a character with a positive Size modifier who rolls Small failed to live up to his potential.

d100	Result
1-2	Sickly: The character is thin and sickly, with a poor constitution. Gain the Anemic Hindrance.
3-7	Obese: The character is extremely fat. He has the Obese (Hindrance).
8-15	Small: You are smaller than usual for your race. Subtract 1 from Size and Toughness.
16-84	Average: You are of average height and build for his race.
85-94	Brawny: You are well-muscled. He gains the Brawny Edge.
95-100	Large: You are larger than normal for your race, though no stronger. You gain +1 Size and Toughness.

1.4 Age

The age of your character determines what tables he roll on later and how many times. When you've finished here, move to Table 2 to determine the details of your family.

d100	Result
1	Babe in Arms: Roll three times on Table 2.
3	Youngster: Roll three times on Table 3 and once on Table 4.
3-4	Young Teenager: Roll three times on Table 3 and twice on Table 4.
5-6	Teenager: Roll three times on Table 3 and three times on Table 4.
7-8	Older Teenager: Roll three times on Table 3, three times on Table 4, and once

9-15	on your Profession Event Table. Barely an Adult: Roll three times on Table 3, three times on Table 4, and twice on your Profession Event Table.
16-54	Young Adult: Roll three times on Tables 3 and 4, and three times on your Profession Event Table.
55-79	Adult: Roll three times on Tables 3 and 4, and four times on your Profession Table.
80-95	Middle Aged: Roll three times on Tables 3 and 4, and six times on your Profession Event Table.
96-97	Past His Prime: Roll three times on Tables 3 and 4, and seven times on your Profession Event Table. Your Pace is lowered by 1.
98-99	Near Retirement: Roll three times on Tables 3 and 4, and eight times on your Profession Event Table. Your Strength and Vigor are lowered by 1 die type (min d4) and cannot be raised thereafter. Your Pace drops by 1 as well (min 1).
100	Truly Elderly: Roll three times on Tables 3 and 4, and ten times on your Profession Event Table. Your Strength and Vigor drop by two die types (min d4) and cannot be raised thereafter. Your Pace drops by two (min 1). Draw a card at the start of each session. If you draw a Joker, you die of old age at the end of the session.



Family & Origins

2.1 Legitimacy

Every character must roll on this table to determine the legitimacy of his birth.

d100

Result

1	Divine Parentage: One of your parents was a god, making you a minor demi-god! Roll on Table 2.3.2 to determine the sex of your mortal parent. Roll on Table 2.2.1.3 to determine the deity in question. Increase all your attributes by 1 die. You also have the following Edges: Improved Arcane Resistance, Fast Healer, Great Luck, Hard to Kill, Harder to Kill, and Strong Willed. Your siblings, if any, are mortals, sired by the person your human parent married. Roll on Table 2.2.1 to determine your Social Status normally.	84–88	Father Unknown: Your mother isn't sure who your father is, but he isn't the man she married later. Roll on Table 2.2.1 for your mother's Social Status only. The GM should secretly roll your father's Social Status. Older siblings are in the same boat.
2–7	Adopted: The people you call mom and dad adopted you as a baby after you were left on their doorstep. Roll on Table 2.2.1 to determine their Social Status. The GM should secretly roll for your real parent's Social Status.	89–96	Illegitimate, Unaccepted: You were born from an illicit affair. Roll on Table 2.2.1 for each parent (father first, then mother) and use the lowest to represent the parent with whom you live. You have no legal claim to any titles.
8–79	Legitimate: Your parents were married when you were conceived and they are your biological parents. Roll on Table 2.2.1.	97–100	Illegitimate, Accepted: Despite being born from an affair, you have been accepted by both parents. Roll twice on Table 2.2.1 (father first, then mother). Although you live with the lower Status parent, the higher one acknowledges your existence.
80–83	Father Unknown: Your mother isn't sure who your father is and she never married. Roll on Table 2.2.1 for your mother only. The GM should secretly roll your father's Social Status. All your siblings are in the same boat and may have different fathers.		



2.2 Parents

This section takes a look at your character's parents, and determines their social status, the family's history, their health, and what they think of the character.

2.2.1 Social Status

Unless directed otherwise on Table 2.1, characters roll only once to determine their family's status. Both parents and all children share the same status.

Although characters have childhood events which shape their life, being born into a certain social group tends to shape one's early learning and open job opportunities. The money a character begins with is his base. This can be modified by later table results.

When you've finished here, move to Table 2.2.2.

d100	Result	
1-3	Scum of the Earth: You were born into a family of beggars and scavengers. You get 2 dice to spend among Climbing, Guts, Intimidation, Persuasion, and Streetwise. You start with \$50 and a flea infestation. The character must take the Generic profession (Table 5.1.9) and does not roll on Table 5.1.	56-69
4-7	Thief: Your family are professional thieves. You get 2 dice to spread among Climbing, Lockpicking, Notice, Stealth, and Streetwise. You start with \$300. If you wish, you may start as a Thief (Table 5.1.17), rather than roll on Table 5.1.	70-75
8-9	Fisherman: Your family are fisherfolk. You gain 1 die in Boating and Swimming. You start with \$200.	76-81
10-14	Farmer: The family work the soil. The character gains 1 die in Strength. You start with \$200.	82-83
15-16	Entertainer: Your family are entertainers by trade. Increase your Agility by 1 die. You have \$300.	
17-19	Low Ranking Military: The head of the family is a common soldier. Roll on Table 2.2.1.1 to determine the type of soldier. You get 2 dice to spread among skills on that entry. You start with \$250. You may start as either a City Guard (Table 5.1.7) or a Mercenary (Table 5.1.11), rather than roll on Table 5.1.	84-85
20-55	Crafter: Your family are minor crafters. You get 2 dice in Knowledge (one craft).	86-89
		Roll on Table 2.2.1.2 to determine the family trade. You start with \$500.
		Master Crafter: Your family are important crafters. You get 2 dice in Knowledge (one craft). Roll on Table 2.2.1.2 to determine the family trade. You start with \$800.
		Minor Merchant: Your family own a shop. You have 2 dice in Persuasion and start with \$500. You may start as a merchant (Table 5.1.12) rather than roll on Table 5.1.
		Powerful Merchant (Local): Your family owns 1d3 shops. You gain with 2 dice in Persuasion and start with \$750. You may start as a merchant (Table 5.1.12) rather than roll on Table 5.1.
		Powerful Merchant (Trader): Your family owns a trading ship or caravan, depending on their Homeland Terrain. You gain with 2 dice in Persuasion and 1 die in Knowledge (Geography). You have \$1000. You may start as a merchant (Table 5.1.12) rather than roll on Table 5.1.
		High Ranking Military: The head of the family is an officer in the military. Roll on Table 2.2.1.1 to determine the type of soldier. You get 3 dice to spread among skills on that entry and the Knowledge (Battle) skill. You start with \$700. You may start as either a City Guard (Table 5.1.7) or a Mercenary (Table 5.1.11), rather than roll on Table 5.1.
		Scholars: Your family are considered wise people. You receive 4 dice to spend



in any Knowledge skills but must take at least two separate skills. You start with \$500.

90–91 **Wizard:** You come from a long line of wizards. You get 2 dice to spend on Knowledge skills. If you take the Apprentice Mage profession you get 1 die in Knowledge (Arcana) and Spellcasting as well. Starting cash is \$500. You may start as an Apprentice Mage (Table 5.1.1) rather than roll on Table 5.1.

92–95 **Priesthood:** Your family are members of the priesthood. Roll on Table 2.2.1.3 to determine their faith. You get 2 dice to spend among the listed skills. If you take the Novitiate Priest profession you get 1 die in Faith and Knowledge (Arcana) as well. Starting cash is \$500. You may start as a Novitiate Priest (Table 5.1.14) rather than roll on Table 5.1.

96–97 **Courtiers:** Your family serve a noble. Roll on Table 2.2.1.4 to determine who their master's status. You may either take 2 dice in Persuasion or take the Connections Edge. You start with \$750. You may start as a Courtier (Table 5.1.8) rather than roll on Table 5.1.

98 **High Courtiers:** Your family serve a member of royalty. Roll on Table 2.2.1.5 to determine who their master's status. You may either take 2 dice in Persuasion or the Connections (Edge). You start with \$1000. You may start as a Courtier (Table 5.1.8) rather than roll on Table 5.1.

99 **Nobility:** The character is born to nobility. He has the Noble Edge and 3 dice to spread among Intimidation, Knowledge, Persuasion, and Riding. Roll on 2.2.1.4 to determine the exact level of nobility. You may take either the Knight (Table 5.1.10) or Noble (Table 5.1.13) profession without rolling on the Profession Table (5.1).

100 **Royalty:** The character is born to royalty. He has the Noble Edge and 4 dice to spread among Intimidation, Knowledge, Persuasion, and Riding. Roll on Table 2.2.1.5 to determine the exact title. You may take either the Knight (Table 5.1.10) or Noble (Table 5.1.13) profession without rolling on the Profession Table (5.1).



2.2.1.1 *Military Family*

d100

Result

01–45

Infantry: Fighting, Guts, and Intimidation

46–60

Cavalry: Fighting, Intimidation, and Riding.

61–75

Thrown Missile Troop: Guts, Intimidation, and Throwing.

76–95

Fired Missile Troop: Guts, Intimidation, and Shooting.

96–100

Marine: Boating, Fighting, and Shooting.

2.2.1.2 *Crafter Profession*

d100

Result

1

Apiarian: Beekeeper.

2

Armorer

3

Baker

4

Basketweaver

5

Beader: Makes beads.

6

Bellfounder: Casts bells.

7

Blacksmith

8

Bookbinder

9

Bottlemaker: Makes clay bottles.

10

Boxmaker: Makes wooden boxes and crates.

11

Broomer: Makes brooms.

12

Butcher

13

Brasier: Works with brass.

14

Brailier: Dyes cloth.

15

Bowyer

16

Burlester: makes women's headdresses.

17

Burnisher: Polishes metal.

18

Cabinetmaker: Makes high-class furniture.

19

Calligrapher: Produces elegant texts.

20

Cardmaker: Makes invite cards and playing cards.

21

Carpenter

22

Cart Maker

23

Caulker: Makes things waterproof, normally using pitch.

24

Chandler: Candlemaker.

25

Cobbler: Repairs shoes

26

Cook

27

Cooper: Makes barrels.

28

Cordwainer: Makes shoes.

29

Crossbowyer: Makes crossbows.

30

Cutler: Makes cutlery.

31

Elymaker: Makes oil.

32

Falkner: Trains falcons.

33

Farrier: Makes and fits horseshoes.

34

Fellmaker: Removes hair or wool from hides.

35

Felter: Cleans and thickens cloth.

36

Flauner: A confectioner.

37 **Furrier:** Treats and prepares furs.
 38 **Gelder:** Castrates animals.
 39 Gemcutting
 40 **Girdler:** Makes belts.
 41 Glass Blower
 42 **Glazier:** Makes window panes.
 43 Glover
 44 Goldsmith
 45 **Hacker:** Makes hoes.
 46 Hatter
 47 **Hooper:** Makes hoops for barrels.
 48 **Horner:** Makes things from animal horn.
 49 **Hurdler:** Makes willow fences for animal enclosures.
 50 **Hurer:** Makes caps.
 51 **Illuminator:** Creates small, detailed pictures for manuscripts.
 52 **Inker:** Makes ink.
 53 Instrument Maker
 54 Jeweler
 55 Lantern Maker
 56 Leatherworker
 57 **Limeburner:** Makes lime.
 58 **Limner:** Draughtsman.
 59 Locksmith
 60 **Loriner:** makes metal fittings for saddles.
 61 **Malster:** Brewer of malted beer.
 62 Miller
 63 **Millwright:** Constructs windmills and sets the sails and the inner workings.
 64 **Nailor:** Makes nails.
 65 Netmaker
 66 **Nettir:** Knits wool.
 67 Painter
 68 **Parchmenter:** Makes parchment.
 69 **Pasteler:** Grinds pigments to make paint
 70 **Pavior:** Lays pavements.
 71 **Pleecher:** Lays hedges.
 72 **Ploughwright:** Makes and repairs plows
 73 **Plumber:** Works with lead.
 74 Poisonmaker
 75 Potter
 76 Pouchmaker
 77 **Quister:** Bleaches things.
 78 **Roper:** Makes nets or ropes.
 79 Saddler
 80 Sailmaker
 81 Scabbardmaker
 82 Sculptor
 83 Skinner
 84 Shipbuilder
 85 Silversmith
 86 **Spicer:** Sorts and sifts spices.
 87 Stonemason
 88 **Stuffer:** Stuffs furniture.
 89 Tailor

90 Tanner
 91 **Tinner:** Works with tin.
 92 Trapmaker
 93 **Upholsterer:** Covers furniture in material
 94 Weaponsmith
 95 Weaver
 96 Wheelwright
 97 Wigmaker
 98 **Wineskiner:** Makes wineskins.
 99 Woodcarver
 100 **Vintner:** Makes wine.

2.2.1.3 *Priesthood Deity*

d100	Result
1–5	Death: Guts, Intimidation, Knowledge (Religion), Knowledge (Undead).
6–11	Darkness: Guts, Knowledge (Religion), Notice, Stealth.
12–23	Healing: Healing, Guts, Knowledge (Religion), Persuasion.
24–33	Justice: Intimidation, Knowledge (Religion), Persuasion, Streetwise.
34–45	Knowledge: Investigation, Knowledge (Religion), Knowledge (any others)
46–54	Nature: Knowledge (Nature), Knowledge (Religion), Survival, Tracking.
55–64	Sea: Boating, Knowledge (Religion), Swimming.
65–79	Sun: Guts, Knowledge (Religion), Notice, Persuasion.
80–86	Trickster: Gambling, Knowledge (Religion), Stealth, Taunt.
87–92	Thieves: Climbing, Knowledge (Religion), Lockpicking, Notice, Stealth, Streetwise.
93–100	War: Fighting, Guts, Knowledge (Battle), Knowledge (Religion), Shooting, Throwing.



2.2.1.4 Noble Title

The property and main title belongs to the head of the family, All underlings answer only to him, though noble born characters do have some sway. While characters can hold noble titles at this stage, they control no property unless they take the Noble profession.

d100	Result
1–50	Knight: The head of the family controls a fortified manor, a small village, and 10 men-at-arms.
51–70	Banneret: The head of the family is a banneret. He personally controls a motte-and-bailey castle and 1d3 villages. He has a guard of 1d3 landless knights, and 20+2d10 men-at-arms. The eldest sibling holds the title of knight.
71–85	Baron: The head of the family personally controls a small castle, a small town, 2+1d4 villages, and 1d3 bannerets (with property as above). His guard comprises 5+1d4 landless knights and 50+3d20 men-at-arms. The eldest child holds the title of banneret, and the next eldest knight.
86–95	Count: The head of the family personally controls a small castle, a large town, 4+1d6 villages, and 1d3 barons (with property as above). His personal guard comprises 10+1d10 landless knights, and

96–100

100+5d20 men-at-arms. The eldest child holds the title of baron, the next banneret, and all subsequent children are knights.

Duke: The family is one-step below royalty. The head controls a large castle, 2d6 fortified manors, one large town, 1d2 small towns, 6+1d6 villages, and 1d4 counts (with property as above). He has a personal guard of 20+1d20 landless knights and 200+(1d10x10) men-at-arms. The eldest child holds the title of count, the next baron, the next banneret, and the others knight.

2.2.1.5 Royal Title

The property and main title belongs to the head of the family, All underlings answer only to him, though royal born characters do have some sway. While characters can hold royal titles at this stage, they control no property unless they take the Noble profession.

d100	Result
1–70	Archduke: The family are relatives of the monarch, though not in direct line for the throne. The head of the family controls property as a duke (see Table 2.2.1 above). His children hold the same titles as the offspring as a duke, but add the prefix “Royal” to note their higher status.
71–95	King: The head of the family rules a country. His personal estate comprises a concentric castle, 1d3 small castles, 2d6 fortified manors, and a small city. Answering to him are 1d2 archdukes and 1d4+1 dukes (with property as detailed above). The personal bodyguard comprises 50+2d20 landless knights and 1000+(1d100x10) men-at-arms. The eldest child holds the title Crown Prince, the next is a royal duke, then royal count, royal baron, royal banneret, and finally royal knight for whoever remains.
96–100	Emperor: An emperor controls a vast territory broken down into separate kingdoms. The head of the family controls a concentric castle, a large city, 1d3 large castles, 2d3 small castles, and 4d6 fortified manors. His territory is governed by 1d6 kings (property as above). The personal bodyguard comprises 100+5d20 knights and 3000+(1d100x20) men-at-arms. Siblings use the same titles are children of kings, but use the prefix “Imperial” instead of “Crown” and “Royal.”



2.2.2 Family History

Roll once on this table. When you're done, move to Table 2.2.3.

1–4	Founding Fathers: Your distant ancestors helped found the settlement.
5–19	As Old As The Hills: Your family has lived in the settlement for as far back as anyone can remember.
20–79	Ancient Arrivals: Your family arrived here 1d6+6 generations ago. Roll on Table 2.2.2.1.
80–92	Recent Arrivals: Your family arrived here only 1+1d4 generations ago. Roll on Table 2.2.2.1.
93–100	First Generation: You and your siblings are the first of your family to be born in your current homeland. Roll on Table 2.2.2.1.

2.2.2.1 Emigration Reason

1–10	Earthquake: Your ancestors fled their original homeland because of an earthquake.
11–14	Volcano: Your ancestors fled their original homeland because of a volcano.
15–26	Plague: Your ancestors fled their original homeland because of the plague.
27–30	Flooding: Your ancestors fled their original homeland because of extensive flooding.
31–40	Famine: Your family fled their homeland to escape a terrible famine.
41–50	War: War drove your family from their ancestral homeland.
51–59	Better Work: Your family moved because job prospect were better the new land.
60–64	Political Reasons: Political rivals forced your family from their homeland.
65–70	Fugitives: Your family fled to avoid being arrested and tried for a minor crime.
71–75	Fugitives: Your family fled to avoid being arrested and tried for a major crime.
76–77	Spies: Your family originally settled here as spies for a neighboring kingdom. They have since become loyal to the ruler of their homeland.
78–80	Shipwrecked: Your family was shipwrecked on the nearest coast and migrated here to start a new life.
81–96	Invited: Distant family leaving here invited your ancestors to emigrate.
97–99	Left Behind: Your ancestors were part of a caravan passing through the area. They

became separated and choose to remain here and settle.

100

Teleported: According to the family history, your ancestors were whisked from their old home by some unknown force and dumped in their current homeland.

2.2.3 Parents' Health

Roll once for each parent. Father first, then your mother. When you're done, move to Table 2.2.4.

d100	Result
1–60	Alive and in good health.
61–70	Alive but in poor physical health.
71–75	Alive but in poor mental health.
76	Alive but totally senile.
77–82	Died of plague.
83–87	Died in an work-related accident.
88	Died in a house fire.
89	Killed by raiders.
90	In prison for committing a minor crime.
91	In prison for commuting a major crime.
92	Executed for a crime.
93–94	Left home recently. You have no idea if they are alive or dead.
95–96	Left home after your youngest sibling was born. You have no idea if they are alive or dead.
97	Mysteriously vanished and has never been heard from since. You have no idea if they are alive or dead.
98	Sold into slavery as punishment for a crime. You have no idea if they are alive or dead.
99	Taken away by slavers. You have no idea if they are alive or dead.
100	Eaten by a ferocious beast.

2.2.4 Parent's Opinion

Roll for each surviving parent separately. Father first, then mother. When you're done, move to Table 2.3.

d100	Result
1–4	Molly Coddled: Your parent's constant affection turned you into a "mummy's boy." You have a –1 penalty to your Charisma from your poor social interaction skills.
5–9	Idolize: Your parent idolizes you. Any good deed you perform is blown out of proportion in their retelling.

- 10–13 **Disgrace:** You are a disgrace to your parent. No matter what profession you take or what deeds you perform, you can never please them.
- 14–19 **Ignored:** Your parent pays little attention to you or the scrapes you get into.
- 20–21 **Locked You Away:** Your parent used to lock you in a cupboard as a baby. You have the Minor Phobia (Claustrophobia).
- 22–25 **Embarrassed:** Your parent is embarrassed by you and never accompanies or acknowledges you in public.
- 26–77 **Treats You Fairly:** Your parent treats you as well as you can hope.
- 78–79 **Fear:** Your parent fears you and avoids all contact with you.
- 80–82 **Hates You:** Your parent hates you and makes no bones about wishing you ill.
- 83–87 **Beat You:** Your parent beats you for no reason.
- 88–91 **Close Interest:** Your parent maintains a close interest in you and your life, but without interfering.
- 92–96 **Interfering:** Your parent interferes in every aspect of your life.
- 97–100 **Encouraging:** Your parent encourages you to do your best at all times.

2.3 Siblings

This section looks at your siblings, and determines the number, their birth order, their health, and what they think of your character.

2.3.1 Number of Siblings

Roll once on this table.

After determining the number, roll on Table 2.3.2 for each sibling.

d100	Result
1–6	Only Child: The character has no siblings. In stands next in line to inherit his father's estate.
7–19	1
20–34	2
35–49	3
50–59	4
60–69	5
70–79	6
80–89	7
90–98	8
99–100	8+1d3

2.3.2 Sex

After each roll on this table, roll on Table 2.3.3 to determine their birth order.

d100	Result
1–50	Male
51–100	Female

2.3.3 Position in Family

Start by assuming the character is the eldest, then modify his birth position as you roll for each sibling. If you roll a position higher or lower than there are siblings, such as rolling "Two Higher" for the first sibling, treat the result as "One Higher." The same goes for "Lower."

When you have determined the family tree, move to Table 2.3.4.

d100	Result
1–16	Three Higher: The child is three steps higher than the previous sibling.
17–32	Two Higher: The child is two steps higher than the previous sibling.
33–48	One Higher: The child is one step higher than the previous sibling.
49–50	Twin, Older: The child is the twin of the previous sibling, but was born first.
51–52	Twin, Younger: The child is the twin of the previous sibling, but was born second.



- 53–68 **One Lower:** The child is three steps lower than the previous sibling.
- 69–74 **Two Lower:** The child is three steps lower than the previous sibling.
- 75–100 **Three Lower:** The child is three steps lower than the previous sibling.

For example, the character has 3 siblings. For the first we roll Two Lower. Since there is only the character, the sibling is placed one step below the character. The next roll gives One Higher. This sibling is older than the previous child, but still younger than the hero. The final result is Two Higher, placing him above the hero and thus demoting him to second child.

2.3.4 Siblings' Health

Roll each sibling separately. When you're done, move to Table 2.3.5.

d100	Result
1–60	Alive and in good health.
61–65	Alive but in poor physical health.
66–67	Alive but in poor mental health.
68	Alive but totally senile.
69–72	Died of plague.
73–74	Died in an work-related accident.
75	Died in a house fire.
76	Killed by raiders.
77	In prison for committing a minor crime.
78	In prison for committing a major crime.
79	Executed for a crime.
80–89	Left home recently. You have no idea if they are alive or dead.
90–96	Left home after your youngest sibling was born. You have no idea if they're still alive.
97	Mysteriously vanished and has never been heard from since. You have no idea if they are alive or dead.
98	Sold into slavery in punishment for a crime. You don't know if they're still alive.
99	Taken away by slavers. You have no idea if they are alive or dead.
100	Eaten by a ferocious beast.



2.3.5 Siblings' Opinion

Roll for each surviving sibling separately. Once you've finished, move to Table 2.4.

d100	Result
1–5	Protective: Your sibling is protective of you. They are always ready to come to your aid if you ask.
6–7	Hero Worship: You can do no wrong in the eyes of your sibling.
8–13	Physically Bullies You: Your sibling takes great delight in beating you.
14–16	Mentally Bullies You: The sibling enjoys teasing you and subjecting you to mind games.
17–19	Copies You: Your sibling follows you, both physically and in your choice of career.
20–22	Grasses On You: Your sibling tells your parents about everything you do wrong, but never passes on good information.
23–24	Hates You: Your sibling would rather pretend (or even make sure) you were dead.
25–30	Jealous: Your sibling is jealous of you and constantly tries to belittle and demean you.
31–40	Ignores You: The sibling pretends you don't exist.
41–44	Treat You As a Protector: Your sibling cannot or will not look after themselves. He expects you to be there when he calls.
45–48	Fears You: Your sibling is afraid of you.
49–60	Takes An Interest: Your sibling is always interested in your tales.
61–90	Treats You Well: You have a good sibling bond.
91–95	Distant: The sibling has only a passing interest in your life.
96–100	Embarrassed: The sibling considers you an embarrassment to the family and avoids mentioning you.



2.4 Homeland

These tables detail where your family lives and their standing in the community. Start with Table 2.4.1.

2.4.1 Home Settlement

After you've rolled on this table, move to Table 2.4.2.

d100	Result
1–5	Nomad: Your people are nomadic. You call nowhere home.
6–10	Isolated: Your family lives far away from other people. Your lack of social interaction at an early age gives you –1 Charisma, but having to be self-reliant grants you 1 die in Survival.
11–30	Small Village: You grew up in a small village.
31–55	Large Village: You grew up in a large village.
56–75	Small Town: Your family home is in a small town. You have 1 die in Streetwise.
76–89	Large Town: Your family live in a large town. You have 1 die in Streetwise.
90–94	City: Your parents live in a city. You have 1 dice in Streetwise.
95–98	Capital City: Your parents live in the capital. You gain 1 die in Streetwise.
99	Temple: You were born and raised in a religious building. You have 1 die in Knowledge (Religion).
100	Castle: You were raised in a castle.

2.4.2 Home Terrain

After you've rolled on this table, move to Table 2.4.3.

d100	Result
1–3	Desert: Your homeland is a desert. You have +1 to rolls to resist the effects of heat and a –1 penalty to resist cold.
4–8	Mountains: Your home is in the mountains. You gain 1 die in Climbing.
9–30	Hills: You come from a hilly region.
31–60	Farmland: The land around your home is good farmland.
61–67	Plains: Your homeland is a vast stretch of open plain.
68–75	Coastal: You live near the sea. Gain 1 die in Boating.
76–79	Island: You live on an island. Gain 1 die in Boating.
80–93	Forest: You live in an area of woodland.
94–98	Jungle: You live in the jungle.
99–100	Tundra: Your homeland is a cold place. You have +1 to rolls to resist the effects of cold and a –1 penalty to resist heat.

2.4.3 Family Standing

After you've rolled on this table, move to Table 3 to determine your Childhood Events.

d100	Result
1–3	Keystone: The family is considered to be at the heart of their community. You have +2 Charisma in your home settlement. In addition, you have the Connection Edge with regard to people in your settlement as they will do anything to help your kin.
4–8	Well Liked: Your family has many friends. You have +2 Charisma in your homeland.
9–14	Admired: The locals admire your family. You have +1 Charisma in your home settlement.
15–89	Accepted: Your family fits in well.
90–94	Shunned: Your family is shunned. You have –1 Charisma in your homeland.
95–97	Feared: The locals fear your family. You have –2 Charisma in your homeland and are treated as an Outsider. On the plus side your family's reputation grants you a +2 bonus to Intimidation rolls made against the locals.
98–100	Hated: Your family is hated by the other inhabitants of the settlement. You are treated as an Outsider but with –4 Charisma when dealing with the locals.

Childhood

3 Childhood Events

Roll a number of times on this table as dictated by Table 1.4. When you're done, move to Table 4.

d100	Result
1	Child Prodigy (Magic): The ability to work magic flows in your veins and has done since your birth. You gain the Arcane Background (Magic) Edge, 1 die in Spellcasting, and three powers. Roll on Table 5.1.1.1 for your powers. You may choose to take the Apprentice Mage profession rather than roll on the Profession Table.
2	Heavenly Voice: A god called you to serve him at an early age. Roll on Table 5.1.14.1 to determine which god. If you join his priesthood as a Novitiate Priest (Table 5.1.14) you gain +5 Power Powers and 1 die in Faith. You may choose to become a Novitiate rather than roll on the Profession Table.
3	Shiny Things: While playing, you uncovered a valuable item. Roll on Table 5.3.7 Gear to see what you found.
4	Childhood Crush: You had a childhood crush but were badly let down. You have become Mean as a result.
5	Child Prodigy (Knowledge): You were blessed with the gift to store and recount huge amounts of knowledge. You have +1 to all Knowledge skill rolls.
6	Utter Terror: You developed a Major Phobia. Roll on Table 3.1 to see what scares you.
7	Broken Leg: You broke your leg as a youth and it never healed properly. You're Lame.
8	Imaginary Friend: Your parents didn't think it strange you had imaginary friend. Little did they know it was actually a guardian spirit. Your spirit grants aid in the form of an extra benny. This stacks with the Luck and Great Luck Edges.
9	Lesser Prodigy: While not a super genius, you certainly showed an amazing ability to recount facts your parent's never knew you had learned. Gain the Jack-of-All-Trades Edge.
10	Kept Safe: Your parents refused to let you play with sick children. As such, your immune system is poor. You are Anemic.
11	Rock Thrower: You wasted time throwing rocks at targets. Gain 1 die in Throwing.
12	Bunked School: You never paid attention in lessons and found it hard to catch up later. You are Clueless.
13	Cave Explorer: You and your friends spent hours crawling through narrow caves in search of treasure. Increase your Agility by 1 die.
14	I'm The Best: From a young age you knew you were better than everyone else. You are Arrogant.
15	We Are Sailing: You sailed small boats on a nearby river or lake. Gain 1 die in Boating.
16	Chatterbox: You never learned when to shut up. You have a Big Mouth.
17	Tree People: In your spare time you used to climb trees that were too high for your

friends. Gain 1 die in Strength and 1 die in Climbing.

18 **Childhood Soldier:** Despite your age, you grabbed a spear when raiders attacked your settlement. You gain 1 die in Fighting but also the Minor Vengeful Hindrance.

19 **Bully:** Weaker kids learned to fear you. Gain 1 die in Intimidation.



20 **Inheritance:** A rich relative left you \$100 in his will.

21 **Feisty:** You were always the one to take up any dare, no matter how dangerous. Gain 1 die in Guts.

22 **Once Bitten:** A foolish dare almost got you killed. You quickly learned to look before you leap. You are Cautious.

23 **Cuts and Grazes:** Your poor mother had to constantly bandage scrapes and apply poultices to bites and stings. Gain 1 die in Healing.

24 **Right and Wrong:** You developed a strong moral code as a youth. You have the Code of Honor Hindrance.

25 **Precocious:** You displayed an aptitude for learning early. Gain 1 die in a Knowledge skill of your choice.

26 **Thickie:** You could never get your head around reading and writing, so you gave up trying. You are Illiterate.

27 **Hide and Go Seek:** You were the master at this game. Gain 1 die in Notice and Stealth.

28 **What's In There?:** You weren't afraid to stick your hand, or your head, into dark holes. You are Curious.

29 **Look, Both Hands:** You learned to use both your hands with equal skill. You are Ambidextrous.

30 **Card Shark:** Watching the men play cards in the tavern taught you a few tricks. Gain 1 die in Gambling.

31 **Sneak Thief:** You learned to steal at a young age. Gain 1 die in Stealth.

32 **I'm A Knight:** Your parents took you to watch jousts and you yearned to be a knight. Gain 1 die in Fighting and Riding. Your belief in the code of chivalry also gives you the Code of Honor Hindrance.

33 **It's The Truth:** At some point in your youth you picked up a piece of erroneous knowledge which you still accept as gospel truth. You have the Minor Delusional Hindrance.

34 **I Hate You:** A falling out with another child has led to the two of you being enemies to this day. You have a Minor Enemy. Roll on Table 5.3.9 to determine your enemy's status.

35 **Charming Boy:** Despite being a troublemaker, you could always lie your way out of trouble. Gain 1 die in Persuasion.

36 **Be A Man:** Your father insisted you learn how to fight. Gain 1 die in Fighting and

- Shooting.
- 37 **Strong Ties:** You formed a close bond with childhood friends, and find making such bonds easy in your adult life. Gain the Common Bond Edge.
- 38 **Rough and Tumble:** Your childhood games were always physical, but you never got badly hurt. You have the Hard to Kill Edge.
- 39 **Shepherd:** Young children are often left to look after the sheep. During one summer a wolf tried to grab a sheep, but you drove it off by pelting it with rocks. Gain 1 die in Guts and Throwing.
- 40 **Sick Relative:** You spent time caring for a sick relative. Gain 1 die in Healing.
- 41 **Tinkerer:** You spent hours repairing things you had accidentally broken. Gain 1 die in Repair.
- 42 **All Thumbs:** Early experiments with technology quickly revealed your ineptitude. You have the All Thumbs Hindrance.
- 43 **Pet Dog:** You formed a close bond with a pet. Although the animal is now dead, you retain your skill with animals. You have the Beast Bond Edge.
- 44 **There Are No Monsters:** Scary monsters had no place in your childhood. You never knew the terrors other children felt when told ghost stories as your parents shielded you from such things. You are a Doubting Thomas.
- 45 **Bloodbath:** Raiders attacked your settlement. The resultant bloodbath left you traumatized. Gain the Yellow Hindrance.
- 46 **Death in the Family:** Your eldest sibling dies of disease, moving you up a place. If you are the eldest, the sibling below you in the family tree dies.
- 47 **I Had A Pony:** You had access to a mount in your youth. Gain 1 die in Riding.
- 48 **Mine!:** You always took what you wanted from other kids, or cried if you didn't get what you felt your deserved. You have the Minor Greedy Hindrance.
- 49 **Sticks and Stones:** You learned to hurt people without resorting to actual violence. Gain 1 die in Intimidation and Taunt.
- 50 **Mule Headed:** You were always convinced you were right. You still are today, only you're too Stubborn to admit it.
- 51 **Another Kid:** Your parents have another baby. Add a sibling to the bottom of the family tree. Having to feed and clothe it means less money for you. Lose 10% of your starting cash.
- 52 **Bankrupt:** Your family goes through a bad patch and finances suffer. Lost 50% of your starting cash.
- 53 **Wide Circle of Friends:** You make friends easily. Gain 1 die in Streetwise.
- 54 **I'll Be Back:** When someone picked on you or stole your toys you never cried or grassed on them. You got even. You have the Minor Vengeful Hindrance.
- 55 **I Hate These:** You developed a Minor Phobia with regard to a common object. Roll on Table 3.1 to determine the nature of your aversion.
- 56 **Tag!:** You were a whizz at playing tag and chase games. Gain the Quick Edge.
- 57 **Well Educated:** You received a good general education from an early age. You gain 1 die in Smarts.
- 58 **Helping Hand:** A friend died because you would not help him. Since then you have vowed never to let your friends suffer if you can help. You have the Command Bond Edge and Loyal Hindrance.
- 59 **Abandoned:** While on a trip abroad the caravan with which you were travelling became separated. You survived using only your wits for three days. Gain 1 die in Survival.
- 60 **Tough:** You were the toughest kid around. Gain 1 die in Vigor.
- 61 **Little Ranger:** You and your friends played at Rangers and Orcs. Gain 1 die in Survival and Tracking.
- 62 **Lengthy Voyage:** Your parents undertook a long sea voyage and took you along with them. You gain 1 die in Boating and Swimming.
- 63 **Born Leader:** Whenever the gang got together to play, you were always in charge. Gain the Command Edge.
- 64 **A Fortune Told:** A wise woman revealed your future to you in the Tarot cards. She said you were destined to die fighting a fearsome beast. Take the Death Wish Hindrance.
- 65 **Allergic Reaction:** You were stung by a bee as a child and had an allergic reaction. You have a -2 penalty to resist poisons.
- 66 **Kidnapped:** You were kidnapped as a youth. Although your parents got you back, the kidnappers were never brought

to justice. You have the Major Vengeful Hindrance.

67 **Waterbaby:** You learned to swim young. Gain 1 die in Swimming.

68 **Windfall:** A family investment pays dividends. Increase your starting cash by 50% as a result.

69 **Private Tutor:** Your parents hired a private tutor to make sure you had a good education. Gain 1 die in Smarts.

70 **Major Disaster:** Your homeland was subjected to a natural disaster. Your family was one of many that lost everything and had to rebuild. You start with just 10% of your normal starting cash.

71 **Strong Minded:** You were never intimidated by larger kids. Increase your Spirit by 1 die.

72 **Stop Doing That!:** Despite being told off by your mother repeatedly, you never broke out of a childhood habit. You have a Minor Habit.

73 **General Troublemaker:** You were always getting into trouble. You have 2 dice to spend among Climbing, Fighting, Guts, Stealth, and Taunt.

74 **Septic Wound:** A wound picked up while playing turned septic and the surgeon had to amputate your leg. You have One Leg.

75 **Parental Death:** One of your parents die. Roll on Table 2.3.2 to determine which one (assuming both are alive). If it is your last surviving parent, the eldest sibling inherits the family estate. All the siblings move up the family tree one place as a result.

76 **All For One:** You learned quickly that friendship works both ways. You are Loyal.

77 **Lucky Charm:** Your friends soon learned that you were their lucky charm. You have the Luck Edge.

78 **Softy:** Violence was never an option for you. You are a Minor Pacifist.

79 **Friends of the Opposite Sex:** You always had more friends of the opposite sex than you did of your sex. Gain +1 Charisma when dealing with the opposite sex.

80 **Lookout:** You and your friends used to steal apples from the orchard. You were



81 always left on lookout duty. Gain 1 die in Notice.

Joker: Your jokes and jibes were sometimes cruel, but they earned you respect. Gain 1 die in Taunt.

82 **Temper Tantrums:** When you never got your own way you cried and screamed. Now you're just Mean.

83 **Canny Sense:** Older kids used to bully you, but you learned to detect when they were coming. You have the Danger Sense Edge.

84 **Hunting Trip:** Your father used to take you hunting. Gain 1 die in Shooting and Tracking.

85 **A Dear Friend:** Your parents were friendly with an organization. They remember you as a child. Roll on Table 5.3.5.

86 **Dare You:** Holding your head underwater for several minutes was just the start of a life of accepting dares. Now you've become Overconfident.

87 **Growth Spurt:** You filled out long before other kids your age. Gain 1 die in Strength.

88 **Do Your Chores:** Your parents made you do physical chores rather than let you play. While this left you Mean, it also improved your Strength by 1 die.

89 **No Friends:** You never had friends in your youth. You suffer a -2 penalty to your Charisma.

90 **Terrible Accident:** An accident left you with just One Hand.

91 **Strange Old Man:** An old man promised

	you would have a glorious career. Gain 1 extra roll on whatever profession table you finish your career on.	25–26	Trees
92	Blinded: You suffered from a bad fever, which took away your sight. You are Blind.	27–28	Dogs
93	Red Mist: When bullies tried to pick on you and steal your toys the red mist descended. You have the Berserk Edge.	29–30	Cats
94	Tricky Customer: You learned how to avoid trouble by ducking and diving, and to get your own back on bullies by tricking them. You have the Acrobat Edge.	31–32	Fish
95	Plague: A great plague swept through your lands. You survived but were left scarred by the pox. You gain 1 die in Vigor but lose 2 from Charisma.	33–34	Soldiers
96	Desecration: A childhood prank led to your desecrating a holy site. The god whose site it was cursed you. Roll on Table 2.2.1.3 to determine the god and then Table 5.3.12.	35–36	Open spaces
97	Spawn of Evil: Your mother always said you had a wicked heart, and she was right. You have the Bloodthirsty, Mean, Minor Greedy and Minor Vengeful Hindrances. You can never be Heroic or Loyal. (If you already have these, then they are lost.)	37–38	Strangers
98	Doommonger: Misfortune follows you like your shadow. Whenever you spend a benny, it goes to the GM's pool.	39–40	Horseshoes
99	Roll Twice: Roll twice and take whichever result you prefer.	41–42	Men
100	Roll Twice: Roll twice and take both results.	43–44	Women
		45–46	Doors
		47–48	Birds
		49–50	Rats
		51–52	Chests (the wooden sort)
		53–54	Sheep and goats
		55–56	People with missing limbs
		57–58	Ships or boats
		59–60	Furniture
		61–62	Broken glass or pottery
		63–64	Bats
		65–66	Blood
		67–68	Armor (all types)
		69–70	Corpses (includes undead)
		71–72	Sharp objects
		73–74	Children
		75–76	Religious figures
		77–78	Enclosed spaces
		79–80	Weapons (all types)
		81–82	Water
		83–84	Criminals
		85–86	Pigs
		87–88	Book
		89–90	Cows
		91–92	Vegetables
		93–94	Religious buildings or objects
		95–96	Horses (includes ponies and mules)
		97–98	Meat
		99–100	Insects and bugs (not including spiders)

3.1 Phobias

As irrational fears, phobias relating to animals also apply to carcasses.

d100	Result
1–2	Magic
3–4	Authority figures
5–6	Entertainers
7–8	Stairs
9–10	Thunder and lightning
11–12	Spiders
13–14	Standing water
15–16	The dark
17–18	Being underground (you aren't claustrophobic)
19–20	Mirrors
21–22	Snakes
23–24	Money



Adolescence

4.0 Adolescent Events

Roll a number of times on this table as dictated by the result of Table 1.4. When you're done, or if directed otherwise, move to Table 5.1

d100

Result

- | | |
|---|---|
| 1 | Squire: You were accepted by a knight as his squire. Regardless of your Social Status, you may opt to take the Knight Profession (Table 5.1.10) rather than roll on Table 5.1. |
| 2 | Nimble: Although you pout on a grow spurt, you never lost your flexibility. Gain 1 die in Agility. |
| 3 | Almost Drowned: You fell in a river and almost drowned. After you were fished out, you learned to Swim. Gain 1 die in Swimming. |
| 4 | Eloped: You thought you had fallen in love and eloped with your partner. After a few weeks "on the run" you grew bored and sent your partner home. Her father has never forgiven you and wants revenge. Roll on Table 5.3.9. |
| 5 | Lonely Child: You never had many friends, so you used to spend hours riding you horse. Gain 1 die in Riding. |
| 6 | Paranoid: Through ignorance, you have a dangerous belief. You have a Major Delusion. |
| 7 | Vow: After a particularly troubling incident, you made a Minor Vow. Roll on Table 5.3.12.1. |
| 8 | Ran Away to the Sea: You left home and spent several months at sea as a cabin |

9

boy. Gain 1 die in Boating. You may opt to take the Sailor Profession (Table 5.1.16) rather than roll on Table 5.1.

Bunked Off: You never attended school. You are Illiterate.

10

Petty Thief: You turned to a life of crime to while away the hours. Gain 1 die in Lockpicking and Stealth. You may take the Thief Profession rather than roll on Table 5.1.

11

Filled Out: As you grew, you bulked out. You are Brawny.

12

Kidnapped: You were kidnapped by slavers and made to work in the mines before you were rescued. Increase your Strength and Vigor by 1 die each. You also have the Major Vengeful Hindrance.

13

Fast Metabolism: Your parents always said you were hyperactive. Snake baiting was one of your favorite pastimes. You have the Quick Edge.

14

Sibling Death: Your eldest sibling died. Everyone moves up the family tree one place. If you are now the eldest sibling, you become the heir to your parent's estate. If you were the eldest sibling, the sibling below you dies.

15

Explorer: You were keen to explore the world around you and made long forays into the wilds. Increase Climbing and Survival by 1 die.

16

Healing Touch: After a fevered dream in which the goddess of healing spoke to you, you found you could cure the sick. Gain the Healer Edge. If you become a Novitiate Priest, you can elect to follow

	the goddess of healing without having to roll for your patron deity on Table 5.1.14.1.		
17	I Am Better: A competition with a teenage rival gave you the urge not just to win, but to dominate your foes. You are Arrogant.	32	Hobby: You took up a craft as a hobby. Roll on Table 2.2.1.2. Gain 1 die in that Knowledge (Craft).
18	Major Accident: You were involved in a major accident. Roll on Table 5.3.2.	33	Sociable: You had a wide circle of friends. Gain 1 die in Persuasion and Streetwise.
19	Run Like the Wind: You used to chase rabbits and catch them with your bare hands. Take the Fleet Footed Edge.	34	Late Developer: You weren't ready for adult life and tried to avoid getting a job. Lose one roll from the profession tables and roll again on this table.
20	Friend in the Woods: You were friendly with a ranger who protected the nearby woods. Gain 1 die in Survival. You may take the Ranger Profession (Table 5.1.15) rather than roll on Table 5.1.	35	Get A Job!: Your parents made you get a job early. Roll on Table 5.1 Professions. You lose any remaining rolls on this table but receive an equal number extra on your profession table.
21	Measure Twice, Cut Once: Your parents told you to think before you act. You took this to heart and have become Cautious.	36	Supernatural Foe: You stumbled across the lair of a supernatural beast near to your village and informed the guard. The beast fled before it could be killed but it has since learned your identity. Roll on Table 5.3.15 for a Major Enemy.
22	Well Mannered: Your parents taught you to be polite at all times. Gain 1 die in Persuasion.	37	Coming of Age: When you came of age your parents gave you a gift. Roll on Table 5.3.7.
23	Courtship: Your early courtship was with someone whose parents disliked you, forcing you to sneak around. Increase Climbing and Stealth by 1 die.	37	Coming of Age: When you came of age your parents gave you a gift. Roll on Table 5.3.7.
24	Blackmail: You someone commit an act they shouldn't and blackmailed them. Gain \$300. They still remember this and want revenge. Roll on Table 5.3.9 for a Minor Enemy.	38	Inquisitive Mind: You quickly realized the world was a big place and craved to explore its secret. You are Curious.
25	Homeboy: You never had much opportunity to travel or meet foreigners, and you learned very little about the world beyond your immediate homeland. You are Clueless.	39	Village Idiot: Your inability to know when to shut up led to you being known as the village idiot. You have a Big Mouth.
26	Self Confident: You were a confident teenager and were never easily manipulated. Gain 1 die in Spirit.	40	Lucky: No matter what you turned your hand to, it seemed you could never fail. Gain the Luck Edge.
27	Book Learner: You read as much as you could in your youth. Increase Smarts by 1 die.	41	Married Young: You married young but it didn't last. Your partner blamed you for the breakup and still resents you. Roll on Table 5.3.9 for a Minor Enemy. Sex is always opposite yours and you may elect to pick a partner of the same race as yourself rather than roll.
28	Detective: When someone in your community was killed, you helped track down the murderer. Gain 2 dice to spend among Investigation, Notice, Streetwise, and Tracking. You may take the City Guard Profession rather than roll on Table 5.1.	42	Married Young: You married young and managed to make it work. Roll on Table 5.3.9 to determine your partner's profession and rank when you begin play. Sex is always opposite yours and you may elect to pick a partner of the same race as yourself rather than roll.
29	Leader of the Pack: You were always the leader in anything you did with a group. Gain the Command Edge.	43	Old Rival: A teenage friend and you fell out over the love of a girl. The resentment remains to this day. Roll on Table 5.3.9 to determine your Enemy.
30	Practise Makes Perfect: Your parents insisted you learn to fire a bow. Gain 1 die in Shooting.	44	Blackmailed: You committed a crime in your teenage years and were spotted
31	I Won't Betray You: You were arrested		

by someone who has been blackmailing you ever since. Take the Poverty Hindrance. The GM should roll on Table 5.3.9 to determine who is blackmailing you. If you ever get rid of them, you lose this Hindrance.

- 45 **Clumsy:** You could never get the hang of technology. You are All Thumbs.
- 46 **Alcoholic:** Beer was drunk in your community because the water wasn't clean. Unfortunately, you developed a craving for it. You have the Major Habit (Alcohol) Hindrance.
- 47 **Nasty Accident:** You were kicked in a sensitive area by a horse. The injury left you sterile. This affects either sex.
- 48 **Alert:** Your mother lost her wedding ring, but you found it. Gain 1 die in Notice.
- 49 **Blow to the Head:** You suffered a blow to the head that left you unable to see properly. You have Bad Eyes.
- 50 **Young Warrior:** War came to your lands. Your country's leader summoned the militia and, for the first time, you were old enough to fight. Roll on Table 5.3.1 to determine the Battle Outcome.
- 51 **Fearless:** You were the only one of your friends brave enough to go into the caves near your home. Gain 1 die in Guts.
- 52 **Hunter:** You participated in several hunts. Gain 2 dice to spend among Notice, Shooting, Stealth, Survival and Tracking.
- 53 **Wimp:** Your enemies called you a coward, but you always preferred to settle disputes without resorting to violence. Take the Minor Pacifist Hindrance.
- 54 **It Can't Hurt You:** As a teenager you picked up a phobia. Roll on Table 4.1 to determine the object of aversion.
- 55 **Chores:** Your parents insisted you do chores around the house. Gain 1 die in Vigor.
- 56 **Bully:** As a teenager you were a bully. Gain 2 dice to spend among Fighting, Intimidation, and Taunt.
- 57 **Rescuer:** When your neighbors house caught fire, you rushed in to save one of the children without thinking about your own safety. You are Heroic.
- 58 **Remember Me:** The bards' tales of tragic



- heroes left a deep impression on you. You have a Death Wish, which you hope will lead to your name being remembered for centuries in tales.
- 59 **Aftermath:** A small battle occurred near your home. You and your friends went to investigate afterward. The mutilated bodies and stench of death put you off fighting forever. You have the Major Pacifist Hindrance.
- 60 **My Fair Share:** Your family never allowed you to have much in the way of money or material goods. This has left you with the Minor Greedy Hindrance.
- 61 **Educated:** Your parents made sure you attended school, and it paid off. Gain 1 die in Smarts.
- 62 **Seducer:** Your smooth tongue ensured you had plenty of lovers as you were growing up. Gain 1 die in Persuasion.
- 63 **Moody Teenager:** You suffered from teenage moodiness—and never grew out of it. You are Mean.
- 64 **Jinxed:** Every tree you climbed, you fell from. Every pet you had died. You're jinxed. Gain the Bad Luck Hindrance.
- 65 **Plague:** A virulent plague came to your homeland. You helped care for the sick. Gain 1 die in Guts and Healing.
- 66 **Harsh Winter:** Winter was harsh one year. All the men had to travel many miles through the snow to bring back supplies. Gain 1 die in Survival.
- 67 **Vow:** Your parents caught you doing something you shouldn't, and made you swear a Major Vow in front of a priest.

- Roll on Table 5.3.12.1.
- 68 **A White Lie:** Your mother always told you that you were special, a gift from the gods. You took this literally and believe you're indestructible. You are Overconfident.
- 69 **My Choice:** Your parents tried to arrange a marriage for you, but you stood your ground. Increase Spirit by 1 die. You also gain the Strong Willed Edge and Stubborn Hindrance.
- 70 **Suffering:** Several men in your village went hunting a ferocious beast. The few that returned had suffered hideous wounds, the sight of which made you vomit. You are Yellow.
- 71 **Now You're A Man:** Your father let you accompany him to the tavern. Gain 1 die Gambling.
- 72 **Knife Game:** Your friends and you used to throw knives at each other, trying to get as close as possible without hitting your opponent. Your throws were so accurate it scared your friends. Gain 1 die in Throwing.
- 73 **Secret Friend:** You made friends with a supernatural creature. It swore you to secrecy and you never broke that promise. It remains friendly to this day. Roll on Table 5.3.14.
- 74 **Bloated:** As you grew in age, so your waist expanded. No matter how hard you tried, you couldn't lose weight. You're Obese.
- 75 **Parental Death:** One of your parents die. Roll on Table 2.3.2 to determine which one (assuming both are alive). If it is your last surviving parent, the eldest sibling inherits the family estate. All the siblings move up the family tree one place as a result.
- 76 **Civic Event:** Once you were old enough, your parents let you attend civic events. Roll on Table 5.3.3.
- 77 **Helping Hand:** You helped a group of individuals in your homeland in some minor quest. Roll on Table 5.3.5 to determine the Connection you made.
- 78 **Amnesia:** After banging your head, you awoke a long way from home with no memory of who you are. You cannot claim any birthright until you discover your identity.
- 79 **Wastrel:** Your mother always said you'd amount to nothing, and darn if she wasn't right. Regardless of other results on the
- this table or your birthright to choose the Noble profession, you automatically take the Generic Profession entry on Table 5.1.
- 80 **Cruel Tongue:** Your sense of humor was very dark, and you knew how to get a rise out of people with a few chosen words. Gain 1 die in Taunt.
- 81 **Inheritance:** A rich relative, by your family's standards, leaves you a sum of money. Double your starting cash.
- 82 **Militia Training:** You joined the local militia. Gain 2 dice to spend among Fighting, Guts, and Shooting. You may take either the City Guard or Mercenary professions without rolling on Table 5.1.
- 83 **Werewolf:** You were bitten by a werewolf. On each night of the full moon, you transform into a ravenous werewolf. Use the stats from *Savage Worlds*.
- 84 **Refound Faith:** You publicly denied the existence of the gods. One of them took offense, and gave you a reminder of their power. Roll on Table 5.1.14.1 to determine the god and Table 5.3.12 to see how he punished you.
- 85 **Ran Away:** When raiders came to town you showed your true colors and ran away. You are Yellow.
- 86 **Strong Faith:** Even as a child you showed a high degree of faith and reverence in the gods. One of them took notice and blessed you. Roll on Table 5.1.14.1 to determine the god and Table 5.3.11 to see the boon. If you become a Novitiate Priest, you must join the clergy of this deity.
- 87 **Not Like You:** You witnessed the local guard beating a prisoner and vowed never to sink so low. You have a Code of Honor.
- 88 **Duel:** You became involved in a duel over a girl. You won. Gain 1 die in Fighting.
- 89 **In the Army Now:** When a mercenary unit passed through, you left home tagged along as a camp lackey. Gain 1 die in Fighting and Guts. Finish rolling and rolls you have left on this table. You may opt to take the Mercenary Profession without rolling on Table 5.1.
- 90 **Childhood Diseases:** By the time you came of age you had caught every childhood disease and survived. Gain 1 die in Vigor.
- 91 **Fencing Student:** Your parents thought you should learn to defend yourself

and hired a fencing tutor. Gain 1 die in Agility and Fighting. You also have the Florentine Edge.

- 92 **My Precious:** You are a friend found a valuable item. Roll on Table 5.3.7 to discover what. You could not decide how to divide the spoils fairly, so you made the decision for you both and beat your friend into a coma from which he never recovered. Gain 1 die in Strength and the Major Greedy Hindrance.
- 93 **Nine Lives:** The gods blessed you at birth and gave you nine lives. Literally. This works like the Harder to Kill Edge with just one difference—you have a 100% chance of survival. There is a catch, however. The ability is good for eight uses only. On the ninth, you lose the benefit and your life.
- 94 **Hit Him First:** You never saw the sense in letting someone hit you first. Gain the First Strike Edge.
- 95 **Blood Brothers:** You and a friend swore to remain friends forever. So far, both of you have kept to the deal. Roll on Table 5.3.8.
- 96 **Broken Voice:** Either your voice never broke, leaving you with a high-pitched voice (male) or it became a deep, booming baritone (female). You have -1 Charisma.
- 97 **Duel:** You became involved in a duel of honor over a girl. You lost. Roll on Table 5.3.2.
- 98–99 **Roll Twice:** Roll twice and take whichever result you prefer.
- 100 **Roll Twice:** You had a busy adolescence. Roll twice and take both results.



4.1 Phobias

Phobias relating to animals also apply to carcasses.

d100	Result
d100	Result
1–2	Magic
3–4	Authority figures
5–6	Entertainers
7–8	Stairs
9–10	Thunder and lightning
11–12	Spiders
13–14	Standing water
15–16	The dark
17–18	Being underground (not claustrophobia)
19–20	Mirrors
21–22	Snakes
23–24	Money
25–26	Trees
27–28	Dogs
29–30	Cats
31–32	Fish
33–34	Soldiers
35–36	Open spaces
37–38	Strangers
39–40	Horseshoes
41–42	Men
43–44	Women
45–46	Doors
47–48	Birds
49–50	Rats
51–52	Chests (the wooden sort)
53–54	Sheep and goats
55–56	People with missing limbs
57–58	Ships or boats
59–60	Furniture
61–62	Broken glass or pottery
63–64	Bats
65–66	Blood
67–68	Armor (all types)
69–70	Corpses (includes undead)
71–72	Sharp objects
73–74	Children
75–76	Religious figures
77–78	Enclosed spaces
79–80	Weapons (all types)
81–82	Water
83–84	Criminals
85–86	Pigs
87–88	Book
89–90	Cows
91–92	Vegetables
93–94	Religious buildings or objects
95–96	Horses (includes ponies and mules)
97–98	Meat
99–100	Insects and bugs (not including spiders)

Professions

5.1 Professions

Unless otherwise directed by an entry in previous table, roll on this table to see what profession your character undertook.

Choices: Previous entries, notably your Social Status, may allow you to start in a career without having to roll on this table. If you elect to roll on this table instead, you must take the result. You cannot roll first to see if the result is better than the career you have been offered.

Starting Package: Each profession grants the character a set of trait modifiers. On starting your first career, adjust your traits immediately.

Changing Profession: Some entries on the individual profession tables force you to switch career. You can also voluntarily change job, if you wish. To do so, roll once on the table below to see what job is available. You may do this once after each roll on the professional table. If you do not like the result, your character simply passed the offer by and stayed in his current career. If you like the result, you may switch careers at the cost of one roll on the profession tables.

Second Starting Packages: A character starting a second career does **not** gain a complete second starting package. If you are directed to a new career by a table entry, you normally gain a few dice to spend in skills. If you voluntarily change job, you get nothing, unless you switch to an arcane profession.

Arcane Professions: A character who voluntarily changes to an arcane profession (Apprentice Mage or Novitiate Priest) gains the appropriate Arcane Background Edge and rolls randomly for his starting powers (and deity for priests) normally, as if it were his first profession. He does not gain a free die in his arcane skill. That must be learned as normal.

d100	Result
1–5	Apprentice Mage: See 5.1.1
6–10	Assassin: See 5.1.2
11–15	Bandit/Outlaw: See 5.1.3
16–20	Barbarian Warrior: See 5.1.4
21–25	Bard: See 5.1.5
26–30	Bodyguard: See 5.1.6
31–35	City Guard: See 5.1.7
36–40	Courtier: See 5.1.8
41–55	Generic: See 5.1.9
56–60	Knight*: See 5.1.10
61–65	Mercenary: See 5.1.11
66–70	Merchant: See 5.1.12
71–75	Noble*: See 5.1.13
76–80	Novitiate Priest: See 5.1.14
81–85	Ranger: See 5.1.15
86–90	Sailor: See 5.1.16
91–95	Thief: See 5.1.17
96–100	Tomb Raider: See 5.1.18

* Only characters born to a noble or royal family may take this career. Reroll otherwise.

5.1.1 Apprentice Mage

All mages begin as apprentices. They spend their time working long hours as lab assistants and sweeping up their master's house in the hope of learning some magic.

Starting Package: Arcane Background (Magic), Increase Agility by 1 step, Smarts by 2 steps, and Vigor by 1 step. You gain the following skills: Guts 1 die, Knowledge (Arcana) 2 dice, Knowledge (any two) 1 die, Notice 1 die, and Spellcasting 1 die.

Starting Powers: Roll 3 times on Table 5.1.1.1

5.1.1.1 Starting Powers

d100	Result	
1–8	Armor	25–27
9–13	Beast Friend	
14–20	Bolt	
21–25	Boost/Lower Trait	
26–30	Burrow	38–30
31–35	Burst	
36–40	Deflection	
41–47	Detect/Conceal Arcana	
48–52	Elemental Manipulation	
53–57	Environmental Protection	
58–63	Fear	31–33
64–71	Light	
72–73	Obscure	
74–85	Smite	
86–90	Speak Language	34–36
91–95	Speed	
96–100	Stun	37–39

5.1.1.2 Apprentice Mage Events

Roll as many times on this table as directed on Table 1.4.

d100	Result	
1–3	Major Lab Accident: You were involved in a terrible accident in the lab. Roll on Table 5.3.2.	43–45
4–6	Lab Accident: An accident in the lab has left you hideously scarred, but you learned from your mistake. Increase your Knowledge (Arcana) by 1 die. You have –2 Charisma.	47–49
7–9	Combat Mage: Your master insisted you learned how to protect yourself without magic. Increase Strength by 1 step and Fighting by 1 step.	50–52
10–12	Many Friends: Your master introduced you to a group of his allies. Roll on Table 5.3.5 to determine your Connection.	53–55
13–15	The Best: You learned your art well. Perhaps too well. Increase Spellcasting by 1 die and gain the Arrogant Hindrance.	56–61
16–18	Court Wizard: Your master was invited to the serve the court of a local noble and took you along to learn the ropes of court intrigue. Gain 1 die in Persuasion and Taunt.	62–64
19–21	Power Breeds Enemies: Your master has offended someone in power. As a result, you too have a Mundane Minor Enemy. Roll on Table 5.3.9.	65–67
22–24	Too Much Study: Your master kept you locked in your laboratory in order that	68–70

you not be distracted by worldly events. Increase your Knowledge (Arcana) by 1 die but gain the Clueless Hindrance.

Civic Event: You participated in a civic duty in place of your master, who was to bust to bother about such matters. Roll on Table 5.3.3 to determine the Civic Event.

First Adventure: Your master allowed you to go adventuring. Increase your Vigor by 1 die, and your Fighting, Guts, and Survival by 1 die. Roll on Table 5.3.7 (Gear) to determine your share of the booty.

Research Assistant: You spent long hours helping your master in his laboratory. Gain 1 die in Smarts and Investigation.

Inheritance: Your master bestows you with a property. Roll on Table 5.3.10.

Special Gift: Your master said you had a special ability with magic. He awoke the Power Surge within you.

Survive Without Magic: Your master taught you how to survive without your magic. Gain 1 die in Vigor and spread 2 dice among Climbing, Stealth, and Survival.

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

New Power: Your master believes that diversification in magic is the key to success. Roll on Table 5.1.1.1 for a New Power.

Use People: Your master taught you how to get information from people as well as books. Gain 1 die in Persuasion and Streetwise.

Strange Friends: Your master kept company with strange people. One of them took a shine to you and decided to help you in the future. Roll on Table 5.3.14 for a Supernatural Ally.

Basic Studies: Much of your time was spent mastering the basic. Gain 2 dice to spend among your starting package skills.

Evil Mentor: Your mentor was evil and used his magic against you. Your Charisma is lowered by one because of the scars he left. You also have the Major Vengeful Hindrance.

Learn All You Can: Your master insisted you read extensively. Increase Smarts by 1 die and spread 2 dice among Knowledge skills.

Harness the Power: You were taught

- secret techniques in how to handle the flow of magic. You gain the Rapid Recharge Edge.
- 71–73 **Focus:** Your master taught you how to focus your magical abilities. Gain the Wizard Edge.
- 74–76 **Stingy Mentor:** Your master treated you poorly and failed to teach you properly. Remove one power of your choice from those you can cast.
- 77–79 **Feel the Power:** Your master taught you special arcane techniques for using magic. Your Wild Die when rolling Spellcasting increases to a d10.
- 80–82 **Counter Spell:** Your master taught you charms to resist magic used against you. Gain the Arcane Resistance Edge.
- 83–85 **See the World:** Your master took you on a long trip to see the world. Gain 1 die in Boating and Riding.
- 86–88 **Answer the Call:** Your homeland became embroiled in a war and you were called upon to wield your magic in anger. Roll on Table 5.3.1.
- 89–91 **Expelled:** Your master kicked you out. Roll on the Profession Table (5.1) to determine what job you wandered into. All remaining profession rolls are made on this table. If you roll Apprentice Mage, you got very lucky and a new mentor took you in.
- 92–94 **Bad Mojo:** Summoning spells are not for apprentices, as you learned to your cost. You accidentally summoned a supernatural creature. Although your master dispelled the beast, it intends to make you suffer for the humiliation. Roll on Table 5.3.15 to determine your Minor Supernatural Enemy. You gain 1 die in Guts from the encounter.
- 95–97 **Magic is Power:** You have an unshakable belief in your magic abilities. Gain 1 die in Smarts and Spellcasting. You have the Overconfident Edge.
- 98–100 **Promoted:** Your master has declared you ready to become a mage in your own right. You gain the Mage starting package and all further profession rolls are taken on Table 5.2.4, Mage.



5.1.2 Assassin

Assassins are hired killers. Some may be experts at long range assassination, whereas others prefer to get close to their target. Depending on the setting, assassins may be loners or members of an Assassins Guild.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Increase Agility by 2 dice and, Smarts and Strength by 1 die. You gain the following skills: Fighting 1 die, Lockpicking 1 die, Notice 1 die, Shooting 1 die, Stealth 1 die, Streetwise 1 die, and Tracking 1 die.

d100	Result
1–3	Hunted: You were caught shortly after assassinating someone. While you have managed to escape, you have the Major Wanted Hindrance.
4–9	Big Hit: You assassinated a leading figure. Gain 1 die in Agility and spend 4 dice among your starting package skills. Unfortunately, the mark had powerful friends. Roll on Table 5.3.9.
10–12	Don't Kill Him: You were hired to intimidate someone rather than kill them. Gain 1 die in Spirit and Intimidation.
13–15	Surveillance: You were hired to follow someone and report on what you learned. Gain 1 dice in Notice, Streetwise, and Tracking.
16–18	Death to Bodyguards: No matter how many bodyguards your target has, your skill allows you to despatch them with ease should they rush you. Gain the First



Strike Edge.

- 19–21 **No Witnesses:** You make sure there's no one left alive to identify you after a hit. You're Bloodthirsty.
- 22–24 **I Have No Weapons:** You learned how to use your bare hands as effective weapons. Your fist attacks do Str+1 damage.
- 25–27 **I'll Use You Again:** A patron has used your skills several times and the two of you have become friends. Roll on Table 5.3.8.
- 28–30 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.
- 31–33 **Cover Blown:** Your identity has been passed to the authorities by a grass. You have the Minor Vengeful and Wanted Hindrances. Gain 1 die in Persuasion and Streetwise.
- 34–36 **Conscience:** Your conscience got the better of you and you gave up being an assassin. Roll on Table 5.1 to see what job you took next. If you roll assassin again, your change of heart was momentary.
- 37–39 **Getting Close:** You partook in a civic affair to get close to a target. Gain 1 die in Streetwise and roll on Table 5.3.3 to see what the Civic Event was about.
- 40–42 **Snake Reflexes:** You have learned to strike like a snake. Gain 1 die in Agility. You gain the Quick and Quick Draw Edges.
- 43–45 **Well Connected:** You have gained the trust of one organization. Roll on Table 5.3.5.
- 46–48 **Divine Payback:** You assassinated a priest. His deity took offense to this, however. Roll on Table 5.1.14.1 to determine the faith of the priest and Table 5.3.12 to determine the god's wrath

- 49–51 **Unusual Hit:** You were tasked with killing an unusual creature. You succeeded, but a major ally of the target seeks revenge. Gain 1 die in Guts and roll on Table 5.3.15.
- 52–61 **Routine Job:** You performed a minor assassination. You have 2 dice to spend among your starting package skills.
- 62–64 **One Shot:** You trained to use a variety of missile weapons. Gain 1 die in Shooting and Throwing. In addition, you have the Marksman Edge.
- 65–67 **Clear Mind:** You learned to think coolly in the direst of circumstances. You have the Level Headed Edge.
- 68–70 **The Hit Comes First:** Achieving your goal overrides your ability to feel pain. Gain 1 die in Vigor and the Combat Reflexes and Nerves of Steel Edges.
- 71–73 **Getting Physical:** You undertook a program of rigid exercise to increase your prowess. Gain 1 die of Strength and Vigor.
- 74–76 **Generous Patron:** A wealthy patron rewarded you with a minor trinket. Roll on Table 5.3.7.
- 77–79 **Damn Traps:** The fact that a target had protected himself by lethal traps barely slowed you down. Gain 1 die in Lockpicking and Stealth.
- 80–82 **Long Hunt:** A job took you halfway around the world and back. Spend 2 dice among Boating, Riding, Survival, and Tracking.
- 83–85 **Military Target:** You were hired to assassinate an enemy general during a battle. Unfortunately for you, you got caught in the fighting. Roll on Table 5.3.1.
- 86–88 **Up Close:** You learned to get up close and personal to your targets to ensure a good hit. Gain 1 die in Fighting and Stealth. When using a dagger, you gain a bonus to your Parry and Fighting equal to the enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.
- 89–91 **No Women or Children:** You may be a coldhearted killer, but you still have some principals. You have a Code of Honor.
- 92–94 **Heart Of Gold:** You sent hired to kill someone but had a change of heart. Your target is now a friend and your patron an enemy. Roll on Tables 5.3.8 and 5.3.9.
- 95–97 **An Old Trick:** You've been around too

long to fall for ambushes. You have the Danger Sense Edge.
 98–100 **Specialist Training:** You received specialist training. Increase your Agility and Strength by 1 die each. You also have the Acrobat Edge.

5.1.3 *Bandit/Outlaw*

Bandits and outlaws live in the wilds and make a living by attacking travelers and small settlements. The character is a member of an outlaw band, but is not in charge.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Gain 1 die in Agility, Spirit, Strength, and Vigor. You gain the following skills: Fighting 1 die, Guts 1 die, Intimidation 2 dice, Notice 1 die, Shooting 1 die, Survival 1 die.

d100	Result	
1–3	Robbed the Wrong Man: Your gang robbed a powerful individual and he has sworn revenge. Gain 1 die in Fighting and Intimidation. Roll on Table 5.3.9 to determine who your Major Enemy is.	37–39
4–6	Rough Life: Living rough isn't comfortable, but you've learned how to cope. Increase Vigor by 1 die. Increase Survival by 1 die.	40–42
7–9	Across the Water: You spent a brief spell trying life as a pirate, but it didn't suit you. Gain 1 die in Boating.	43–45
10–12	Hemp Jig: Your life of banditry is over. The authorities tracked you down, gave you a quick trial, and then hung you by the neck until you were dead. Make a new character.	46–48
13–15	Ambush: You developed good ambush tactics. Gain 1 die in Shooting and Stealth.	49–51
16–18	Meager Pickings: Your share of the loot from a raid doesn't amount to much. Roll once on Table 5.3.7.	52–54
19–21	Caught and Punished: You were caught by the authorities and sentenced to hard labor. Increase your Strength by 1 die and then roll on Table 5.3.2 to see what further punishment you were dealt.	55–57
22–24	Raid the Village!: You and the band attacked a small village but met fierce resistance from the militia. Roll on Table 5.3.1 to resolve the outcome of the engagement.	59–62
25–27	Fence: Your band sold some stolen	63–69

goods to an organization. During the negotiations, you made several friends. Roll on Table 5.3.5 to determine the nature of your Connection.

28–30	Gone Legit: You have been given a second chance to rejoin society by a mercenary leader. You accepted his offer and are now a soldier-for-hire. Increase your Strength by 1 die. You have 2 dice to spend on skills from the Mercenary starting package (roll randomly for which type). All future rolls are made on the Mercenary profession table (5.1.11.2).	
31–33	Burn The Houses!: You and the gang raid a farmstead. Gain 1 die in Spirit and 2 dice to spend on skills in your starting package. Roll once on Table 5.3.7.	
34–36	Rival Gang: A rival gang moved into your territory, so you went to teach them a lesson. Roll on Table 5.3.1 to resolve the conflict.	
37–39	Cheated: You feel your boss ripped you off. Gain the Minor Greedy Hindrance.	
40–42	No Food: A shortage of food meant prisoners had to be killed. You willingly undertook the grisly task. Increase your Guts by 1 die and gain the Bloodthirsty Hindrance.	
43–45	Run Away: You learned how to avoid getting caught. Gain the Fleet Footed Edge.	
46–48	Surgical Strike: You convinced your leader that quick attacks were better than prolonged engagements. Gain the Frenzy Edge.	
49–51	Kill 'Em All: Your group preferred to leave no survivors to identify them. Gain 1 die in Fighting and the Bloodthirsty Hindrance.	
52–54	Rich Haul: Your share of the loot from a raid leaves you sitting pretty. Roll three times on Table 5.3.7.	
55–57	Life Outside the Law: Living outside the law forced you to become mentally tough and put aside foolish notions like love and true friendship. You are Mean.	
59–62	Cattle Raid: You stole a herd of cattle. Increase Fighting and Stealth by 1 die each.	
63–69	Banditry: Your gang participated in several raids. Spend 2 dice among your starting package skills.	
70–71	Old Lucky: Things always seemed to go your way during raids. Gain the Luck Edge.	
73–75	Secret Society: You have become a	

member of a secret society. Roll on Table 5.3.13.

- 76–78 **Keeping Fit:** You spent the winter staying fit. Increase Strength by 1 die.
- 79–81 **Sickened:** After raiding a village, the acts of wanton murder and rape by your comrades made you sick. Gain the Yellow Hindrance.
- 81–83 **Tracked Down:** A crack unit of soldiers located your camp and launched a raid. Roll on Table 5.3.1 to resolve the fight.
- 84–86 **Travelers on the Road:** You robbed a group of travelers. Sadly, their master was not impressed and has vowed to make you pay. Roll on Table 5.3.9 for a Minor Enemy.
- 87–89 **More Ways To Skin A Cat:** You preferred to use your brains rather than your brawn. Increase Smarts by one die.
- 90–92 **Horse Thieves:** You and the boys stole some horses, turning yourself into a mobile bandit force. Increase Riding and Stealth by 1 die.
- 93–95 **He Had It Coming:** Your leader refused to share the spoils evenly, so you killed him. Gain the Major Greedy Hindrance.
- 96–98 **On the Run:** Your last raid was big, but it made you a wanted man. Gain 1 die in Strength and spread 2 dice among your starting package skills. Roll twice on Table 5.3.7. You have the Major Wanted Hindrance.
- 99–100 **Your Own Gang:** You have formed your own gang. You gain the Bandit Leader starting package (Table 5.2.1) and make all further profession rolls on that table. Roll twice on Table 3.5.4 to see what Followers are in your band.



5.1.4 *Barbarian Warrior*

Barbarian warriors is a catchall title covering everything from horse nomads like the Mongols to the settled farmer/raiders that were the Vikings. The term barbarian does not imply the character's society is retarded, only that it lives outside the guidelines laid down by folk in live in large cities and towns.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve Strength by 2 dice and Spirit and Vigor by one. You have the following skills: Fighting 1 die, Guts 1 die, Notice 1 die, Riding 1 die, Survival 1 die, Throwing 1 die, and Tracking 1 die.

d100	Result
1–3	Red Mist: The shamans awoke your inner beast. Gain the Berserk Edge and Bloodthirsty Hindrance.
4–10	Orc Hunt: You participated in an orc hunt and collected many heads. Increase Strength by 1 die. Spend 3 dice among your starting package skills.
11–13	Long Hunt: You accompanied the hunters in search of the great migrating herds. Improve Survival and Tracking by 1 die.
14–16	Elite Unit: You have been chosen to join an elite fighting unit within your tribe. Roll on the appropriate Elite Unit table for your race (Table 5.3.6).
17–19	Jealous Rival: You and another member of your tribe argued over a female captive. You won, and got the girl and an enemy. Roll on Table 5.3.9 to determine who your enemy is.
20–22	Foul Gods: Your people attacked a temple at the behest of your shamans. Increase Fighting by 1 die but roll on Table 5.3.12.
23–25	Harsh Winter: You survived the great winter freeze where many of your tribesfolk died. Gain 1 die in Vigor and Survival.
26–28	Shamanic Quest: You aided a shaman in his quest. Gain 1 die in Guts. During the quest, you aided a supernatural creature, who has since become your ally. Roll on Table 3.5.14.
29–31	Blood Brothers: You saved the life of a stranger. He understood the customs of your people and made himself your blood brother. Roll on Table 5.3.8 for your Mundane Ally.
32–34	Horse Raiders: You spent one summer

operating as a horse raider. Increase Riding by 1 die.

35–37 **Hack Fest:** You and your comrades hunted down and slaughtered a band of orcs. Gain the Sweep Edge.

38–40 **Raided:** Rivals raided your tribe. Roll on Table 5.3.1 to determine the outcome of the battle.

41–43 **Backward:** Your people don't know much about the outside world, as became apparent to you when you met some strangers. You are Clueless.

44–46 **Tribal Raid:** You raided the lands of a rival tribe. Roll on Table 5.3.1 to resolve the conflict.

47–49 **Blessed Weapon:** The shamans blessed your weapon. Gain the Trademark Weapon Edge.

50–52 **Fox Spirit:** The shaman told you you had the spirit of the fox. Gain 1 die in Stealth and Taunt.

52–62 **Minor Skirmish:** You were involved in several small skirmishes along the border. Spend 2 dice among your starting package skills.

63–65 **Bear Spirit:** Your shaman said you were possessed of the spirit of the great bear. Gain 1 die of Strength.

66–68 **Death To Civilization:** Your people gathered together under a strong war leader and raided the civilized lands. Roll twice on Table 5.3.1.

69–71 **Glorious Death:** Your glorious death was foretold in the stars. Increase your Guts by 1 die. You have a Death Wish.

72–74 **Vengeance is Sweet:** A rival tribe kidnapped several young girls from your village. You were one of the warriors sent to get them back. The rival tribe is guaranteed never to bother your people again. Gain 2 dice in Fighting and the Bloodthirsty and Minor Vengeful Hindrances.

75–77 **Trusted To Lead:** The chieftain let you lead a raid. During it, you proved your worth as a leader. Gain the Command Edge.

78–80 **Hero In The Making:** Your reputation in the tribe has caused you to attract followers. Roll on Table 5.3.4.

81–83 **Mind Altering Drugs:** The shamans fed you drugs to improve your resilience to the supernatural. Gain the Arcane Resistance Edge.

84–86 **Staredown:** Some tribal battles are won without a weapon being used. Gain 1 die

in Spirit and Intimidation. In addition, you gain the Strong Willed Edge.

87–89 **Increased Holding:** Your tribe conquered a rival tribe and gained much land, which was distributed among the warriors. Gain 1 die in Strength, and 1 die in Fighting and Guts. Roll on Table 5.3.10 to see what property you were gifted and Table 5.3.2 to see what wounds you took in the battle.

90–92 **Guide:** You hired yourself out to a group of strangers as a guide. They have never forgotten how you saved them from orc raiders. Roll on Table 5.3.5.

93–96 **Law Breaker:** You broke a sacred law and fled your tribe. You receive no more rolls on the profession tables.

96–98 **Blood Oath:** You swore a sacred blood oath. You are Loyal.

99–100 **Hail to the Chief:** The chieftain of your tribe died and the elders elected you to the position. You gain the benefits of the Chieftain starting package (Table 5.2.3). All further profession table rolls are made on that table.

5.1.5 *Bard*

Bards are minstrels and storytellers. Some play instruments, others use only their voice to entertain their audience.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve Agility and Spirit by 1 die and Smarts by 2 dice. Gain the following skills: Gambling 1 die, Intimidation 1 die, Knowledge (Bardic Tales) 1 die, Persuasion 2 dice, Streetwise 1 die, and Taunt 1 die.

d100	Result
1–3	Blasphemy: One of your poems was a blasphemy against a god. Sadly for you, the god took affront and punished you. Roll on Table 5.3.12.
4–6	Desire to Explore: Your songs have inspired you to explore your world. Gain 1 die in Notice and the Curious Hindrance.
7–9	Seen It All: In your travels there isn't much you haven't seen. Gain the Jack-of-All-Trades Edge.
10–12	Sing the Praises: You sang a poem about an important person and he now considers you his friend. Roll on Table 5.2.8 to determine your Mundane Ally.
13–15	Some Extra Cash: You turned to petty

crime to boost your income.
Gain 1 die in Lockpicking and
Stealth.

16–18

Lonely Road: You traveled
across the country, singing
songs to earn your keep.
Improve Riding and Survival by
1 die each.

19–21

Something For Your Troubles:
A grateful customer gave you
something as a reward for
telling a great story. Roll on
Table 5.3.7.

22–24

Big Ears: You hear many
interesting things while singing
in taverns and noble courts.
Increase Streetwise by 1 die.

25–27

Competition Entrant: You
entered a bardic competition
and came second. You earned
1d6 x \$50 in prize money. Increase your
Knowledge (Bardic Tales) by 1 die.

28–37

Write About Me: A notable person hired
you to write about his exploits on an epic
quest. Increase your Vigor by 1 die. You
have 3 dice to spend among Fighting,
Guts, Intimidation, Knowledge (any),
Riding, and Survival. After finishing your
epic, the grateful person became your
friend. Roll on Table 5.3.8.

38–40

Secret Society: You have become a
member of a secret society. Roll on Table
5.3.13.

42–44

Animal Charmer: Your music can soothe
raging beasts. You have the *beast friend*
power and 5 Power Points with which to
power it. Use your Spirit as your arcane
skill. You must sing to invoke this power.

45–47

Slandorous: You publicly ridiculed an
important person in one of your songs
and he has vowed vengeance. Roll on
Table 5.3.9.

48–50

Dangerous Roads: Traveling from city
to city led you into several encounters
with bandits. Improve your Fighting and
Intimidation by 1 die.

51–53

The Pen Is Mightier: Your tales of war
and destruction have out you off fighting.
You'd rather talk your way out of trouble.
Increase persuasion by 1 die and take the
Minor Pacifist Hindrance.

54–57

Commanding Voice: You learned that
you can control minds through your
poems and songs. You can use the
puppet power. You have 5 Power Points
for use with this power only, and use



58–60

Spirit as your arcane skill. If you have
Power Points from another source, you
can use those with your power.

Competition Winner: You won a major
competition. Gain 2d6 x \$100. Spend 2
dice among your starting package skills.

61–63

Sociable Type: You were invited to a
civic event. Roll on Table 5.3.3.

64–66

No Such Thing: You've sung about
countless monsters, but you don't believe
in them. You are a Doubting Thomas.

67–69

Popular: You are popular. Increase your
Charisma by +1.

70–72

War Epic: You were hired to write an epic
poem about a large battle between two
rival nations. Unfortunately, you got closer
to the action than you wanted. Roll on
Table 5.3.1.

73–75

Can't Beat Learning: You spent time
in an ancient library research new
poems and tales. Increase Smarts and
Investigation by 1 die.

76–78

Battle of Wits: A rival tried to best
you in a battle of wits and insults, but
you showed him who the master was.
Increase Taunt by 1 die and gain the
Strong Willed Edge.

79–81

Fantastic Music: Your music can inspire
others. You have the Command, Inspire,
and Fervor Edges, but must spend an
action singing to use them.

82–84

Legend In Your Own Life: Your talents
have made you popular. So much so in
fact that you have attracted a permanent
following. Roll on Table 5.3.4.

85–88

Grateful Hosts: You were invited to

	sing for a specific group of people. Your storytelling greatly impressed them. Roll on Table 5.3.5 for your Connection.	10–12	Overly Professional: You take your duties seriously. You are Mean.
89–91	Competition Winner: You entered a bardic competition and won. Improve your Knowledge (Bardic Tales) and Persuasion by 1 die. Prize money amounted to 1d6 x \$100. The second-place bard was sponsored by a powerful individual, who took affront to your winning. Roll on Table 5.3.9.	13–15	Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.
92–93	New Act: You decided to add some tricks to your act to keep the audience ambushed. Increase Agility by 1 die and gain the Acrobat Edge.	16–18	Old Lucky: You used a certain weapon during several successful jobs and it's become a lucky symbol for you. You have a Trademark Weapon.
94–96	High Living: You spent too much time singing for nobles and living the high life. When you're on the road, you can't adjust to the change in life. Welcome to Poverty.	19–21	Back From the Brink: Your charge was wounded by an arrow, but you saved his life. You have 1 die in Healing.
97–99	Be Careful: If the contents of your songs have taught you anything, it's to think before you act. You are Cautious.	22–24	Not Past Me: You've trained to ensure assassins die before they get past you. Increase Fighting by 1 die and take the First Strike Edge.
100	Permanent Position: A noble hears of your talent and offers you a permanent position in his court. From now on you may roll on the Bard or Courtier Table (5.1.8), but you must declare which table before you roll the dice.	25–27	Back Off! You've learned to clear a path through crowds with your steely gaze. Gain 1 die in Intimidation and the Strong Willed Edge.
		28–30	Busy Period: Work kept you busy on a series of minor jobs. Spend 3 dice among your starting package skills.
		31–33	Twice As Many: You have no difficulty holding off multiple foes. You have the Florentine Edge.
		34–36	Good Work Out: You've learned that just looking strong and deter some attackers. Improve your Strength by 1 die.
		37–39	Safe House: You developed a web of contacts over the years. Gain 1 die in Streetwise and roll on Table 5.3.5.
		40–42	Look Out! You've learned to develop a bond with your charges. You have the Common Bond Edge.
		43–45	Hack Your Way Through: Your client was attacked by a hoard of assassins but you felled them quickly. You have the Sweep Edge.
		46–48	Quick Recovery: You learned the hard way that a moment's hesitation can be the difference between life and death. You trained to rectify the matter. You have the Combat Reflexes Edge.
		48–51	Botched Job: You screwed up and your charge was badly wounded. Although he survived, he has vowed to make you pay for your incompetence. Roll on Table 5.3.9.
		52–54	Take the Hit: Throwing yourself in front of danger may not seem wise, but it's your job. If you are adjacent to your charge, any attacks against him are made against you instead. If you take a wound because of this, you gain a free Soak roll. Changing charge requires you to spend

5.1.6 *Bodyguard*

Bodyguards are usually employed by important persons to ensure their safety. A bodyguard must be willing to take an arrow or sword blow for his charge, though he needn't be suicidal.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve your Agility, Spirit, Strength, and Vigor by 1 die. You gain the following skills: Fighting 1 die, Guts 1 die, Healing 1 die, Intimidation 2 dice, Notice 2 dice.

d100	Result	
1–3	It Wasn't Me: Your client was killed and a powerful person framed you. You have the Major Wanted Hindrance. The GM should roll on Table 5.3.9 to determine who the shadowy figure is.	48–51
4–6	Background Checks: You like to run background checks on prospective clients. Gain 1 die in Investigation and Streetwise.	52–54
7–9	Not On My Watch: You're determined never to lose a client. Gain 1 die in Notice.	

- an action refocusing.
- 55–62 **Routine Job:** You spent a while protecting unimportant clients from their paranoia. Spend 2 dice among your starting package skills.
- 63–65 **Grateful Client:** You protected a client from assassins. He promised to repay the favor. Roll on Table 5.3.8.
- 66–68 **A Calm Mind:** When the crap hits the fan, you learned to think clearly and concentrate on saving your client. Gain the Level Headed Edge.
- 69–75 **High Profile Client:** You protected a high profile client from a variety of deadly assassins. Increase your Agility and Vigor by 1 die. Spend 3 dice among your starting package skills.
- 76–78 **Thinking Man's Game:** You learned to outthink your enemies and plan ahead. Increase Smarts by 1 die.
- 79–81 **True Hero:** You took a near deadly blow for your charge. Roll on Table 5.3.2. You gain the Heroic Hindrance.
- 82–84 **Let Me Think:** Protecting clients is a matter of great importance to you. So much so that you take days planning a walk in the park. Take the Cautious Hindrance.
- 85–87 **Knife Proof:** You've taken more than a few wounds in your time and you're still

here to tell the tale. Increase your Vigor by 1 die.

- 88–90 **Not Before Me:** You're so quick you can kill a foe before he even spots you coming. Take the Quick Edge.
- 91–93 **Duck!:** You developed a knack for sensing danger before it reared its ugly head. Gain the Danger Sense Edge.
- 94–96 **Social Event:** Your charge attended a social event, and insisted you accompany him. Roll on Table 5.3.3.
- 95–97 **Dangerous:** You have an unshakable belief in your own abilities. You are Arrogant.
- 98–100 **Broken Oath:** You took an oath to protect a priest, but he was killed by black magic. To atone, you took a religious obligation. Roll on Table 5.3.12 from his god.

5.1.7 City Guard

Every settlement needs law and order. Despite the name, this entry covers everything from local sheriffs to actual members of the capital city's guard. The character is a rank-and-file member.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Increase Agility, Spirit, Strength, and Vigor by 1 die each. You gain the following skills: Fighting 1 die, Guts 1 die, Intimidation 1 die, Knowledge (Law) 1 die, Notice 1 die, Shooting 1 die, and Streetwise 1 die.

- | d100 | Result |
|-------|--|
| 1–3 | Vigilante: You saw too many criminals escape justice through incompetent or corrupt judges and took matters into your own hands. You have the Major Vengeful Hindrance. |
| 4–6 | Civil Uprising: The citizens revolted against the government and the watch was called into action. Roll on Table 5.3.1. |
| 7–9 | Man the Walls!: The town was attacked and the guard were called on to defend the citizens. Roll on Table 5.3.1 to determine the outcome of the battle. |
| 10–12 | Catch Him!: After a long chase through the city you grabbed a long-wanted criminal. Gain the Fleet Footed Edge. |
| 13–15 | Close Knit Team: You developed a strong bond with your comrades. You are Loyal. |
| 16–18 | Protection Duty: You decided you could earn better money as a bodyguard. Gain 2 dice to spend on skills in the |



- Bodyguard starter package (Table 5.1.6). All future profession rolls are made on the Bodyguard table.
- 19–21 **Long Case:** You spent months tracking down a criminal who was hiding in the city. Gain 1 die in Investigation and Streetwise.
- 22–24 **Riot Duty:** The citizens rioted over tax increases and you were part of the squad ordered to crush it. Gain 1 die in Fighting and Intimidation.
- 25–27 **Crime Wave:** A crime wave struck the city and you pulled some extra shifts. Gain 1 die in Vigor. You have 3 dice to spend on Fighting, Guts, Intimidation, Notice, and Streetwise.
- 28–30 **Blew It:** You screwed up a raid on a criminal den by blabbing about the raid in a tavern the night before. You have a Big Mouth.
- 31–33 **False Arrest:** You arrested a man suspected of murder and left him in the rat-infested cells for three days before charging him. Only then did you discover you had the wrong person. Roll on Table 5.3.9 for a Minor Enemy.
- 34–36 **Cease and Desist:** A mean voice and an icy stare convinced many minor criminals to go straight. Gain 1 die in Intimidation and the Strong Willed Edge.
- 37–39 **Briable:** You took bribes. Then you started expecting them. Take the Minor Greedy Hindrance.
- 40–42 **Bribery and Corruption:** A minor noble offered you 1d6 x \$50 to look the other way after he was arrested for a public nuisance offense. You did. Keep the money.
- 43–52 **Drill Practise:** Being a member of the city guard involves a lot of routine drill. Spend 2 dice among your starting package skills.
- 53–55 **The Great Fire:** A large fire broke out in your city. You were instrumental in saving a building and the owners owe you a favor. Roll on Table 5.3.5.
- 56–58 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.
- 59–61 **Secret Sect:** You took part in a raid on a building suspected of harboring a secret sect opposed to the government. Several key members escaped, but not before getting a good view of your face. Roll on Table 5.3.9 for a Major Enemy.
- 62–64 **Prisoner Beating:** You and a small number of guards took to beating and humiliating prisoners. Gain 1 die in Intimidation and Taunt.
- 65–67 **Lost Property:** You helped yourself to an item from the lost property basket. Roll on Table 5.3.7.
- 68–70 **Night Shift:** Working the night shift hardened your resolve. Improve Spirit and Guts by 1 die.
- 71–73 **Recruited:** You were approached by a mercenary band and decided to give it a try. You gain 2 dice to spend on skills in a Mercenary starting package (roll randomly on Table 5.1.11). All future profession rolls are made on the Mercenary table.
- 74–76 **Physical Training:** Your watch captain insisted you undertake a brutal regime of physical exercise. Gain 1 die in Agility and Strength.
- 77–79 **I am the Law!** Patrolling the mean streets and dealing with the scum of the city has left you embittered. You are Mean.
- 80–82 **Watch Sergeant:** You were promoted to sergeant of the watch. Gain 1 die in Smarts and the Command Edge.
- 83–85 **Court Duty:** You were transferred to help in the courts for a year. You ended up in the records department. Gain 1 die in Investigation.
- 86–88 **Civic Duty:** Even the city guard have some time off. Roll on Table 5.3.3.
- 89–91 **High Success Rate:** Through hard work and diligence you solved a large number of crimes. It went to your head. Gain the Overconfident Hindrance.
- 92–94 **Stupid Cats:** You rescued an old lady's cat from a tree. Gain 1 die in Climbing.
- 95–97 **Tavern Brawls:** A large part of your duties included breaking up tavern fights. Gain 1 die in Strength and 1 die in Fighting and Intimidation.
- 99–100 **Promoted:** You have been promoted to Captain of the Watch. You gain the benefits of the Captain of the Watch package (Table 5.2.2). All future profession table rolls are made on that table.



5.1.8 Courtier

Courtiers serve nobles as advisors and lackeys. Although many courtiers are high born individuals, there is nothing stopping a lowly farmer's son from showing enough wisdom and cunning to be offered a post at court.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve your Agility and Smarts by 1 die and your Spirit by 2 dice. You gain the following skills: Intimidation 1 die, Knowledge (Heraldry) 1 die, Notice 1 die, Persuasion 1 die, Riding 1 die, Streetwise 1 die, and Taunt 1 die.

d100	Result	
1–3	Poisoner: Your lord had you poison a rival when he came to stay. Through guile, you managed to blame the incident on another rival. Gain 1 die in Agility and 2 dice in Stealth.	34–37
4–6	We Must be Careful: You became involved in your lord's political plots, but urged him to tread carefully. Gain 1 die in Spirit and Streetwise. You have the Cautious Hindrance.	38–40
7–9	Bequeathed Wealth: A close member of your lord's family died, leaving you a yearly allowance. You gain the Rich Edge.	41–48
10–12	Assassination: Assassins tried to kill your lord but got in the way. Gain 1 die in Fighting and roll on Table 5.3.2 to see what damage they inflicted on you.	49–51
13–15	Token of Appreciation: You made a visiting lord's stay comfortable. He left you a small gift as a sign of his appreciation. Roll on Table 5.3.7.	52–54
16–18	Social Events: Your lord participated in a social event and dragged you along. Roll on Table 5.3.3.	55–57
19–21	Tour: Your lord set about touring his lands and took his court along. Gain 1 die in Boating and Riding.	59–61
22–24	Minor Intrigue: You became involved in a minor court intrigue involving a knight and your lord's daughter. Gain 1 die in Streetwise.	62–64
25–27	Gossipmonger: No matter how hard you tried, you couldn't resist spreading gossip. You have a Big Mouth.	65–67
28–30	Thankless Tasks: Your lord treated you as a lackey, but you overcame the ignominy. Gain 1 die in Spirit.	69–71
31–33	First Dealings: Your lord didn't care much for minor interruptions to his routine	72–74
		75–78
		79–81
		82–84

and let you handle most affairs of state. Gain 1 die in Persuasion.

Caused Offence: Your lord entertained an important visitor. During the feast, you insulted him in front of several prominent guests. Roll on Table 5.3.9 to determine your Minor Enemy.

Saved Face: One of your lord's guests was being insulted by another noble, but you moved in and saved the guest's honor with your quick wits. The guest has never forgotten. Roll on Table 5.3.8.

Royal Visit: A neighboring member of royalty stayed with your lord, bringing with him his own court. Spend 4 dice among your starting package skills.

Whispered Secrets: Your lord left you to be his brains. Increase Smarts by 1 die and gain 2 dice of Knowledge skills.

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

Faithful Retainer: A relative of your lord always had a soft spot for you. When he died, he left you a property. Roll on Table 5.3.10.

Noblesse Oblige: You may not be a noble, but you know how to act with honor. You have the Code of Honor Hindrance.

Jousting: Your lord participated in a joust. While you didn't take part, you learned a few useful tricks. Gain 1 die in Fighting and Riding.

I'm a Civilian!: Your lord mustered his troops for war and insisted you join his command unit. Roll on Table 5.3.1.

Pulled Strings: You aided a group of people by pulling strings with your lord and they're happy to repay the debt. Roll on Table 5.3.5 to determine your Connection.

Another Hunt: Your master insisted on hunting as often as possible. Gain 1 die in Riding and Shooting.

Court Duties: Your time as court was not particularly interesting. Spend 2 dice among your starting package skills.

Happy Occasion: One of your lord's children got married and you attended the wedding. Gain 1 die in Knowledge (Heraldry) and Streetwise.

Messenger: Your lord was involved in secret dealings with another noble. He trusted only you to carry the messages. Gain 1 die in Stealth.

85–87	Verbal Sparring: Life at court requires a quick mind and a sharp wit. You have both, Gain 1 die in Smarts and Taunt.	13–16	On Your Back: You spent a while as a “companion.” It was boring work, but it paid well. Gain 1 die in Persuasion. Gain 1d6 x \$50.
88–90	Bad Deal: Your lord lost money on a business deal, and he blamed you. Gain the Minor Vengeful Hindrance.	17–19	Poor Worker: You agreed to perform some chores for an important person, but ended up dallying with his daughter. Roll on Table 5.3.9 for a Minor Enemy.
91–93	Toadies: Having your lord’s ear made you a powerful person. You attracted a band of followers looking to ride your coat tails to success. Roll on Table 5.3.4.	20–22	Animal Trainer: You worked as an animal trainer. Gain 1 die in Riding and the Beast Master Edge.
94–96	Proxy: Your lord was too bust to attend a social function, so he had you go in his place. Roll on Table 5.3.3.	23–25	Crafter: You worked as a crafter. Roll on Table 2.2.1.2 to determine what trade. Gain 2 dice in Knowledge (Specific Craft).
97–99	My Lord’s Senses: You were your lord’s spymaster. Gain 1 die in Smarts and spend 3 dice among Investigation, Persuasion, Stealth, and Streetwise.	26–28	I Have Pride: You may not have an interesting job, but you still have your pride. No one’s going to put you down and get away with it. Gain 1 die in Intimidation and taunt.
100	One of the Family: Your position as a courtier allowed you to marry the daughter of a minor noble and gain the title of banneret. You gain the Noble Edge and may spend 2 dice on the Noble starting skills (Table 5.1.13). From now on you roll on the Noble profession table.	29–31	Woodcutter: Chopping wood may not be a life of high adventurer, but it left you toned. Improve your Strength by 1 die.

5.1.9 *Generic*

Generic professions cover minor jobs not especially linked to adventuring, such as farmer, crafter, and such like. The table assumes the character held no specific trade and simply took whatever jobs were going.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve Agility, Spirit, Strength, and Vigor by 1 die. You have the following skills: Fighting 1 die, Gambling 1 die, Guts 1 die, Knowledge (one craft) 1 die, Notice 1 die, Persuasion 1 die, and Streetwise 1 die

d100	Result		
1–3	Jail Time: A brush with the law resulted in you spending time in prison. You lose the next 2 rolls (or one, if that’s all you have left) on the professional table. Gain 1 die in Spirit.	50–56	Job Opening: The chance of a real job comes your way. Roll on Table 5.1. Gain 2 dice to spend on skills in the profession’s starting package and roll on the profession table for an event. You receive any Edges in the package as well. If you roll Generic again, the job fell through. Roll on the appropriate profession table from here on.
4–6	Down on Life: Much of your life has been wasted and you blame everyone else but yourself for your misfortune. You are Mean.	47–59	I’m Worth More: Despite only holding down jobs for a few months or years, you thought you were worth more money. Gain the Minor Greedy Hindrance.
7–9	Thug: A local crime lord hired you as a thug. Gain 1 die in Fighting and Intimidation.	60–62	Unpaid Laborer: You worked as a builder
10–12	Honest Work: You found work as a farmer. It was backbreaking work, but at		

for several months. During all that time, the foreman never paid you. When you complained, he sacked you. You have the Major Vengeful Hindrance.

63–65

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

66–68

Foot Soldier: You signed on with a mercenary unit, but didn't like the lifestyle and left a few months later. Gain 1 die in Guts and Fighting.

69–71

Healer: You learned how to heal the sick and injured. Gain 1 die in Healing and the Healer Edge.

72–74

Last Crumb: You shared your last crumb of bread with a starving traveler and he has never forgotten. Roll on Table 5.3.8.

75–77

Traveled the World: The wanderlust got the better of you and you traveled the world, performing odd jobs to pay for your lodgings. Gain 1 die in Boating, Riding, and Survival.

78–80

Entertainer: You earned a crust as a juggler or performer. Gain 1 die in Agility and the Acrobat Edge.

81–83

Conscripted: War came to the land and you were press-ganged into the army. Roll on Table 5.3.1.

84–86

Rat Catcher: Life as a rat catcher wasn't glamorous, but it paid a few debts. Gain 1 die in Notice and Tracking.

87–89

Miner: You labored down the mines, making other men rich on the fruits of your labor. Increase Strength and Vigor by 1 die.

90–92

Independent: Your years of travel made you independent. Gain 1 die in Spirit.

93–95

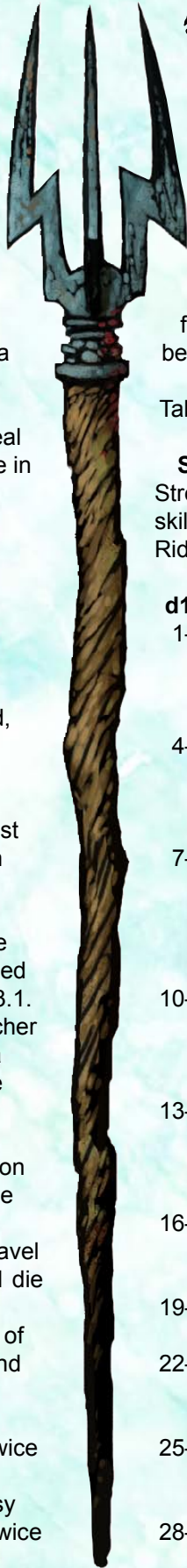
Minor Jobs: You held a string of minor jobs. Gain 3 dice to spend among your starting package skills.

96–98

Year of Opportunities: Roll twice and take the result you prefer.

99–100

Busy Year: You were kept busy performing several jobs. Roll twice and take both results.



5.1.10 Knight

Only characters born to Noble or Royal families can take this as a starting career.

Knights are warrior nobles, loyal to either a higher-ranking noble or an order of knights. If your character is a noble or royal, he is loyal to his feudal superior. Otherwise, he belongs to a chivalric order.

Characters who hold an actual noble title may roll on this table or the Noble table (5.1.13) for any profession roll. The decision must be made before the dice are rolled.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve your Agility, Spirit, Strength, and Vigor by 1 die. You gain the following skills: Fighting 2 dice, Guts 2 dice, Intimidation 1 die, Riding 2 dice.

d100

1–3

Result

Holy Orders: You swore an oath to serve a god as a champion. Roll on Table 5.1.14.1 to determine the deity. Roll once on Tables 5.3.11 and 5.3.12.

4–6

Battle Hardened: You fought in a number of minor wars and lived to tell the tale. Gain the Combat Reflexes and Hard to Kill Edges.

7–9

No Prisoners: After failing to secure ransom for prisoners taken in battle you decided taking captives was no longer worth the effort. Gain the Bloodthirsty Hindrance.

10–12

Epic Quest: You went on a long and dangerous quest. Gain 3 dice to spend among Fighting, Guts, Intimidation, Riding, and Survival.

13–15

Shield Bash: You developed a fighting style which involved using your shield as a secondary weapon. Gain the Two Fisted Edge.

16–18

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

19–21

Joust: You participated in a joust. Gain 1 die in Fighting and Riding.

22–24

Escort Duty: You escorted a noble on a long journey. Spend 2 dice among your starting package skills.

25–27

Chivalric: You adopted the code of chivalry as a firm part of how you live your life. You have a Code of Honor.

28–30

Ransom: You ransomed a valuable prisoner. Gain 1d10 x \$200.

- 31–33 **Monster Slayer:** You bravely quested to slay a supernatural beast. Although you succeeded, the creature had a mate and it wants revenge. Gain 1 die in Guts and the Giant Killer Edge. Roll on Table 5.3.15 for a Major Enemy.
- 34–40 **Sentry Duty:** You spent many long months manning the walls of a castle. Spend 2 dice among your starting package skills.
- 41–48 **Minor Quest:** You went on a long but ultimately unimportant quest. Despite the fruitless mission, you gain 2 dice to spend among Fighting, Guts, Intimidation, Riding, and Survival.
- 49–51 **You May Live:** You quested to slay a supernatural beast, but ended up taking pity on the creature. It now owes you a debt and has become a close ally. Gain 1 die in Guts and Persuasion. Roll on Table 5.3.14.
- 52–54 **Old Heroes:** You believe that there are few old and bold heroes. Gain the Cautious Hindrance.
- 55–57 **War:** The army went to war against a rival nation. As a knight, you were in the frontline. Roll on Table 5.3.1 to determine the outcome.
- 58–60 **Spoils of War:** You defeated a band of orcs and looted their bodies. Roll on Table 5.3.7.
- 61–63 **Rescued a Damsel:** You rescued a damsel in distress. She has since become a close friend. Roll on Table 5.3.8.
- 64–66 **Trusty Steed:** You and your horse developed a close bond. Gain 1 die in Riding and the Beast Bond Edge.
- 67–69 **Rotting in Jail:** You were captured in battle and languished in a rotting jail cell before being ransomed. Improve your Spirit by 1 die. You have the Minor Vengeful Hindrance.
- 70–72 **The Melee:** You entered the melee at a joust. Gain the Block Edge.
- 73–75 **Fan Club:** Your deeds earned you a small following. Roll on Table 5.3.4.
- 76–78 **Challenge:** You decided to test your mettle by forcing travelers wishing to cross a bridge to best you in combat. Gain 1 die in Fighting and the First Strike Edge.
- 79–81 **Rash:** Your prowess has led you to believe you are unbeatable. Gain the Overconfident Hindrance.
- 82–84 **Social Responsibilities:** As a knight you were invited to many social events. Roll on Table 5.3.3.
- 85–87 **Eternal Fame:** You have dedicated your life to a single quest. Gain 1 die in Spirit and Strength. You have the Death Wish Hindrance.
- 88–90 **Brotherhood:** You joined a brotherhood of knights. Roll on Table 5.3.6 to see what you learned.
- 91–93 **People's Champion:** You swore to defend the weak and helpless. Gain the Heroic Hindrance.
- 94–96 **Hack Them Down:** You were renowned for your combat prowess. Gain the Frenzy Edge.
- 97–99 **Major Campaign:** You fought in a major war. Roll twice on Table 5.3.1.
- 100 **Noble Title:** You have been made a banneret, with all the property and responsibilities that come with the post (see Table 2.2.1.4). Gain 2 dice to spend in skills from the Noble starting package (Table 5.1.13). All future professional table rolls may be taken from either table, but you must decide before you roll the dice.



5.1.11 Mercenary

Mercenaries are soldiers for hire. Some units maintain strict discipline and follow the rules of battle. Others are little more than bandits. Your character is a rank-and-file soldier.

Start by roll to see what unit you joined. Take the appropriate starting package. Then move to Table 5.1.11.2.

5.1.11.1 Troop Type

d100	Result
1-40	Infantry
41-60	Cavalry
61-80	Missile Troop (Thrown)
81-100	Missile Troop (Projectile)

Infantry Starting Package: Increase Strength by 2 dice and Agility and Vigor by 1 die. You have the following skills: Fighting 2 dice, Guts 1 die, Intimidation 2 dice, Notice 1 die, and Shooting 1 die.

Cavalry Starting Package: Increase Agility, Spirit, Strength, and Vigor by 1 die. You have the following skills: Fighting 2 dice, Guts 1 die, Intimidation 1 die, Notice 1 die, and Riding 2 dice.

Thrown Missile Starting Package: Increase Agility by 2 dice, and Strength and Vigor by 1 die. You have the following skills: Fighting 1 die, Guts 1 die, Intimidation 1 die, Notice 1 die, Stealth 1 die, and Throwing 2 dice.

Projectile Missile Starting Package: Increase Agility by 2 dice, and Strength and Vigor by 1 die. You have the following skills: Fighting 1 die, Guts 1 die, Intimidation 1 die, Notice 1 die, Stealth 1 die, and Shooting 2 dice.

5.1.11.2 Mercenary Events

Roll as many times on this table as directed on Table 1.4.

d100	Result
1-3	Betrayed: Your unit was hired to partake in a battle. Roll on Table 5.3.1. After the battle, the person who hired you refused to pay you and fled. You have the Major Vengeful Hindrance. The GM should secretly roll on Table 5.3.9 to determine who the hirer was.
4-6	Rank Increase: You were promoted. Gain 1 die in Intimidation and the Command Edge.
7-9	No Prisoners: Taking prisoners reduced your own food supplies and meant you

had to guard them. So you didn't bother. Gain the Bloodthirsty Hindrance.

Passing the Time: Life between battles is tedious. You took up gambling and drinking to pass the time. Gain 2 dice in Gambling and the Major Habit (Alcohol) Hindrance.

Keep Going!: You learned quickly that a person who can't overcome pain is dead. Gain the Combat Reflexes Edge.

Routine Work: Your unit participated in a number of small skirmishes, but they amounted to nothing. Spend 2 dice among your starting package skills.

Higher Wages: You demanded higher wages in return for your services. Take the Minor Greedy Hindrance.

Minor Skirmish: Your unit was involved in a minor battle. Roll on Table 5.3.1.

Scout: Your unit was hired to act as scouts for another army. Gain 1 die in Notice and Stealth.

Seen the World: You've traveled far and wide and learned a few things about social interaction. Increase Streetwise by 1 die.

Major Battle: Your unit was involved in a major battle. Roll on Table 5.3.1.

Disbanded: Your unit was disbanded after suffering heavy losses in a war. Gain 1 die in Fighting. In order to survive, you turned to banditry. All further profession rolls are made on the Bandit table (5.1.3).

Moral Standards: You may be a sword-for-hire, but you still have standards. Take a Code of Honor.

Elite Unit: Your unit was upgraded to elite status. Roll on Table 5.3.6.

Negotiator: Your commander let you handle negotiations for the unit. Gain 1 die in Persuasion.

Sore Loser: You defeated a rival mercenary unit in battle. Gain 2 dice to spend among your starting package skills. The enemy's patron isn't happy. Roll on Table 5.3.9 for a Minor Enemy.

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

Extended Campaign: Your unit fought in a brutal, extended campaign. Roll on twice on Table 5.3.1.

Camp Followers: Mercenaries travel with a number of hangers-on. One such group attached themselves to you. Roll on Table 5.3.4.

- 67–69 **A Worthy Client:** Your unit served a notable person. He remembers your part in helping him. Roll on Table 5.3.8.
- 70–72 **War is Hell:** You've seen enough bloodshed to last an elf's lifetime. Take the Mean Hindrance.
- 73–75 **Live Off the Land:** During a campaign your supplies ran out, so you had to forage. Gain 1 die in Survival.
- 76–78 **Aide-de-Camp:** You served your commander as an aide. Gain 1 die in Smarts and 2 dice to buy Knowledge skills.
- 79–81 **Angry Client:** Your commander agreed to undertake a job and then reneged. The client is angry and seeks revenge on the entire unit. Roll on Table 5.3.9 for a Major Enemy.
- 82–84 **Dividends:** Your commander shared part of the wealth among his troops. Gain 1d6 x \$100.
- 85–87 **A Life of Grime:** Pox swept through your camp. You survived. Gain 1 die in Vigor.
- 88–90 **Grateful Clients:** Your unit was hired by a group to perform a dangerous task. You pulled it off easily. Roll on Table 5.3.5.
- 91–93 **Intelligence Gathering:** Your commander entrusted you with discovering everything you could about potential clients. Gain 1 die in Investigation and Streetwise.
- 94–96 **Crusade:** Your unit served in a holy crusade. Roll on Table 5.1.14.1 to determine the deity you served. Roll on Table 5.3.1 to determine the outcome of the crusade. Win or lose, the god chose to reward you for your efforts. Roll on Table 5.3.11.
- 97–99 **Strange Alliance:** A supernatural creature served with your unit for a while. You and it struck up a friendship. Roll on Table 5.3.14.
- 100 **Commander:** You have formed your own mercenary band. You may take the Mercenary Captain starting package. All further profession table rolls are made on Table 5.2.6. Roll three times on Table 5.1.11.1 to determine your troops. Each roll grants you 5 Followers.

5.1.12 *Merchant*

Merchants buy and sell goods in the hope of making money and are the lifeblood of most fantasy economies. Some own shops, while others have caravans or ships. The character begins as a market stall holder.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Gain 2 dice in Smarts and Spirit. You have the following skills: Boating 1 die, Driving 1 die, Gambling 1 die, Intimidation 1 die, Persuasion 2 dice, and Streetwise 1 dice.

If you don't use Driving in your setting, you gain an extra die in Streetwise instead.

d100	Result
1–3	Unusual Customer: You secured an unusual cargo for a strange customer. It was grateful and owes you a favor. Roll on Table 5.3.14.
4–6	Wagon Train: You invest in a wagon train. So long as you own the wagons, you get 1d6 x \$500 per year (roll at the end of each year). This benefit may be rolled more than once.
7–9	Corporate Espionage: You had to resort to criminal activities to get the dirt on a rival. Gain 1 die in Lockpicking and Stealth.
10–12	Bankrupt: Your business collapsed and you were ruined. If you have gained any material benefits, such as a ship or shop, you lose them and any benefits they granted. Gain 1 die in Spirit. Roll on Table 5.1 for your new profession. Remaining rolls on the profession tables are taken there. If you roll merchant, you have managed to save a small part of your empire and start again.
13–15	Damn Bandits: Frequent attacks on your wagons forced you to learn to fight. Gain 1 die in Fighting
16–18	On the Payroll: As part of an expansion, you hired 5 Followers. Over the years they have gone from being common employees to trusted staff. Roll on Table 5.3.4.
19–24	Civic Events: As an important businessman, you get invited to social functions. Roll on Table 5.3.3.
25–27	Property: A client couldn't meet the full asking price for an exotic cargo, so he made up the difference with a property. Roll on Table 5.3.10.
28–30	Teamster: Due to a labor shortage you had to help load and unload cargo. Gain 1 die in Strength.
31–33	Anything For A Customer: You went to great lengths to acquire a cargo of spices for a customer, but he was eternally grateful. Roll on Table 5.3.8.

34–37 **Honest Trader:** Just because you're a merchant, doesn't mean you're greedy or out to rob people. You have a Code of Honor.

38–40 **Overland Route:** You secure an overland trade route. Gain 1 die in Persuasion.

41–43 **Greed is Good:** You believe that money maketh the man. Take the Minor Greedy Hindrance.

44–46 **Sick of Hagglng:** Years in the markets haggling over a few coins has made you downright surly. You are Mean.

47–54 **Routine Trade:** You spent a long while engaged in routine trade negotiations. Spend 2 dice on skills from the starting package.

55–57 **Hard Negotiator:** You can't be easily swayed from your views. Take the Stubborn Hindrance.

58–60 **Rich Deal:** A business transaction made you a lot of money. You gain 2d6 x \$100.

61–63 **Hot Goods:** You had to get rid of a cargo of stolen goods. Gain 1 die in persuasion and Streetwise.

64–66 **Ripped Off:** You were ripped off and lost a good deal of money. Gain the Minor Vengeful Hindrance.

67–69 **Shop Front:** You purchase a shop in town. Gain 1 die from your starting package list. So long as you own the shop, you make 1d6 x \$200 a year (roll at the end of each year). This benefit may be rolled more than once.

70–72 **Staff Shortage:** A staff shortage meant you had to muck in. Gain 1 die in Boating and Driving. If you don't use Driving in your setting, change it for Riding.

73–75 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.

76–78 **Honest Joe:** You claim you're being honest, but your colleagues claim you're stupid. You have a Big Mouth.

79–81 **Can't Fool Me:** You've spent too long in the business to fall for counterfeit good and "too good to be true" deals. Gain 1 die in Notice and Persuasion.

82–84 **Merchant Fleet:** Business boomed and you were able to expand your business by buying a ship. If you have the *Fantasy Gear Toolkit*, you have a knarr. Otherwise it is just a small merchant vessel. You have 20 crew (sailors, not warriors), who expected to be paid regularly. So long as the ship is fully crewed, you receive 1d6 x \$1000 a year (roll at the end of each

year). This benefit may be taken more than once.

85–87 **Bad Deal:** Your attempt to fleece a customer went horribly wrong and he swore to get even. Roll on Table 5.3.9.

88–90 **Criminal Record:** Your attempts at smuggling ended up nearly getting you arrested. The authorities are still after you. Gain the Minor Wanted Hindrance.

91–93 **Smuggler:** You spent some time as a successful smuggler. Gain 1 die in Streetwise and Stealth.

94–96 **Fire:** A fire has destroyed part of your empire. If you have a wagon train, shop front, or merchant fleet, one of them is destroyed. Remove the first one you gained. If you have no benefits, lower your current cash by 1d6 x \$500 (min of \$0).

97–99 **On the Turn of a Die:** You took up gambling as a way of increasing your profits during a lean spell. You became addicted to the thrill. Gain 2 dice in Gambling and the Major Habit (gambling) Hindrance.

100 **Merchant Prince:** You hit the big time and become a powerful merchant prince. You gain the benefits of the Wagon Train, Shop Front, and Merchant Fleet entries. In addition, you gain 3 dice to spend among your starting package skills.

5.1.13 *Noble*

Only characters of Noble or Royal birth may take this as a starting career. The character's noble title, if any, has already been determined by his Social Status. If the character is a noble with no specific title, such as the youngest child of a knight, he may still take this profession.

If a character is promoted, he moves the listed number of steps up the social ladder and gains the property and followers. Use Tables 2.2.1.4 and 2.2.1.5 to determine the character's new rank. A character beginning his career without a title becomes a knight in his own right on his first promotion. Subsequent promotions move him up the ladder normally.

Characters who hold the title of knight from their Social Status may roll on this table or the Knight table (5.1.10) for any profession roll. The decision must be made before the dice are rolled.

Nobles may not become royalty through standard promotion. Reroll if this occurs. There's a specific entry for promotion to royalty.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Gain 1 die in Smarts and Spirit and 2 dice in Vigor. You have the following skills: Guts 1 die, Intimidation 1 die, Knowledge (any) 1 die, Persuasion 1 die, Riding 1 die, Streetwise 1 die, and Taunt 1 die.

d100	Result	
1–3	Demoted: You offended your liege. As punishment, he has reassigned your lands. Move down the ladder one step (min of Knight). Gain the Minor Vengeful Hindrance.	48–54
4–6	Major Uprising: You peasants revolted and threatened to remove you from power. Roll on Table 5.3.1. Whatever the result, you managed to maintain your throne.	55–57
7–9	Favors: You used your station to aid a group of people. In return, they now owe you a favor. Roll on Table 5.3.5.	58–60
10–12	Promoted: Due to change in the balance of power, you move one step up the social ladder.	61–63
13–15	I'm in Charge!: You never sway to peer pressure. Gain the Strong Willed Edge and Stubborn Hindrance.	64–66
16–18	Martial Training: Your liege insisted you learn how to handle a weapon. Gain 1 die in Fighting and Shooting.	67–69
19–21	Opulent Lifestyle: Your carefree spending threatened to bankrupt the treasury. Gain the Poverty Hindrance. You spend your money on throwaway items, like rich food or the latest fashions.	70–72
22–24	Favored: The king has granted you a gift. Roll on Table 5.3.7. This act of generosity has not gone unnoticed by those also seeking his favor. Roll on Table 5.3.9 for a Minor Enemy.	73–75
25–27	Hunt: Hunting is a popular pastime with nobles, and you were no exception. Gain 1 die in Riding and Shooting.	76–78
28–30	Further Gains: Due to the complex webs between noble families, you have inherited a Property. Roll on Table 5.3.10.	79–81
31–38	Daily Life: You spent a great deal of time administering your land. You have 2 dice to spend among Intimidation, Persuasion, and Streetwise.	82–84
39–41	Mix With the Peasants: You mixed with the commoners you rule over at a social event. Roll on Table 5.3.3.	85–87
42–44	Summons: Your lord goes to war and summons you and your army. Roll on Table 5.3.1.	
45–47	Promoted: Due to change in the balance	88–90

of power, you move two steps up the social ladder.

Busy Schedule: You were kept busy maintaining your lands and answering the needs of your liege. You have 3 dice to spend among your starting package skills.

Court Intrigue: You were involved in intrigue. Gain 1 die in Streetwise.

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

Marriage: You decide to get married and ensure you have some heirs. Roll on Table 5.3.8 to see who you married. Roll a d4 each time you make a roll on a profession table. On a 1, you have a child.

Treachery: You participated in a plot to assassinate your liege. Luckily for you, it worked. Gain 1 die in Fighting and take a one step promotion. Unfortunately, however, your treachery did not go unnoticed by an ally of your liege. Roll on Table 5.3.9 for a Minor Enemy.

Time to Read: You took time to read extensively in your library. Gain 1 die in Smarts and 2 dice in to spend in Knowledge skills.

Civil Unrest: Your peasants revolted but you crushed them and executed the ringleaders. Gain 1 die in Fighting and the Bloodthirsty Hindrance.

Exercise: You undertake an exercise regime to ensure your health. Gain 2 die in Agility and Strength.

Popular Leader: You are popular among your people. Gain the Charismatic Edge.

Play With the Big Boys: You spent time in the court of your liege and learned a few things about intrigue. Gain 1 die in Streetwise.

Affair: You had an affair with a married noble. Gain 1 die in Notice and Stealth. Roll a d4. On a result of 1, a child is born from the affair.

A New Faith: Because of your personal beliefs, you promoted one faith over all others in your lands. Roll on Table 5.1.14.1 to determine which deity. As a reward, the god blessed you. Roll on Table 5.3.11. A rival deity took offense at your actions, however. Roll on Table 5.1.14.1 to see which god and Table 5.3.12 for the curse he placed on you.

Duel: You were involved in a duel. Gain 1 die in Fighting and Block Edge.

- 91–93 **All the Facts:** Social position is a fragile thing. You never act rashly and like to ensure your plots are planned to the last detail. Take the Cautious Hindrance.
- 94–96 **Increased Treasury:** You believe that the richer the man, the higher his worth. Gain 1 die in Gambling and take the Minor Greedy Hindrance.
- 97–99 **Rich Lands:** Your lands are fertile and your crafters productive. Gain the Filthy Rich Edge. If you lose your current social status, you also lose this Edge.
- 100 **Long Live the King!:** The king died without a clear line of secession and the nobles waged war on each other. After a bitter war in which many nobles died, the crown was placed on your head. You are immediately elevated to king. Gain one Major Enemy (Table 5.3.9), two Minor Enemies (Table 5.3.9), one Ally (Table 5.3.8), and one Connection (Table 5.3.5).

5.1.14 Novitiate Priest

Roll below to see which faith you follow. If you come from a religious family, you may elect to take the god your parents follow instead. You may not roll on the table and then opt to change your mind and follow your family's faith—religious calling doesn't work that way.

Your choice of god grants you a certain starting package. All novitiates gain a common package as well.

5.1.14.1 Deity

- 1–9 **Death:** Smarts 1 die, Spirit 2 dice, Vigor 1 die, Guts 1 die, Intimidation 1 die, Knowledge (Religion) 1 die, and Knowledge (Undead) 2 dice.
- 10–18 **Darkness:** Agility 1 die, Spirit 2 dice,, Vigor 1 die Guts 1 die, Knowledge (Religion) 2 dice, Notice 1 die, and Stealth 1 die.
- 19–27 **Healing:** Smarts 2 dice, Spirit 1 die, Vigor 1 die, Healing 2 dice, Guts 1 die, Knowledge (Religion) 1 die, and Persuasion 1 die.
- 28–36 **Justice:** Smarts 1 die, Spirit 2 dice, Vigor 1 die, Intimidation 1 die, Knowledge (Religion) 2 dice, Persuasion 1 die, and Streetwise 1 die.
- 37–45 **Knowledge:** Smarts 2 dice, Spirit 2 dice, Investigation 1 die, Knowledge (Religion) 1 die, and 3 dice to spend on other Knowledge skills.

- 46–54 **Nature:** Smarts 2 dice, Spirit 1 die, Vigor 1 die, Knowledge (Nature) 2 dice, Knowledge (Religion) 1 die, Survival 1 die, and Tracking 1 die.
- 55–63 **Sea:** Agility, Spirit, Strength, and Vigor 1 die, Boating 2 dice, Knowledge (Religion) 1 die, and Swimming 2 dice.
- 64–72 **Sun:** Smarts 1 die, Spirit 2 dice, Vigor 1 die, Healing 1 die, Guts 1 die, Knowledge (Religion) 1 die, Notice 1 die, and Persuasion 1 die.
- 73–81 **Trickster:** Agility 2 dice, Smarts 1 die, Spirit 1 die, Gambling 1 die, Knowledge (Religion) 1 die, Stealth 2 dice, and Taunt 1 die.
- 82–90 **Thieves:** Agility 2 dice, Smarts 1 die, Spirit 1 die, Climbing 1 die, Knowledge (Religion) 1 die, Lockpicking 1 die, Notice 1 die, and Stealth 1 die.
- 91–100 **War:** Spirit 1 die, Strength 2 dice, Vigor 1 die, Fighting 1 die, Guts 1 die, Knowledge (Battle) 1 die, Knowledge (Religion) 1 die, and either Shooting or Throwing 1 die (your choice).

Common Starting Package: Arcane Background (Miracles) and 2 dice in Faith. Roll on Table 5.1.14.2 to determine your starting powers.

5.1.14.2 Powers

Certain Novitiates are expected to take one power core to their faith. These are listed below. Novitiates of these faiths automatically receive the listed spell and roll randomly for one other.

Darkness: Obscure.

Healing: Healing

Nature: Beast Friend.

Knowledge: Speak Language.

Sea: Environmental Protection.

Sun: Light.

War: Armor or Smite (You may pick. You may take both if you wish.)

d100	Result
1–6	Armor
7–11	Beast Friend
12–16	Bolt
18–22	Boost/Lower Trait
23–27	Burrow
28–32	Burst
33–37	Deflection
38–42	Detect/Conceal Arcana
43–47	Elemental Manipulation
48–56	Environmental Protection
58–62	Fear

63–70	Healing	
71–75	Light	
76–80	Obscure	
81–85	Smite	
86–90	Speak Language	
91–95	Speed	
96–100	Stun	44–46

5.1.14.3 *Novitiate Events*

Roll as many times on this table as directed on Table 1.4.

d100	Result	
1–3	Blessed Be: Your devotion greatly pleased your god, who saw fit to grant you a special reward. Roll on Table 5.3.11.	50–52
4–6	Missionary: You served a missionary. Gain 1 die in Persuasion.	53–55
7–9	Minor Pilgrimage: You undertook a minor pilgrimage to a site associated with your god. Gain 1 die in Boating and Riding.	56–61
10–12	Close Ties: You developed a close tie to your god. Gain the Rapid Recharge Edge.	62–64
13–15	Social Responsibilities: As a novice, you are expected to work with the commonfolk. Roll on Table 5.3.3.	65–67
16–18	I'm No Saint: Despite your lowly status as a novice, you have gained a band of disciples. Roll on Table 5.3.4.	68–70
19–21	Font of Knowledge: You gained access to your temple's library. Gain 1 die in Smarts and 2 dice to spend on Knowledge skills.	71–73
22–24	Minor Blessing: For your devotion to the faith, your god granted you a New Power. Roll on Table 5.1.14.2.	74–76
25–27	Strong Faith: After receiving a dream in which your deity spoke to you, your faith grew stronger. Gain +5 Power Points.	77–79
28–30	Transgressor: You committed a major breach of your holy vows and your god saw fit to punish you. Roll on Table 5.3.12.	80–82
31–33	I Am With You: Your deity spoke to you in a dream and said he was always with you. Your Wild Die when rolling Faith increases to a d8.	83–85
34–40	Pilgrims Are Here: Your temple was a site of pilgrimage. Caring for the pilgrims kept you very busy. Gain 3 dice to spend among your starting package skills.	86–88
41–43	Expelled: You committed an unforgivable sin and were expelled from your order.	89–91
		Roll again on the Profession Table (5.1). All remaining professional rolls are taken on this table. Reroll results of Novitiate Priest. Your deity allowed you to keep your miraculous powers, but bestowed a curse on you. Roll on Table 5.3.12.
		Routine Duties: You spent a great deal of your time in minor duties appropriate to your faith. You have 2 dice to spend among your starting package skills.
		My God Will Protect Me: Your belief that your god will always be there for you is commendable, though misguided. You are Overconfident.
		Major Pilgrimage: You undertook a pilgrimage to the supposed site of your god's birth. Gain 1 die in Spirit and Faith.
		Saved A Soul: You helped someone through a crisis and they have never forgotten. Roll on Table 5.3.8.
		Spread the Word: You traveled the land, spreading the word of your faith. Gain 2 dice in Faith, Persuasion, and Survival.
		Conviction: Your faith, you believe, can overcome any obstacle. You are Overconfident.
		Disaster: You helped during a natural disaster. Gain 1 die in Guts and Healing.
		Divine Servant: You aided a servant of your god, and gained a supernatural ally. Roll on Table 5.3.14.
		Holy Vow: You took a holy vow. Increase your Faith by 1 die. Roll on Table 5.3.12.1 for a Minor Vow.
		Temple Guard: You served a brief spell as a temple guard. Gain 1 die in Strength and 1 die in Fighting.
		Walk in the Light: You walk in the light of your god and have power over evil (or good, depending on the faith). You have the Holy/Unholy Warrior Edge, as applicable.
		Pillar: Your faith is a pillar of strength. Gain the Strong Willed Edge.
		Sinner: You accused someone of blasphemy. Unfortunately for you, they were a person of note and held a grudge. Roll on Table 5.3.9 for a Minor Enemy.
		Enemy of the Faith: Your attempts to convert a supernatural creature to your faith backfired and now it wants to make you pay for your insolence. Roll on Table 5.3.15.
		Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

- 92–94 **Paladin:** You have become a paladin, a holy (or unholy) warrior sworn to defeat the enemies of your faith. Gain 1 die in Strength and Vigor, 2 dice in Fighting and Guts, and the Champion Edge.
- 95–97 **Major Holy Vow:** You swore a Major Vow. Increase your Spirit and Faith by 1 die. Roll on Table 5.2.12.1.
- 98–100 **Fully Ordained:** You are ordained as a full priest. You gain the Priest starting package. All further rolls on the profession tables are made on Table 5.2.7.

5.1.15 *Ranger*

Rangers are woodsmen, living outside the laws of civilization. Most are protectors, watching over a given area and protecting nature from man and man from nature. Some rangers serve in small bands, whereas others prefer the quiet life.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Gain 1 die in Agility, Smarts, Strength, and Vigor. You have the following skills: Fighting 1 die, Guts 1 die, Notice 1 die, Shooting 1 die, Stealth 1 die, Survival 1 die, and Tracking 1 die.

- | d100 | Result |
|------|--|
| 1–3 | Elf Friend: The local elves consider you a true friend and awarded you a special honor. Among elves you have +2 Charisma and the Connection Edge. An important elf also swore an oath to aid you in times of need. Roll on Table 5.3.8. Ignore Table 5.3.8.4. |
| 4–6 | Driven Out: You drove a supernatural entity out of the area to stop it attacking farms. It hasn't forgotten you. Roll on Table 5.3.15 for a Major Enemy. |



- 7–9 **Bad Reputation:** Within your homeland (defined as an area of 1000 square miles) you are considered something of an oddball. You have the Outsider Hindrance in your homeland.
- 10–12 **Orc Hunt:** You participated in a hunt for orcs which were terrorizing the area. Gain 1 die to spend among your starting package skills.
- 13–15 **Luddite:** Too long spent in the wilds meant you were a stranger to technology. You are All Thumbs.
- 16–18 **Common Lifestyle:** A group of people who share your views on nature have become your Followers. Roll on Table 5.3.4.
- 19–21 **An Important Matter:** You aided someone on an important mission. They have never forgotten your support. Roll on Table 5.3.8.
- 22–24 **It's Mine Now:** While exploring the remotest part of the land, you stumbled across a deserted building. You claimed it as your own and no-one has yet asked for it back. Roll on Table 5.3.10.
- 25–27 **Spirit of the Wild:** A shaman taught you how to transform into a beast. You have the *shape change* power. You have 10 Power Points to use with this power only and are limited to animals appropriate to your Rank (see the power description). Use your Smarts as you arcane skill.
- 28–30 **Protecting Your Homeland:** You protected your homeland from a variety of minor threats. Gain 2 dice in your starting package skills.
- 31–33 **Invasion:** Orcs invaded the land. Roll on Table 5.3.1.
- 34–36 **Animal Brother:** You raised an abandoned animal from birth. It has remained with you ever since. Gain the Beast Bond Edge and roll on Table 5.1.15.1 to determine the beast.
- 37–39 **Loggers:** Loggers destroyed part of the forest you swore to protect. You quickly reminded them that not all forests can be hacked down. You have the Major vengeful Hindrance.
- 40–42 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.
- 43–45 **Strange Sounds:** You learned to detect strange sounds and smells that forewarned of trouble. You have the Danger Sense Edge.
- 46–48 **Guardian Spirit:** A supernatural watches

over the lands you roam. Whether it is good or evil, it is grateful for your work in safeguarding its realm. Roll on Table 5.3.14.

49–51 **Urgent Message:** You were charged with carrying an important message to a distant land. Gain 1 die in Boating and Riding.

52–54 **Savaged:** A wild beast attacked you and almost killed you. Gain 1 die in Fighting and Guts. Roll on Table 5.3.2.

55–57 **Rare Visit to Town:** You spent some time in town, mixing with the locals. Roll on Table 5.3.3.

58–60 **Keep Out:** You dislike strangers wandering around your homeland and are quick to make them move on. Gain 1 die in Intimidation and Taunt.

61–67 **Guide:** You served as a guide for a group traveling through the realm. Gain 2 dice to spend among your starting package skills.

68–73 **Defend the Realm:** You protected your homeland from a variety of serious threats. Gain 3 dice in your starting package skills.

74–75 **True Beast Master:** You developed an almost mystical link with animals. You can use the *beast friend* power. You have Power Points equal to 10 + your Spirit die for this purpose only (though if you have Power Points from an Arcane Background you can use them as well). Use your Spirit as your arcane skill.

76–78 **Limited Knowledge:** You have a good understanding of nature and your homeland, but know little about other matters. You're Clueless.

79–81 **Animal Master:** You have a gift with animals. Gain the Beast Master Edge.

82–84 **Loner:** Living alone in the wilderness has left you lacking in many social skills. You are Mean.

85–87 **Giant Slayer:** Many large and dangerous lived in your homeland, so you learned how to deal with them. You have the Giant Killer Edge.

88–90 **Banditry:** A noble who coveted the lands you protected declared you an outlaw. Gain 2 dice from the Bandit starting package (Table 5.1.3). All future professional table rolls are made on that table.

91–93 **Master Ranger:** Your skills have made you a master among other rangers. Gain the Woodman Edge.

94–96 **Rugged:** Living in the wilds hardened

your body and mind. Gain 1 die in Spirit and Vigor.

98–100 **One With the Land:** You have a strange attunement to your homeland (defined as an area of 1000 square miles). Within this realm you receive the Alertness, Combat Reflexes, Fast Healer, and Strong Willed Edges.

5.1.15.1 *Animals*

d100	Result
1–6	Cat, domestic
7–12	Horse, riding
13–35	Hawk
36–49	Wolf
50–56	Dire wolf
57–70	Big cat (use lion stats)
71–84	Bear
85–91	Boar (see the <i>Fantasy Bestiary Toolkit</i> for stats)
92–100	Horse, war

5.1.16 *Sailor*

A sailor may be a merchant seaman, a naval seaman, or a pirate. Whatever type of crew he serves with, the character holds no position of importance on the ship.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Improve Agility, Spirit, Strength, and Vigor by 1 die. You have the following skills: Boating 2 dice, Climbing 1 die, Fighting 1 die, Gambling 1 die, Guts 1 die, and Swimming 1 die.

d100	Result
1–3	Drowned: Drowning is a constant risk. Your luck ran out. Make a new character.
4–6	Shark Bait: You fell into shark infested waters and barely escaped with your life. Gain 1 die in Climbing and Swimming. Roll on Table 5.3.2.
7–9	Ride the Storm: You helped sail your vessel through the mother of all storms. Gain 1 die in Strength and 1 die in Boating.
10–12	Rescue Them: You convinced your captain to rescue a group of shipwreck survivors. They are willing to aid you. Roll on Table 5.3.5.
13–15	Jonah: After killing an albatross you were seen as a jinx. Gain the Bad Luck Edge. If you already have Luck, you lose 1 benny.
16–18	Ship's Mate: You served a spell as ship's

mate. Gain 1 die in Smarts and Boating.

19–21 **Hard Life:** A sailor's life isn't all grog and whores. Improve your Vigor by 1 die.

22–24 **Where's My Share?:** Your captain promised the crew a share of the profits but he never paid in full. Gain the Minor Greedy Hindrance.

25–27 **Shipwrecked:** You were shipwrecked and spent several months on a desert island before you were rescued. Gain 1 die in Survival.

28–30 **Sea Legs:** You quickly got your sea legs. Gain the Steady Hands Edge.

31–34 **Sea Monster:** A fearsome sea monster attacked the ship, but was driven off by the actions of the entire crew. Gain 1 die in Fighting and Guts.

34–37 **Scurvy:** You suffered from scurvy and were lucky to survive. Your body has never fully recovered. You are Anemic.

38–40 **Bosun:** You served for a while as ship's bosun and were responsible for maintaining discipline. Gain 1 die in Intimidation and Taunt.

41–43 **New Lands:** You were part of a crew that explored previously unknown lands. Gain 1 die in Boating and Survival.

44–47 **Well Oiled Crew:** You and your crew mates worked as a team. Gain 2 dice to spend in your starting package skills and the Loyal Hindrance.

48–50 **Keel-Hauled:** You were keelhauled for a crime aboard ship. Roll on Table 5.3.2. Increase your Vigor by 1 die for surviving.

51–63 **We Are Sailing:** You spent many long months sailing the oceans of the world. Spend 2 dice among your starting package skills.

64–66 **Damn Lies:** Your captain accused you of being a mutineer and had you left on a desert island. You were eventually rescued, but the incident has left you bitter. Gain 1 die in Survival. You have the Major vengeful Hindrance.

67–69 **Mutiny:** You took part in a successful mutiny. Gain 1 die in Fighting and Intimidation.

70–72 **Well-Traveled:** You've seen the world and learned a lot of useful knowledge. Increase Smarts by 1 die and spend 2 dice on Knowledge skills.

73–75 **Bad Tattoo:** One night while drunk you got a tattoo. The

tattoo artist must have been as drunk as you. Subtract 1 from your Charisma.

76–78 **Watch Duty:** You were assigned to be the ship's lookout. Gain 1 die in Notice.

79–81 **Mutinous Dog:** You were a ringleader in a successful mutiny. Gain 1 die in Fighting and the Command Edge.

82–84 **Shoreleave:** Shoreleave was the high point of your career. Gain 1 die in Gambling..

85–87 **Pirates:** Your captain decided to try his hand at piracy for a short while. Gain 1 die in Fighting and Intimidation. Roll twice on Table 5.3.7 to see what booty you gained.

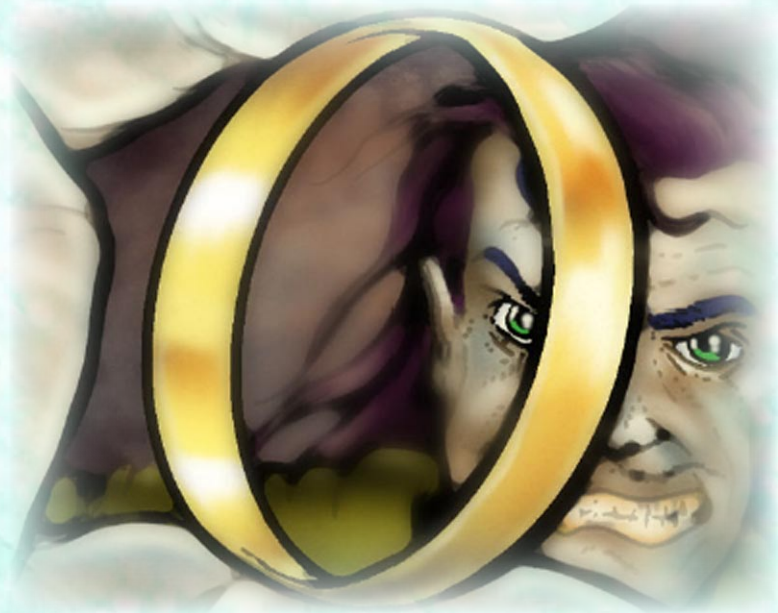
88–90 **Curses:** You learned how to swear and curse like a true sailor. It doesn't suit everyone's tastes, mind you. You have a Minor Habit.

91–93 **Pirates!:** Your ship was attacked by pirates and a fierce battle ensued. Roll on Table 5.3.1.

94–96 **Ship's Surgeon:** You had to assist the ship's surgeon in his work. Gain 1 die in Spirit and Healing.

97–99 **There She Blows!:** You spent several months aboard a whaler. You have the Giant Killer Edge.

100 **Aye Aye, Captain:** You are promoted to ship's captain. You immediately gain the benefits of the Ship's Captain starting package. All further professional table rolls are made on Table 5.2.8. Note that the ship you command is not owned by you (not yet, anyway).



5.1.17 Thief

Thieves earn a living by stealing from others and selling their wares on the blackmarket. Depending on the setting, a thief may be a wily loner living off his wits, or a member of an organized guild.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Increase your Agility by 2 dice and Smarts and Strength by 1 die. You have the following skills: Climbing 1 die, Lockpicking 2 dice, Notice 1 die, Stealth 2 dice, and Streetwise 1 die.

d100	Result	
1-3	Hard Labor: You were caught red-handed and sentenced to several years hard labor. Gain 1 die in Strength and Vigor, but lose your next two rolls (or one, if that's all you have left) on the professional table.	41-43
4-6	Run Away: You had no intention of getting caught and spending the rest of your life in jail. You have the Fleet Footed Edge.	44-46
7-9	Golden Idol: You stole a golden idol from a temple. Roll on Table 2.2.1.3 to see which god owned the temple. Then roll on Table 5.3.12 to see how he punished you.	47-49
10-12	Double Checking: Getting caught and doing the hemp jig doesn't appeal to you at all. You are Cautious.	50-52
13-15	Commission: You were approached by a person of note and asked to steal something for them. You did, and the patron has remained in contact ever since. Roll on Table 5.3.8.	53-55
16-18	Nosy: You like to gather information on your "clients" before you rob them. Gain 1 die in Investigation and Streetwise.	56-58
19-27	Minor Jobs: You spent a long while performing minor criminal acts. Spend 2 dice among the skills in your starting package.	59-61
28-31	Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.	62-64
32-34	Trouble with the Guard: You had several encounters with the city guard and were forced to defend yourself. Gain 1 die in Fighting.	65-67
35-37	Helpers: You recruited a band of helpers to aid you in your work. Roll on Table 5.3.4.	68-70
38-40	Assassin: You decided there was more money to be made killing and became an assassin. Gain 2 dice from the Assassin starting package (Table 5.1.2). All further rolls on professional tables are made on that table.	71-73
	Fence: You sold stolen goods on the blackmarket. Gain 1 die in Persuasion and Streetwise.	74-76
	Wrong House: You stole something from the house of an important person. He intends to find the thief and make them pay. Roll on Table 5.3.9 for a Minor Enemy.	
	Acrobat Training: Your undertook a intensive training regime to make you more supple. Take the Acrobat Edge.	
	How Much Reward?: You have been identified by the authorities and they are searching for you. Gain the Minor Wanted (Hindrance).	
	Huge Heist: You pulled off a job other thieves will be talking about for decades. Gain 1 die in Agility and 3 dice to spend among your starting package skills. You receive 1d6 x \$500 from your cut of the heist.	
	Something Special: You retrieved a particularly well made item from a house. Roll on Table 5.3.7.	
	Tomb Raider: Stealing was profitable, but there was little thrill. You decided to add some spice to your life by becoming a Tomb Raider. Gain 2 dice from the Tomb Raider starting package (Table 5.1.18). All further rolls on professional tables are made on that table.	
	Gotta Pick A Pocket: You attended a social event to see what pockets you could pick and ended up participating. Gain 1 die in Lockpicking. Roll on Table 5.3.3.	
	Highwayman: You tried you hand at highway robbery for a while. Gain 1 die in Riding and Shooting.	
	Think Fast, Act Faster: He who hesitates is lost, as the old saying goes. Your reflexes are highly honed. Gained the Quick Edge.	
	The Gauntlet: The Thieves's Guild ran you though the gauntlet, a "dungeon" of dastardly traps designed to improve your skills and weed out the chaff. Gain 1 die in all your starting package skills. Roll on Table 5.3.2.	
	Many Friends: Through the thieves' guild you have developed a network of contacts. Roll on Table 5.3.5.	

77–78 **Nice Haul:** A successful haul nets you 1 die to spend among your starting package skills and 2d6 x \$200.

79–84 **Major Jobs:** You performed several major jobs. Spend 3 dice among the skills in your starting package.

85–87 **Honed to Perfection:** You took pride in your trade and practised hard to improve your skills. Gain the Thief Edge.

88–90 **Hiding Out:** Things got a little hot so you hid out in the wilds for a few months. Gain 1 die in Survival.

91–93 **Going Solo:** Your fence kept giving you less share than you deserved. Take the Minor Greedy Hindrance.

94–96 **I'll See You Hang:** You stole a valuable item from a powerful person who has sworn to get revenge. Roll on Table 5.3.9 for a Major Enemy.

97–99 **Divine Recovery:** You retrieved a stolen artifact for a temple. Out of gratitude, the god bestowed on you a blessing. Roll on Table 5.1.14.1 for the god and Table 5.3.11 for the blessing.

100 **Master Thief:** The Guild has appointed you as a master thief. You gain the Master Thief starting package. All further rolls on professional tables are made on Table 5.2.5. You gain 5 thieves as Followers.

5.1.18 Tomb Raider

Tomb raiders are the cousins of thieves, but differ in one major way—they specialize in robbing tombs, ancient temples, and musty ruins, rather than the houses of the rich. Their life is considerably more dangerous and is the nearest thing to a professional “adventurer” job.

Roll as many times on this table as directed on Table 1.4.

Starting Package: Gain 1 die in Agility, Smarts, Spirit, and Vigor. You have the following skills: Climbing 1 die, Fighting 1 dice, Guts 1 die, Lockpicking 1 die, Notice 1 die, Stealth 1 die, and Survival 1 die.

d100	Result
1–3	Cursed Gold: The gold you stole from an ancient temple was cursed. Roll on Table 5.3.12.
4–6	Careful Does It: Only a fool rushes in to a thousand year old tomb without a plan of action. You are Cautious.
7–9	Minor Tomb Raiding: You successfully loot a number of small tombs. Spend 2 dice among your starting package skills.

10–12	In and Out: You had no intention of hanging around in a crypt full of undead. Gain the Fleet Footed Edge.
13–15	Retrieval: You retrieved an object for a tomb for a supernatural client. Whether it was his to reclaim is irrelevant, for now he considers you a friend. Roll on Table 5.3.14.
16–18	Worthless Junk?: You salvage a few usable items from a tomb. Roll on Table 5.3.7.
19–21	Curse Resistance: You've collected so many warding charms and drunk so many anti-magic potions that they've had a permanent effect on you. Gain the Arcane Resistance Edge.
22–24	I Can't Help It: Sticking your hand in a small hole isn't wise, but you can't be sure it doesn't hold treasure until you do. Gain the Curious Edge.
25–27	An Easier Life: You gave up tomb raiding for an easier life as a thief. Gain 2 dice to spend in skills from the Thief starter package (Table 5.1.17). All further profession table rolls are made on that table.
28–30	Stolen From Me: You recovered a valuable idol from a tomb, only to find a rival waiting outside with a cohort of bodyguards. Wisely, you handed over the treasure. Gain the Minor Vengeful Hindrance.
31–23	It Missed by This Much: For some reason you can't fathom you never seem to suffer the worst effects of traps. Gain the Luck Edge.
34–37	I Hate Those Things: Exploring a tomb can lead to horrifying situations. Some of them can leave a permanent mark. Roll on Table 3.1 to discover what Minor Phobia you have been afflicted with as a result of a particularly scary encounter.
38–40	Sacks of Gold: Your haul to date has earned you 1d6 x \$500.
41–46	Tomb Raiding: You successfully loot a number of tombs. Spend 3 dice among your starting package skills.
47–49	The Ultimate Trap: You encountered what is in all probability the deadliest trap in the world, and you have the scars to prove it. Roll on Table 5.3.2.
50–52	Occupied: The tomb you explored was occupied, but not by anything mundane. You managed to deal the occupier a few blows, but wisely retreated before it got angry. Now it's looking to enact a bloody

- revenge, and it knows what you look like. Roll on Table 5.3.15.
- 53–55 **I've Learned A Lot:** Wandering around tombs dating back hundreds and thousands of years has greatly increased your knowledge. Gain 1 die in Smarts and the Jack-of-All-Trades Edge.
- 56–68 **Oi! That's Mine!** The tomb you raided wasn't entirely deserted. In fact, the owner of the treasure you stole is looking to reclaim it, and make you pay. Roll on Table 5.3.15 for a Minor Enemy.
- 59–63 **Research:** You spent a lot of time researching the tombs you were planning on robbing to avoid any nasty surprises. Gain 1 die in Investigation and Streetwise.
- 63–65 **This Ain't A Committee:** You haven't survived this long by debating a course of action. You trust your own judgment above that of others. You are Stubborn.
- 66–68 **Over We Go:** There's more than one way to skin a cat, or avoid a trap. You learned every trick in the book. Gain the Acrobat Edge.
- 69–72 **Sixth Sense:** Years searching for cunningly-concealed traps and avoiding hungry predators has honed your senses. Gain the Danger Sense Edge.
- 73–75 **Mind Over Matter:** Too many close encounters with death have given you the ability to recover from shock quickly. Gain the Combat Reflexes Edge.
- 76–78 **Used to Traveling:** Reaching tombs can often involve a long journey. You've learned to cope with travel. Gain 1 die in Boating and Riding.
- 79–81 **Undead!** You blundered into a nest of undead and were lucky to get out alive. Gain 1 die in Fighting and Guts.
- 82–84 **Yeah, It's Dangerous:** You've suffered so many wounds from traps and beasts that you don't seem to notice anymore. Gain the Nerves of Steel Edge.
- 85–87 **Empty Again:** You spent many years exploring already looted tombs. It didn't improve your mood. Gain the Mean Hindrance.
- 88–91 **Treasure Hound:** You developed a nose for finding valuable artifacts. If the GM is using a Treasure Table (such as that presented in the *Fantasy Gear Toolkit*), the GM increases the value of treasure generated from the Treasure Table by 25%. Even better, the chance of finding magical items is increased by 10% as

well! Multiple Treasure Hounds have no additional effect.

If the GM is not using a Treasure Table, you gain the Luck Edge and 1 die in Notice instead.

- 92–94 **Trap Dodger:** You quickly learned that if you do set a trap off, it's best to get out of the way very quickly. Take the Dodge Edge.
- 95–97 **I've Never Seen One:** You've robbed plenty of tombs, but you've never seen anything spooky. Gain the Doubting Thomas Hindrance.
- 98–100 **Labyrinth:** You spent almost an entire month exploring a vast labyrinth. Spend 4 dice among your starting package skills. Increase your Agility, Spirit, and Vigor by 1 die.

5.2 *Advanced Professions*

Characters cannot elect to start their professional career in one of these jobs, nor can they voluntarily switch to them—they have to earn the right to take them. Characters gain the full starting package.

Characters can still voluntarily switch careers, but must do so in a basic trade from Table 5.1. Although they are important people, they cannot elect to take other advanced professions.

Advanced profession characters have responsibilities, either to their followers, a god or organization, or their community. If the character still has his position when character generation ends, he maintains these responsibilities when play begins. Although this may limit the character's ability to just take off an adventure, it also provides a wealth of adventure opportunity.

5.2.1 *Bandit Leader*

A bandit leader is the driving force behind an outlaw gang. Some are charismatic leaders. Other hold power through intimidation and physical violence.

Roll as many times on this table as you have rolls left from your allotment of rolls on profession tables.

Starting Package: Improve Spirit by 1 die. Gain 1 die in Fighting, Guts, and Intimidation.

d100
1–5

Result

Hung, Drawn, and Quartered: A long and glorious career as a bandit was finally brought to a close you were captured and executed by soldiers. Make a new character.

6–10 **Extra Firepower:** After long negotiations, and plenty of bribes, you convinced a supernatural creature to aid your band. Although it left after a few years, it has remained your friend. Roll on Table 5.3.14.

11–15 **Traitors:** Several of your men tried to go straight, but you used them to set an example. Gain the Major Vengeful Hindrance.

16–19 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.

20–24 **Almost Caught:** A large group of soldiers discovered your camp and attacked. Roll on Table 5.3.1. Whatever the outcome, you and your core Followers managed to escape.

25–29 **Keeping Your hand In:** Despite being the boss, you insisted on helping with the dirty work. Gain 1 die in Fighting and Intimidation.

30–34 **My Kingdom Starts Here:** Your men found a deserted building out in the wilds. You declared it the capital of your bandit kingdom. Roll on Table 5.3.10.

35–39 **We're For Hire:** When a notable citizen offered you hard cash to raid the holdings of a rival, you saw a good opportunity. Your patron has remained friendly with you ever since. Roll on Table 5.3.8.

40–44 **Your New Sergeant:** As a leader you thought it best to secure a line of succession should anything happen to you. You promoted one of your band to a sergeant. Gain a Sidekick.

45–49 **True Leader:** Through trial and error you molded your band into a band responsive to your command. Gain the Command and Inspire Edges.

50–54 **Fresh Blood:** New blood swelled the ranks of your merry band. Roll on Table 5.3.3.

55–59 **One Bad Mother:** You were determined that no one was going to usurp your position. Gain 1 die in Strength, Fighting and Intimidation.

60–64 **Survivor:** Despite being a bandit chief, you lived in the wilds for extra security. Gain 1 die in Survival.

65–69 **Kingdom of Terror:** You turned your men into vicious killers in your own image. Gain the Bloodthirsty Edge.

70–74 **Lovely Daughter:** You kidnapped the daughter of a notable citizen and had your wicked way with her. Her father

vowed to see you hang. Roll on Table 5.3.9 for a Major Enemy.

75–79 **Force of Nature:** Years of raiding have taught you how to deal killer blows. Gain the Mighty Blow Edge.

80–84 **Dashing Rogue:** Tales of your deeds became highly romanticized. Gain +2 Charisma and the Arrogant Hindrance.

85–89 **Twice As Bloody:** You taught yourself how to wield two weapons at once so you could kill twice as quick. Gain the Two Fisted Edge.

90–94 **It's the Good Life:** Your band of outlaws were highly successful in their raids. Gain 2d6 x \$250 and roll twice on Table 5.3.7.

95–99 **Give to the Poor?:** Not likely! You've developed expensive tastes and you have no intention of giving them up. Take the Major Greedy (Hindrance).

100 **We're An Army Now:** Over time you molded your ragtime band into a hardened fighting force and set yourself up as a mercenary group. All further professional table rolls are made on Table 5.2.6, Mercenary Captain. Whatever your Followers once were, they are now soldiers. For each group of five, roll on Table 5.1.11.1 to determine what type of mercenary troop they have become.

5.2.2 *Captain of the Watch*

As captain of the watch, the character has the responsibility to uphold law and order in a settlement.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Improve Smarts 1 die. Gain 1 die in Fighting, Intimidation, and Streetwise.

d100	Result
1–5	Change of Lifestyle: Your skill and leadership qualities led you to give up the routine of the watch for life as a mercenary. Within weeks you'd formed your own unit. All further professional table rolls are made on Table 5.2.6, Mercenary Captain. Your band consists of 20 troops. Roll four times on Table 5.1.11.1.
6–10	Back Dogs: Crowd control sometimes requires a few heads to be cracked. You learned how to crack more than one at once. Gain the Sweep Edge.
11–15	The Code: You may sometimes broke

or bent the law to get your job done, but you never broke your personal code of conduct. You have a Code of Honor.

16–20 **Character Assassination:** Your enemies conspired to have you arrested and executed on false charges. A trusted ally warned you of the plot and you fled only hours before they raided your house. You now live as a bandit. Roll on Table 5.1.3 for all further professional table rolls. Despite being innocent, your enemies have powerful friends and ensured you have the Major Wanted (Hindrance). Roll on Table 5.3.8 for the Ally who warned you of the plot and Table 5.3.9 to determine which Major Enemy set you up.

21–25 **War:** War came to the land and the city was attacked. Roll on Table 5.3.1.

26–30 **Stand Firm:** You and your men were all that stood between law and anarchy and you had no intention of letting down the city. Gain the Command, Inspire, and Hold the Line Edges.

31–35 **Captain Beefy:** The physical aspect of your work left you in great shape. Gain 1 die in Agility and Strength.

36–40 **Hardened:** In your life on the streets you seen many strange things and being dealt a few blows. Gain the Combat Reflexes Edge.

41–45 **Wait For Reinforcements:** After losing good men in an ill-conceived raid on a necromancer's lair, you became Cautious.

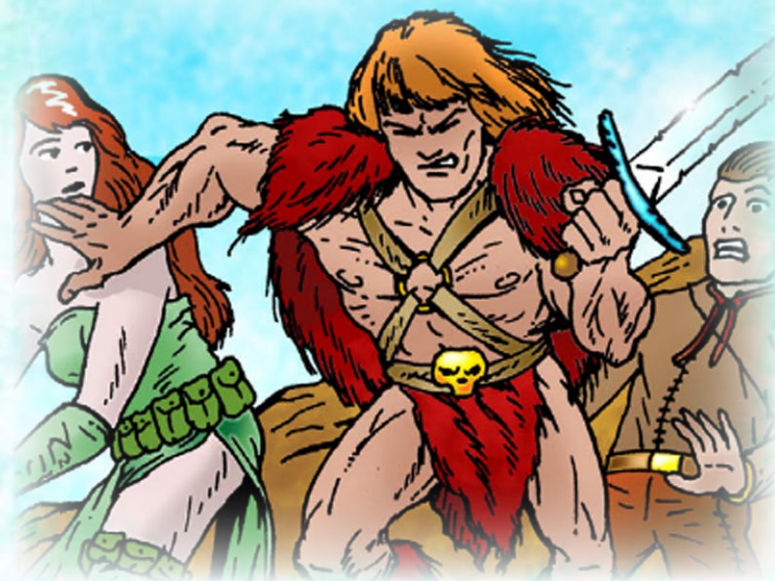
46–50 **Street Time:** City watch captain's don't get a cozy office. You remained on the streets. Gain 1 die in all your starting package skills.

51–54 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.

55–59 **Network:** Over the years you have cultivated contacts in many areas. One such group is especially useful. Roll on Table 5.3.5.

60–64 **Book Him:** Once decided to arrest someone you never backed down. Let the courts sort out the mess. You are Stubborn.

65–69 **Think Man, Think:** When all about you are panicking, you remain an oasis of calm. Gain the Level Headed Edge.



70–74 **Followers:** Your position of authority earned you respect. So much so that you gained some Followers. Roll on Table 5.3.4.

75–79 **Just Doing My Duty:** You didn't see your job as law-enforcement. To you it was always about helping people. Take the Heroic Hindrance.

80–84 **Show Me The Money:** City watch don't earn much money, so you started taking bribes. Gain the Minor Greedy Hindrance.

85–89 **Confiscated:** You helped break up a major crime ring. The city auctioned off property owned by the criminals and you managed to raise enough cash to buy one. Roll on Table 5.3.10. Unfortunately, the gang's true leader was never caught and he seeks payback. Roll on Table 5.3.9 for a Major Enemy.

90–94 **Brains Over Brawn:** You were a thinking man. Gain 1 die in Smarts.

95–99 **Special Reward:** For your years of loyal service to the city, the government decided to gift you with a magic weapon. Roll on Table 5.3.7.2 and 5.3.7.2.1. If you have the *Fantasy Mundane & Magical Gear Toolkit*, you may roll on the magic weapon tables in that book instead.

100 **Arise, Sir Knight:** Your leadership skills and dedication did not go unnoticed. A noble of the land decided you'd be an asset to the nobility and knighted you. All further professional table rolls are made on Table 5.1.10. You gain the property and followers appropriate to your status. See Table 2.2.1.4.

5.2.3 Chieftain

Chieftains are the leaders of a barbarian culture. Some may be wise rulers, while others are warrior-kings.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Improve Strength by 1 die. Gain 1 die in Fighting, Guts, and Intimidation.

d100	Result
1–5	Good Living: Since becoming chief you turned your attentions to good food and your wives, rather than raiding. You are now Obese.
6–9	Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.
10–14	Shamanic Blessing: The shamans of your tribe blessed you with increased fortitude. Gain 1 die in Vigor.
15–19	Ousted: You were challenged over a bad decision and lost. According to the customs of your tribe, you were declared an outlaw. As a result, all further Professional rolls are made on Table 5.1.3, Bandit. If you return to your lands, you may be executed. You have the Minor Wanted Hindrance.
20–24	Take A Spouse: As per your customs, you married after becoming chief. Roll on Table 5.3.8 to determine the details about your partner. You can roll this more than once and gain the benefit.
25–29	Shamanic Blessing: The shamans of your tribe blessed you with increased strength. Gain 1 die in Strength.
30–34	My People: Your position earned you a following of lackeys. A few of them, however, are proven useful. Roll on Table 5.3.4.
35–39	I Rule: Despite having a council of advisors, you were determined the lead the tribe your way. Gain the Stubborn Hindrance.
40–44	Iron Fist: Under your rule, your tribe became feared throughout the lands for barbarity and cruelty. Gain the Bloodthirsty Hindrance.
45–49	Ritual Mutilation: A rival convinced a shaman to have you declared guilty of a serious crime. In order to prove your innocence you underwent a ritual mutilation. Roll on Table 5.3.2. If you
50–54	survived, the rival vowed revenge. Roll on Table 5.3.9.
55–59	What Spirits?: A series of failed raids led you to believe the spirits of your ancestors were false. You gain the Doubting Thomas Hindrance.
60–64	Shamanic Blessing: The shamans of your tribe blessed you with increased swiftness. Gain 1 die in Agility.
65–69	Spiritual Blessing: The spirits of your ancestors saw fit to grant you a blessing. Roll on Table 5.3.11.
70–74	War: You led your people in war against a rival tribe. Roll on Table 5.3.1.
75–79	Help From the Spirits: The tribe's animals became sick and you asked the spirits for help. They cured the sickness, but demanded you repay them. Roll on Table 5.3.12.
80–84	Warrior Blood: You always led the raids. Roll on the Barbarian professional table (Table 5.1.4) instead.
85–89	Shamanic Blessing: The shamans of your tribe blessed you with increased brains. Gain 1 die in Smarts.
90–94	Spiritual Aid: The ancestral spirits of your people watch over you. You gain 1 benny. This is additional to add modifications brought about by Luck, Great Luck, or Bad Luck.
95–99	Shamanic Blessing: The shamans of your tribe blessed you with increased willpower. Gain 1 die in Spirit.
100	Peacemaker: You were more interested in unit the tribes through negotiation than conquest. Gain 2 dice in Persuasion.
	Great Chief: You gathered disparate clans to your banner and were proclaimed Great Chieftain. Gain 1 die in Spirit, the Command, Inspire, and Fervor Edges, 5 bodyguards (roll on Table 5.1.11.1 to determine their type), and an annual income of 1d6 x \$1000 from tribute.



5.2.4 Mage

Mages are fully-trained wizards and masters of magic in their own right. Depending on the setting, they may work alone or be members of a guild or college. Whatever their allegiance, they are allowed to take an apprentice.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Improve Smarts by 1 die. Gain 1 die in Intimidation, Knowledge (Arcana), and Spellcasting

d100 Result

1–5	Terrible Backlash: Your attempts to open a portal to the elemental realm of magic backfired. You were stripped of your magical powers. You lose your Arcane Background (Magic) and any Edges which list it as a requirement. If you somehow get your magic back, the Edges return. You retain your Spellcasting die, but cannot work magic. Roll on Table 5.1 to determine what career you take up after this accident.	41–45
6–10	I Will Destroy You: You were called upon by a noble to use your powers to kill a supernatural threat to his lands. Sadly, your quarry escaped, but not before vowing to return and finish the encounter. Roll on Table 5.3.15.	46–50
11–15	Lab Work: You spent a long while puttering about in your lab, researching the mysteries of the universe. Gain 1 die in Knowledge (Arcana).	51–54
16–20	Power is Strength: Your experiment to open a new channel to the realm of magic succeeded. You gain +5 Power Points.	55–59
21–25	Inner Power: You learned how to fuel your magic by burning your life energy. Gain the Soul Drain Edge.	60–64
26–30	I Have Powerful Friends: You used your magic to aid a notable person while they were on a quest and they have remained your friend ever since. Roll on Table 5.3.8.	65–69
31–35	It's Not A Tower: By taking on a few minor adventures, you managed to secure enough money to buy a property in which to set up your lab. Roll on Table 5.3.10.	70–74
36–40	I Can't Teach Him: A notable person asked you to take his son as an apprentice. During the initial examination	75–79
		80–84
		85–89

it became obvious he had the magical potential of a lump of coal, so you refused to train him. His father is still angry with you. Roll on Table 5.3.9 for a Minor Enemy.

Expanded Grimoire: You learned a new spell. Roll on Table 5.1.1.1 for a New Power.

Magic Item: You created a minor major item. You have a wand containing any one power you know. The wand has Power Points equal to half your current Power Points. The wand also has an arcane skill equal to your current die. If you improve your Power Points or Spellcasting, the item does not improve however. Alternately, if you have the *Fantasy Mundane and Magical Gear Toolkit*, roll randomly for a magic item. If you roll a minor relic, it has your current Spellcasting die and half your current Power Points

Secret Society: You have become a member of a secret society. Roll on Table 5.3.13.

Strong Link: Through extensive practise you developed a powerful link to the magic fields. Gain the Improved Rapid recharge Edge.

Lackeys: Drawn to your power, a group of people swore fealty to you. Roll on Table 5.3.4.

War Mage: When invaders threatened your homeland, you went to war with the army. Roll on Table 5.3.1.

Do Not Meddle: Life a mage isn't easy. People keep expecting you to be at their beck and call. You had to remind them that wizards are not puppets. Gain 1 die in Intimidation.

Apprentice: You took an apprentice. Gain the Sidekick Edge.

Magic Item: You created a major item. You have a wand containing any one power you know. It has unlimited Power Points but uses your arcane skill at your current die. If you improve your Spellcasting, the item does not improve however. Alternately, if you have the *Fantasy Mundane and Magical Gear Toolkit*, roll randomly for a magic item. If you roll a minor relic, it has a Spellcasting die and Power Points equal to your current level.

Secret Knowledge: You uncovered an ancient grimoire, from which you learned

secret knowledge regarding spells. Although you are still Novice Rank, you can cast a spell above that Rank. Roll on Table 5.2.4.1 for a New Power.

90–94	Relaxing Time: You took a break from magic to mingle with lesser folk. Roll on Table 5.3.3.
95–99	The Master: Your continued studies made you a true master of magic. Gain the Wizard Edge.
100	Arch Mage: Through acquisition of several powerful grimoires, you became an arch mage. Increase Smarts, Knowledge (Arcana), and Spellcasting by one die. Gain +10 Power Points. Roll once on Tables 5.1.1.1 and 5.2.4.1 for new powers. Gain the Rapid Recharge and Wizard Edges.

5.2.4.1 Powers

d100	Result
1–10	Barrier
11–20	Blast
21–30	Dispel
31–40	Fly
41–50	Invisibility
51–60	Puppet
61–70	Quickness
71–80	Telekinesis
81–90	Teleport
91–100	Zombie

5.2.5 Master Thief

A master thief may be the head of a small, independent gang, or a senior figure when a guild. Either way, he operates a small gang of thieves and is responsible for giving them jobs.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Increase Agility 1 die. Gain 1 die in Climbing, Lockpicking, and Stealth.

d100	Result
1–5	Paperwork: As a master thief, it was your job to train new thieves and maintain discipline in the ranks. Gain 1 die in Intimidation and Persuasion.
6–10	Identified: The authorities discovered your identity and linked you to almost every crime in the land. You have the Major Wanted Hindrance.
11–15	Treasure: You gain a magic item. If you

have the *Fantasy Mundane and Magic Gear Toolkit*, roll randomly. If not, you have a magic weapon. Roll on Tables 5.3.7.2 and 5.3.7.2.1.

16–20	Expert: You were renowned as one of the best lockpick specialists around. Your Wild Die for Lockpicking rolls is a d10.
21–25	Lieutenant: You appointed someone as a lieutenant to help run your crime empire. You have a Sidekick.
26–30	Front: You have invested in a business as a front for your operations. Roll on Table 2.2.1.2 to see what the business is. You gain 1d6 x \$200 a year (roll at the end of each year) from this legitimate operation.
31–34	Secret Society: You became a member of a secret society. Roll on Table 5.3.13.
35–39	Gang War: You and your thieves were involved in a bitter gang war. Roll on Table 5.3.1.
40–44	Uncatchable: Your daring exploits led you to believe you were the best thief alive. Gain the Arrogant Edge.
45–49	Web of Agents: You developed a network of agents to provide you with assistance. Roll on Table 5.3.5.
50–54	The Shadow: You developed the ability to appear and disappear, seemingly at will. Your Wild Die for Stealth rolls is a d10.
55–59	Treasure Hound: You developed a nose for finding valuable artifacts. If the GM is using a Treasure Table (such as that presented in the <i>Fantasy Mundane and Magical Gear Toolkit</i>), the GM increases the value of treasure generated from the Treasure Table by 25%. Even better, the chance of finding magical items is increased by 10% as well! Multiple Treasure Hounds have no additional effect. If the GM is not using a Treasure Table, you gain the Luck Edge and 1 die in Notice instead.
60–64	Undefeatable: Your talents led you to believe there was no security system you couldn't beat. You are Overconfident.
65–69	New Guildhouse: Realizing that other thieves knew where you lived, you bought a new property under a false name. Roll on Table 5.3.10.
70–74	Broken Man: You were caught red handed committing a crime and were sentenced accordingly. The unsanitary prison robbed you of your health and

	your life. Gain the Anemic and Mean Hindrances. Character generation ends for you.
75–79	New Recruits: The guild gains a batch of new recruits, who join your criminal gang. Roll of Table 5.3.4.
80–84	Power Hungry: A notable person tried to buy your favor, and that of the guild, but you turned him down. He remains insulted to this day. Roll on Table 5.3.9 for a Major Enemy.
85–89	Skin of Your Teeth: You've escaped capture by a hair's whisker so often you believe you're blessed. Gain the Luck Edge.
90–94	Hobnobbing: A master thief you may be, but you also lead a double identity as a man-about-town. Roll on Table 5.3.3
95–99	Active Service: You may have become a master thief, but that didn't stop you keeping your hand in. Gain 1 die in Climbing, Lockpicking, or Stealth (your choice).
100	Guild Master: You have become head of the local thieves' guild. You gain the Thief Edge, one roll on Table 5.3.5 for your new contacts, two rolls on Table 5.3.4 to represent associated guild members, and an income of 1d6 x \$1000 per annum (roll at the end of each year) from your share of the spoils.

5.2.6 Mercenary Captain

Mercenary captains are the commanders of a mercenary unit. It is their responsibility to ensure their men are fed and watered, to negotiate contracts with employers, and to lead them in battle.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Improve Smarts by 1 die. Gain 1 die in Fighting, Intimidation, and Knowledge (Battle).

d100	Result
1–2	War To End All Wars: You led your men on an extended and brutal military campaign. Roll four times on Table 5.3.1.
3–5	Extended Campaign: You led your men on an extended campaign. Roll twice on Table 5.3.1.
6–10	High Rates: Your unit was the best and you demanded high rates for their services. You have the Minor Greedy Hindrance.

11–15	Combat Mind: Even in the heat of battle, you always knew what your men were doing. Gain the Level Headed Edge.
16–20	Grateful Patron: One of your many patrons gained a lot from hiring your unit. He has never forgotten the help. Roll on Table 5.3.8.
21–25	War Crimes: Following a lengthy campaign you were accused of committing war crimes. Gain the Major Wanted Hindrance.
26–30	A Just Man: Despite all the horrors war inflicts on a man's soul, you never succumbed to your base feelings. You have a Code of Honor.
31–35	Veteran: You suffered your fair share of wounds, but they never kept you down for long. Gain the Hard to Kill Edge.
36–40	Cautious General: You never threw your men into battle without having a battle plan. You are Cautious.
41–44	Secret Society: You became a member of a secret society. Roll on Table 5.3.13.
45–49	Weird Ally: A supernatural creature served with your unit for a while. Although it has since departed, it remains your friend. Roll on Table 5.3.14.
50–54	Warrior General: Although you held high rank, you were always in the frontline with your men. Gain the Block and Frenzy Edges.
55–59	Brothers in Arms: Your men were more than just soldiers under your command. They were brothers. Gain the Natural Leader Edge.
60–64	Tactical Genius: You are a tactical genius. Your Wild Die when rolling Knowledge (Battle) is a d10.
65–69	Increased Army: Under your guidance and leadership your mercenary unit grew. Roll on Table 5.1.11.1 for five new Followers.
70–74	Captured: You were captured and subjected to torture. Gain 1 die in Spirit and Vigor and the Major vengeful Hindrance.
75–79	Battle Royale: Your unit was involved in a vicious battle against an orc army. Roll on Table 5.3.1.
80–84	Base of Operations: You invested some of your money in a property to use as a base of operations. Roll on Table 5.3.10.
85–89	Kill Them All: Telling friend from foe can be difficult at times. You didn't bother trying to distinguish. Gain the Bloodthirsty Hindrance.

90–94	Many Enemies: A man of your talents does not go through life without making a few enemies. Your military prowess led a notable person to greatly suffer financially, and he wants payback. Roll on Table 5.3.9 for a Major Enemy.	16–20	Strict Observance: You are a firm believer in the tenets of your faith. You have a Code of Honor.
95–99	Sickened: You've lost too many good men and seen the horrific wounds battle can cause. Gain the Minor Pacifist Hindrance. You also give up the mercenary life. Roll again on Table 5.1 for your new job. Reroll if you roll Mercenary.	21–25	Blessing: After completing a pilgrimage, your deity blessed you with a New Power. Roll on Table 5.1.14.2.
100	Arise, Sir Knight: Your leadership skills and military prowess did not go unnoticed. A powerful noble decided you'd be an asset to the nobility and knighted you. All further professional table rolls are made on Table 5.1.10. You gain the property appropriate to your new status (see Table 2.2.1.4) Your troops now serve you as your men-at-arms.	26–30	Crusade: You led a crusade against an infidel nation. Roll on Table 5.3.1.
		31–35	Sanctioned: You committed a major sin. Rather than strip you of your powers, your deity saw fit to remind you of your duties. Roll on Table 5.3.12.
		36–40	Sermons: As a priest, you were expected to preach to the masses. Gain 1 die in Intimidation and Persuasion.
		41–44	Secret Society: You became a member of a secret society. Roll on Table 5.3.13.
		45–49	Scholar: Having access to the temple library allowed you to learn many things. Gain the 3 dice to spend on Knowledge skills and the Scholar Edge.

5.2.7 Priest

Unlike a novice, a priest is in charge of a shrine or temple to his god. When taking this career, the priest retains the same deity he had as a novice.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Gain 1 die in Spirit. Improve Faith, Knowledge (Religion), and one other of your Novitiate starting package skills by 1 die each.

d100	Result		
1–5	True Sinner: You committed a mortal sin and were stripped of your powers. You lose your Arcane Background (Miracles) and any Edges listing it as a requirement. If you somehow convince your god you have repented, the Edges return. You retain your Faith die, but cannot work magic. Roll on Table 5.1 to determine what career you take up after this accident. A roll of Novitiate Priest means you somehow repented, but are back at the bottom of the ladder.	50–54	Special Disciple: You took a disciple with great promise under your wing. Gain the Sidekick Edge.
6–10	Divine Servant: Through your work you encountered a supernatural entity, which you befriended. Roll on Table 5.3.14. If the creature is inherently evil, you spared its life and it owes you a debt.	55–59	Increased Faith: Your faith was never in question, and your deity was close to you. Gain +5 Power Points.
11–15	Enemy of the Faith: You tried to bring charges of heresy against a nonbeliever, but he avoided punishment. He has never	60–64	Holy Vow: You further demonstrated your piety by swearing a holy vow. Roll on Table 5.3.12.1 for a Major Vow.
		65–69	Special Blessing: Your deity saw fit to reward you for your devotion by granting you access to a power not normally available at your rank. See Table 5.2.7.1.
		70–74	Strong in the Lord: Your faith is unshakable. Your Wild Die when rolling Faith is a d10.
		75–79	Touched by Divinity: Your deity chose to strengthen the link between you. Gain the Improved Rapid Recharge Edge.
		80–84	Social Responsibilities: Priests have many social obligations. Roll on Table 5.3.3.
		85–90	Paladin: You became a holy warrior, dedicated to slaying the enemies of your order. Gain 1 die in Strength and Vigor and the Champion Edge.
		91–94	Converts: After converting a small group of heathens to the faith, they became your loyal companions. Roll on Table 5.3.4.
		95–99	Magic Item: Due to your status, you inherited a magic item from your predecessor. If you have the <i>Fantasy</i>

100 *Gear Toolkit*, roll for a random item.
High Priest: Through your strong faith, you became high priest of the faith in your homeland. Increase Smarts, Knowledge (Religion), and Faith by one die. Gain +10 Power Points. Roll once on Tables 5.1.14.2 and 5.2.7.1 for new powers. Gain the Rapid Recharge and Holy/Unholy Warrior Edges.

5.2.7.1 Powers

If your deity is listed below, he grants you the stated power. Otherwise, roll on Table 5.2.7.2. If you are sent to this table more than once, roll on Table 5.2.7.2 instead for a random power.

Darkness: Invisibility.

Death: Zombie.

Healing: Greater Healing.

Knowledge: Dispel.

Nature: Shape Change. (Instead of learning a New Power, you treat your Rank as one level higher for the purposes of what forms you can assume.)

Trickster: Quickness.

War: Blast

5.2.7.2 Random Powers

d100	Result
1-9	Barrier
10-19	Blast
20-28	Dispel
29-37	Fly
38-46	Greater Healing
47-55	Invisibility
56-64	Puppet
65-73	Quickness
74-82	Telekinesis
83-91	Teleport
92-100	Zombie

5.2.8 Ship's Captain

A ship's captain is responsible for the running of a single ship. They do not own the vessel, however, and have responsibilities to their patron, whether that be a merchant, a noble, or a pirate king.

Roll as many times on this table as you have rolls left from your allotment of rolls on the profession tables.

Starting Package: Improve Smarts by 1 die. Gain 1 die in Boating, Intimidation, and Swimming.

d100	Result
1-5	Piracy: Business was slow, so you had

the men turn to piracy. Unfortunately, your attack on a merchantman was spotted by another ship and reported. Roll on Table 5.3.7 for your booty and gain the Major Wanted (Hindrance).

6-10 **Have Him Flogged:** A passenger you were transporting almost burnt the ship down through his ineptitude. You had no choice but to flog him to teach him a lesson. He has never forgiven you. Roll on Table 5.3.9 for a Major Enemy.

11-15 **First Contact:** You and your men made contact with the natives of a remote land. Gain 1 die in Persuasion and Streetwise.

16-20 **Captain Ahab:** You had a run in with a supernatural creature. Roll on Table 5.3.15 to determine the creature and Table 5.3.2 to see what wound it caused you. You now plan on hunting the creature down. Take the Major Vengeful Hindrance.

21-25 **Ignorance is Bliss:** But it doesn't make for a good captain. You took the time to gain a better understanding on your world. Increase Smarts by 1 die.

26-30 **First Mate:** You appointed a trustworthy first mate to ensure your ship runs smoothly. You have the Sidekick Edge.

31-35 **Shiver Me Timbers:** You encountered a ghost ship and the sight of the undead crew chilled you to the bone. You are Yellow.

36-40 **Master & Commander:** You were an expert captain, and greatly inspired your crew. Crews serving under you add +2 to Boating rolls.

41-45 **Share of the Profits:** Your masters cut you in for a share of the profits. You earn 1d6 x \$200 for each three of game time months you spend working for them.

46-49 **Secret Society:** You have become a member of a secret society. Roll on Table 5.3.13.

50-54 **I'm With You, Lads:** You considered your crew to be family. You are Loyal.

55-59 **Bit of Hard Work:** You were never afraid of hard work. When needed, you grabbed an oar and rowed. Increase your Strength by 1 die.

60-64 **Pirates:** Your ship was attacked by pirates. Roll on Table 5.3.1.

65-69 **Give Them What They Want:** You were never a particularly violent man, especially when faced by pirates. Since it isn't your cargo, you preferred to hand it over rather than be butchered. You are a

70–74	Minor Pacifist. My Own Vessel: You managed to raise enough money to become captain of your own ship. If you have the <i>Fantasy Gear Toolkit</i> , you have a knarr. Otherwise it is a small merchantman. You have 20 crew, who are sailors, not warriors, and who require paying for their services. You may gain this benefit more than once.	d100 1–3	Result Disaster!: Though you fought well, you were one of only a handful of survivors to escape the battlefield. Gain 1 die in Strength and Vigor. You get 2 dice to spend among Fighting, Guts, Intimidation, Knowledge (Battle), Shooting, Survival, and Throwing. Roll three times on Table 5.3.2.
75–79	Skilled Pilot: You truly are the master of your ship. Gain the Ace Edge.	4–8	Heavy Losses: Your side suffered heavy losses and fled the field. Gain You have 2 dice to spend among Fighting, Guts, Shooting, Survival, and Throwing. Roll twice on Table 5.3.2.
80–84	Mutiny!: Your crew mutinied, but the men loyal to your crushed the rebellion and carried out your harsh punishment. Gain the Bloodthirsty Hindrance.	9–14	Losing Side: You were on the losing side. You gain 1 die in Agility and 1 die in Fighting and Shooting. Roll on Table 5.3.2 to determine your Battle Scar.
85–89	Celebrity: As a ship’s captain you were often called upon to attend civic events. Roll on Table 5.3.3.	15–17	Coward: Although your side lost, you fled long before the end. Gain 1 die in Agility and 2 dice in Stealth. You are also Yellow.
90–94	Put Your Backs Into It!: You were a firm but fair leader, and your men respected you for that. Gain the Command and Inspire Edges.	18–21	Enemy: A powerful figure with a vested interest in the outcome of the battle has singled you out as someone instrumental in the defeat of the side he supported. Roll on Table 5.3.9 to determine your Mundane Major Enemy. Gain 2 dice to spend on Fighting, Guts, Intimidation, Shooting, or Throwing.
95–99	Friends in Every Port: You made friends across the world, but one group are especially useful. Roll on Table 5.3.5.	22–23	Supernatural Challenge: The enemy had a supernatural ally. You managed to drive the creature away, but did not kill it. Now it wants revenge. Roll on Table 5.3.15 to determine your Supernatural Minor Enemy. You gain 2 dice to spend among Fighting, Guts, Intimidation, Shooting, Taunt, and Throwing. Roll on Table 5.3.2.
100	Commodore: You were promoted to commodore of the fleet. Your masters don’t mind you using the fleet for personal business, so long as their business does not suffer as a result. You have access to five ships (see My Own Vessel) and 100 sailors. Gain 1 die in Smarts and Spirit. You also have the Command Edge. In addition, you have been given a cut of the profits equal to 2d6 x \$1000 a year (roll at the end of each year), so long as you spend six months running the fleet. Otherwise you gain only 1d6 x \$500.	24–26	Stand Firm: The tide of battle turned against you. Drawing on inner reserves, you formed a stout defense, which enabled your allies to mount a counterattack. Gain 1 die in Spirit and Knowledge (Battle), and the Command and Hold the Line! Edges. Roll on Table 5.3.2.

5.3 Special Events

Special events are achieved by rolling entries on a profession table. In each case, roll on the table indicated and apply the results to your character. Rolling on a Special Event table counts as part of the character’s profession roll and does not require any additional rolls to be spent.

5.3.1 Battle Outcome

Arcane Characters: Magicians and priests are sometimes called upon to fight in an army. Whenever you receive dice to spend among certain skills, you may add Spellcasting or Faith (as applicable) to the list.

27–32	Fierce Combat: You were in the thick of the fight. Gain 1 die in Strength, 1 die in Fighting, and the Block Edge. Roll on Tables 5.3.2 and 5.3.7,
33–38	War of Words: The battle ended up with lots of jeering, but no actual combat. Increase Spirit by 1 die. Gain 1 die in Intimidation and Taunt.
39–46	Stalemate: The battle ended with minimal losses but with neither side holding

- the field. Increase Vigor by one. Roll on Table 5.3.7 to determine Gear you grabbed from the dead and Table 5.3.2 to determine your Battle Scar.
- 47–54 **Stalemate:** Both sides left the battlefield with serious injuries. Increase Strength by 1 die. You have 2 dice to spread among Fighting, Guts, Intimidation Shooting, and Throwing. Roll on Table 5.3.2.
- 55–59 **Saved A Life:** You saved the life of an important individual on the battlefield. Gain 1 die in Spirit and 1 die in Guts. Roll on Table 5.3.8, Mundane Ally, to determine who you saved. He has become a close friend.
- 60–63 **A Final Prayer:** You were struck down by a lethal blow. With your final breath, you prayed for help. Roll on Table 5.1.14.1 to see which god heard you. He saved you life, but at a cost. Roll on Table 5.3.12.
- 64–68 **Connections:** A party with a stake in who won the battle becomes favorable toward you. Roll on Table 5.3.5 for your Connection. Gain 2 dice to spend on Fighting, Guts, Intimidation, Shooting, or Throwing.
- 69–74 **Follow Me!** When your officer fell, you took charge and rallied the troops. Gain 1 die in Smarts and Spirit, 1 die in Knowledge (Battle), and the Command Edge. Roll on Table 5.3.2,
- 75–77 **Natural Leader:** When all looked lost, you managed to rally the troops to a stunning victory. Gain 1 die in Knowledge (Battle), and the Command and Natural Leader Edges. Roll on Table 5.3.2,
- 78–80 **Ransom:** You captured an important enemy (or enemy agent) and ransomed him back. The ransom earned you \$1000. However, the prisoner now hates you. Roll on Table 5.3.9 to determine your Mundane Enemy. You have 2 dice to spend among Fighting, Guts, Intimidation, Shooting, Throwing, and Taunt.
- 81–89 **Kept in Reserve:** Although your side won, you were kept in the reserve with the archers. Gain 1 die in Shooting.
- 90–93 **Plunder:** Not only did your side win the battle, you plundered your enemy's camp. You have 2 dice to spend among Fighting, Guts, Intimidation, Shooting, and Throwing. Roll four times on Table

- 94–97 **Chance for Glory:** Your abilities impressed your general, who offers you a position in an elite unit. If you accept, roll on the Elite Unit table (5.3.6) appropriate to your race. You also gain an item of value as reward for your services. Roll on Table 5.3.7 to determine your reward.
- 98–100 **Total Victory:** Your side achieved total victory, destroying the enemy force to a man. Gain 1 die in Vigor. You have 3 dice to spread among Fighting, Guts, Intimidation, Knowledge (Battle), Shooting, and Throwing. Roll three times on Table 5.3.7 to determine Gear you salvaged from the battlefield.

5.3.2 *Battle Scars*

The character has received one or more wounds, whether in battle or as the result of an accident or encounter with a fearsome beast. In all cases, injuries sustained are permanent.

d100	Result
1–4	Your Last Stand: The battle is a heroic disaster and you died as a result of your wounds. Make a new character.
5–8	Divine Intervention: As you lay dying from your wounds, a god offered to save you in return for a service. Roll on Table 5.1.14.1 to determine the deity and Table 5.3.12 to determine the Religious Obligation. If you do not like the Obligation, you can elect to die. Make a new character. If you accept, the god heals you and you survive.



9–12 **Arm Removed:** You lost an arm in the battle. You have the One Arm Hindrance.

13–16 **Leg Removed:** Your leg was smashed beyond repair by a blow. You have the One Leg Hindrance.

17–20 **Broken:** You survived your wounds, but it has affected your balance and coordination. Lower your Agility one die type (min d4).

21–24 **Crippling Wound:** One of your legs was badly damaged. You are Lame.

25–28 **Battered:** Although you survived your injuries, you were left with impaired health. Lower your Vigor one die type (min d4).

29–64 **Saints be Praised:** By some miracle you escaped any lasting harm. Even your scars have since faded.

65–68 **Busted:** Several flows have resulted in extensive muscle damage. Lower your Strength one die type (min d4).

69–72 **Mentally Scarred:** Your body survived, but your mind was affected. Lower your Spirit one die type (min d4).

73–76 **The Horror!** Your body escaped lasting injury, but the carnage of war has left your sickened. You are Yellow.

77–80 **Leg Wound:** You suffered a bad blow to the leg, but the surgeons managed to repair much of the damage. Your Pace is reduced by 1.

81–84 **Just A Scar:** Your wounds healed to leave only a scar. Reduce your Charisma by one.

85–88 **Nearly Blinded:** A blow to your head almost cost you your sight. You have the Bad Eyes Hindrance.

89–92 **One Eye:** A head wound resulted in you losing an eye. You have One Eye.

93–96 **Blinded:** A terrible injury to your face has blinded you. You are now Blind.

97–100 **Brain Damage:** You suffered massive head trauma. Lower your Smarts one die type (min d4).

5.3.3 Civic Event

Civic events cover social obligations, such as jury duty, and recreational events.

d100	Result
1–4	Jury Duty: You were called for jury duty. After accepting a bribe of 1d6 x \$100 (add this to your starting cash), you found the defendant not guilty.
5–8	Jury Duty: You undertook jury duty. You

found the defendant guilty. A relative swears revenge on all the jurors. Roll on Table 5.3.9 to determine your Mundane Minor Enemy.

9–12 **Jury Duty:** You undertook jury service. You found the defendant innocent. Luckily for you, he is a powerful person and has never forgotten your assistance. Roll on Table 5.3.8 to determine your new Mundane Ally.

13–16 **Jury Duty:** You were offered a bribe of \$250 by an organization to find the defendant not guilty. You accepted. You gain a Connection. Roll on Table 5.3.5.

17–20 **Jury Duty:** You were offered \$1000 by an interested party to find the defendant guilty. You can a Connection (roll on Table 5.3.5) but a relative of the accused promises to hunt you down. Roll on Table 5.3.9 for your Mundane Major Enemy.

21–30 **Secret Society:** You have become a member of a secret society. Roll on Table 5.1.13.

31–36 **Society Event:** You attended a local social event. You managed to make several new friends, one of whom has enabled you to make new Connections. Roll on Table 5.3.5.

37–43 **Country Fair:** You attended a country fair and were roped into taking part in several contests. Increase your Throwing and Swimming by 1 die.

44–49 **Gambling:** You partook in a card game with several well-known people. Sadly you lost 1d4 x \$100. Reduce your starting cash by this amount (to a minimum of zero). Gain 1 die in Gambling.

50–55 **High Stakes Game:** You partook in a high stakes card game and won 1d6 x \$100. Gain 1 die in Gambling.

56–58 **Bad Debts:** You won a high stakes card game. Your opponent could not meet his dent and gave you deeds to a property as payment. Roll on Table 5.3.10 to see what you have gained. Gain 1 die in Gambling.

59–66 **Society Dance:** During a dance you managed to offend a person of note. Roll on Table 5.3.9 to determine your new Mundane Minor Enemy.

67–69 **Monster Hunt:** You were called on to help track down a fearsome beast. Gain 1 die in Guts and Tracking.

70–72 **Guest Speaker:** You are called on to speak publicly about your profession and deeds. In doing so, you attract a group of Followers. Roll on Table 5.3.4.

73–75	Courtship: While attending a social event you find a soul mate. Roll on Table 5.3.8 to determine the profession and status of your new lover.	62–65	Healers
76–77	Slanging Match: At a social event you get involved in a slanging match with a stranger. Gain 1 die in Intimidation and Taunt.	66–71	Hunters
78–79	Boating Regatta: You partake in a sailing event. Gain 1 die in Boating.	72–76	Missionaries (roll on Table 5.1.14.1 for religion)
80–81	Horse Race: You partook in a horse race. Gain 1 die in Riding.	77–80	Spies
82–83	Treasure Hunt: You joined in a treasure hunt and won. You gain \$100 and 1 die in Notice.	81–85	Political activists
84–93	Town Meeting: You join in a town meeting and make a few new contacts. Add 1 die to Streetwise.	86–88	Apprentice wizards
94–97	Plague: During a plague you are called upon to help tend the sick. Gain 1 die in Guts and Healing.	89	Dogs
98–100	Riot: A riot breaks out in your home settlement and you join in. Gain 1 die in Fighting and Intimidation.	90	Elf warriors
		91	Dwarf warriors
		92	Mime artists
		93	Wolves
		94	Dire wolves
		95	Orc warriors
		96	Goblin warriors
		97	Trow warriors (Trow can be found in the <i>Fantasy Bestiary Toolkit</i> . If you don't have that book, treat them as small ogres)
		98–99	Roll Twice: Roll twice and take whichever result you prefer.
		100	Roll Twice: You have attracted two groups of followers. Roll twice and take both results.

5.3.4 Companions/Followers

Companions/Followers are low-ranking individuals with little in the way of skills or resources. They are, however, loyal to the character. They otherwise function as the Followers Edge. The character attracts 5 Followers of the type rolled.

If you have the *Fantasy Bestiary Toolkit*, certain entries can be found in that volume. Otherwise, the GM should create suitable statistics.

d100	Result
1–4	Mercenaries (infantry)
5–6	Mercenaries (cavalry)
7–9	Mercenaries (fired missile troops)
10–12	Mercenaries (thrown missile troops)
13–15	Beggars
16–20	Thieves
21–22	Assassins
22–24	Knights
25–27	Prostitutes
28	Children (orphans)
29–35	Crafters (roll on Table 2.2.1.2 for trade)
36–49	Novitiate priests (roll on Table 5.1.14.1 for religion)
40–43	Sailors
44–46	Entertainers
47–48	Bandits
49–52	Bards
53–55	Scholars
56–61	Farmers

5.3.5 Connections

Each time you roll on this table you gain a specific Connection. This works as the Connection Edge, but applies only to the specific entry. The Connection extends to an entire organization, either through name dropping, personal friends, or letters of introduction. Individual members may provide assistance, but are not true allies sworn to friendship with the character.

Once you have determined your Connection, roll on Table 5.3.5.1 for their Sphere of Influence.

d100	Result
1–4	Assassins Guild.
5–10	Mercantile operation.
11–16	Thieves Guild.
17–22	An order of knighthood.
23–31	A crafters' guild. Roll on Table 2.2.1.2 to determine the specific guild.
32–40	Priesthood of a specific deity. Roll on Table 5.1.14.1 to determine their deity.
42–45	A cabal of mages.
46–50	A noble family. Roll on Table 2.2.1.4 to determine their social rank.
51	A royal family. Roll on Table 2.2.1.5 to determine their social rank.
52–56	The Entertainers' Guild.
57–59	A fleet of pirates.
60–61	A society of scholars.
62–66	Mercenary band.
67–71	A group of smugglers.
72–77	A secret society. Roll on Table 5.3.13. The

	character is not a member of the society.
78–79	A group of adventurers.
80–83	The Beggar's Guild.
84–87	A band of slavers.
88	A brood of vampires.
89–90	A dwarven clan
91–92	An elven clan
93–94	A half-folk clan
95–96	An orc clan
97–98	A goblin clan
99	A trow clan (trow are distantly related to trolls, being smaller and less aggressive)
100	Roll twice and pick the result you prefer.

5.3.5.1 Sphere of Influence

The GM must determine what resources are available based on the type of Connection and their influence. A mercenary band, for example, might be able to provide a few weapons if they are weak and limited to a single city, whereas a worldwide and powerful group may be willing to provide an army if the cause suits them.

d100	Result
1–4	Single City & Weak: The Connection applies only to a single city and it wields little power. Persuasion rolls to secure aid are made at –2.
5–15	Countrywide & Weak: The Connection's power covers an entire country but is limited. Persuasion rolls to secure aid are made at –2.
16–20	Widespread & Weak.: The Connection has centers on one country and in all surrounding lands, but has little true power. Persuasion rolls to secure aid are made at –2.
21–25	Worldwide and Weak: The Connection can be contacted anywhere on the planet, but has little effective power. Persuasion rolls to secure aid are made at –2.
26–35	Single City & Moderate: The Connection extends to one city, but has some power.
36–50	Countrywide & Moderate: The Connection has a degree of influence in an entire country.
55–70	Widespread & Moderate: The Connection can pull strings in one country and in all surrounding nations.
71–80	Worldwide & Moderate: The Connection has resources spread across the globe.
81–85	Single City & Powerful: The Connection is limited to a single city, but it wields great power. Persuasion rolls to secure aid are made at +2.

86–90	Countrywide & Powerful: The Connection holds great power in one country. Persuasion rolls to secure aid are made at +2.
91–97	Widespread & Powerful: The Connection has great influence in one country and in all bordering countries. Persuasion rolls to secure aid are made at +2.
98–100	Worldwide & Powerful: The Connection can influence affairs anywhere on the planet. Persuasion rolls to secure aid are made at +2.

5.3.6 Elite Unit

Roll on the unit table appropriate to your race. Half-elves may take the Human or Elf Table but must decide before rolling. Half-orcs use the Human Table.

If you were not a Mercenary before rolling on this table, you may now elect to change career. All future profession rolls are made on the Mercenary table. You do not gain the starting package, nor do you need to roll on Table 5.1.11.1 for your soldier type.

5.3.6.1 Human

d100	Result
1–10	Elite Cavalry: You join an elite heavy cavalry unit. Increase Agility and Strength by 1 each. You have 4 dice to spend among Fighting, Guts, Intimidation, and Riding. You also have the Beast Bond Edge.
11–20	Mounted Missile Troop: Your unit specializes in making missile attacks while mounted. You get a 1 die increase in Agility and Strength. You get 4 dice to spend among Fighting, Guts, Riding, Shooting, and Throwing. In addition, you have the Steady Hands Edge.
21–30	Shieldwall: You have been trained to fight in the shieldwall. Gain 1 die in Strength and Vigor. Spend 3 dice among Fighting, Guts, Intimidation, Taunt, and Throwing. In addition, you have the Block Edge.
31–40	Banner Man: You have been chosen to carry the unit's banner and to ensure it doesn't fall in battle. Gain 1 die in Spirit and Strength. Take 3 dice from among Fighting, Guts, and Intimidation. Pick one Edge from the following: Command, Level Headed, Nerves of Steel, and Strong Willed
41–55	Orc Slayer: You join an elite unit

	dedicated to eradicating orcs. Increase Strength and Vigor by one die. Spend 4 dice among Fighting, Guts, Intimidation, Shooting, and Throwing. You receive an additional +1 to all damage rolls against orcs.	21–30	Fighting, Guts, Intimidation, and Throwing. Due to special training, you treat mountains difficult terrain as normal terrain.
56–65	Giant Killer: You are now an elite soldier in a unit sworn to hunting down giants. Increase your Strength by 2 dice. You gain 2 dice in Fighting and Guts. You have the Giant Killer Edge as well.		Tunnel Fighter: You are a member of a select group whose job is to protect the tunnels of dwarven cities from invasion at any cost. Gain 1 die in Strength and Vigor. You have 3 dice to spend among Fighting, Guts, and Intimidation. Gain the First Strike and Sweep Edges as well.
66–75	Shock Troop: You have been trained to work as a shock troop, smashing through enemy ranks with no concern to your own safety. Gain 2 dice in Vigor. Take 2 dice in Fighting, Guts, and Intimidation. You also receive the following Edges: Combat Reflexes, Hard to Kill, and Improved Nerves of Steel.	31–40	Crossbow Sniper: Your new unit specializes in the use of the crossbow to take out enemy commanders. Gain 1 die in Agility. Spend 5 dice among Climbing, Notice, Shooting, and Stealth. In addition, you have the Marksman Edge.
76–85	Mage Slayers: You and your comrades are charged with hunting down rogue mages (and priests). Increase Smarts and Spirit by 1 die. You have 2 dice in Knowledge (Arcana) and receive 3 more to spend among Fighting, Guts, Intimidation, Notice, Shooting, and Throwing. In addition, you are taught secret techniques on how to protect yourself from magic. You have the Arcane Resistance Edge.	41–50	Berserk: You join the elite berserk troops. Gain 1 die in Strength and Vigor. Spend 3 dice among Fighting, Guts, and Intimidation. You are taught how to channel your rage and gain the Berserk Edge.
86–90	Dragon Rider: You were trained to ride dragons. Increase Strength and Vigor by 1 die each. Take 4 dice from among Fighting, Guts, Intimidation, Riding, Shooting, and Throwing. You also receive the Beast Bond, Dodge, and Steady Hands Edges.	51–60	Giant Killer: You are now an elite soldier in a unit sworn to hunting down giants. Increase your Strength by 2 dice. You gain 2 dice in Fighting and Guts. You have the Giant Killer Edge as well.
91–100	Special: You have been invited to join a unit not usually found among your people. Pick a table from a race other than your own and roll on that instead.	61–70	Orc Slayer: You join an elite unit dedicated to eradicating orcs. Increase Strength and Vigor by one die. Spend 4 dice among Fighting, Guts, Intimidation, Shooting, and Throwing. You receive an additional +1 to all damage rolls against orcs.
		71–75	Mole Warrior: Your new unit is taught ancient magic for melding with earth and stone. Increase Strength and Vigor by 1 die. You have 3 dice to spend among Fighting, Guts, and Intimidation. In addition, you may use the <i>burrow</i> power. Unlike the normal power, this version works in stone, though your Pace is reduced by half (rounded down) Use your Strength as your arcane skill. You have 10 Power Points solely for this purpose. If you already have an Arcane Background, you may also use Power Points gained through the Edge with this ability.
			Sons of the Axe: Your unit is one the most elite among the dwarves. Gain 2 dice in Strength. Spend 6 dice among Fighting, Guts, Intimidation, and Throwing. You gain the Combat Reflexes and Sweep Edges. In addition, you have the Trademark Weapon Edge with a
5.3.6.2 Dwarf			
d100	Result		
1–9	Elf Slayer: You join an elite unit dedicated to eradicating elves. Increase Agility and Vigor by one die. Spend 4 dice among Climbing, Fighting, Guts, Intimidation, and Shooting. You receive an additional +1 to all damage rolls against elves.	76–95	
10–20	Mountain Troop: Your new unit specializes in fighting in mountains. You gain 1 die in Strength and Vigor. You have 3 dice to spend among Climbing,		

specific great axe. You receive a great axe for free.

96–100 **Special:** You have been invited to join a unit not usually found among your people. Pick a table from a race other than your own and roll on that instead.

5.3.6.3 Elf

d100

Result

1–10

Elven Ranger: You joined a unit of elven rangers. Increase your Agility and Vigor by 1 die. Take 4 points among Climbing, Fighting, Guts, Shooting, Stealth, Survival, and Tracking. In addition, you have the Woodsman Edge.

11–15

Blade Dancer: You are taught the ancient secret of elven blade dancing. Increase Agility and Strength by 1 die. You get 4 dice to spend among Fighting, Guts, and Intimidation. You also receive the Florentine and Two Fisted Edges.

16–25

Dwarf Slayer: You join an elite unit dedicated to hunting dwarves. Increase Strength and Vigor by one die. Spend 4 dice among Climbing, Fighting, Guts, Intimidation, and Shooting. You receive an additional +1 to all damage rolls against dwarves.

26–40

Orc Slayer: You join an elite unit dedicated to eradicating orcs. Increase Strength and Vigor by one die. Spend 4 dice among Fighting, Guts, Intimidation, Shooting, and Throwing. You receive an additional +1 to all damage rolls against orcs.

41–50

Knife Lord: Knife lords are skilled as getting close to targets, and then gutting them. Increase Agility and Strength by 1 die each. You have 4 dice to spend among Fighting, Guts, Intimidation, Taunt, and Throwing. When using a dagger, you gain a bonus to your Parry and Fighting equal to the enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

51–60

Trickster: Tricksters are trained to use tricks and taunts to confuse their enemy before going in for the kill. Increase Agility and Smart by 1 die. Spend 4 dice among Fighting, Guts, Intimidation, and Taunt. You have the Acrobat Edge as well.

61–80

Elite Archer: Your new unit specializes in the use of the long bow. Gain 1 die in

81–90

Agility and 2 dice in Shooting. In addition, you have the Marksman and Steady Hands Edges. In addition, you have the Trademark Weapon Edge with a specific long bow. You receive a long bow for free.

Giant Killer: You are now an elite soldier in a unit sworn to hunting down giants. Increase your Strength by 2 dice. You gain 2 dice in Fighting and Guts. You have the Giant Killer Edge as well.

91–95

Bear Warrior: Bear warriors are taught by wizards how to awaken their inner beast. Gain 1 die in Strength and Vigor. You have 3 dice to spend among Fighting, Guts, and Intimidation. In addition, you may use the *shape change* power to transform into a bear. Use your Spirit as your arcane skill. You have 10 Power Points solely for this purpose. If you already have an Arcane Background, you may also use Power Points gained through the Edge with this ability.

96–100

Special: You have been invited to join a unit not usually found among your people. Pick a table from a race other than your own and roll on that instead.

5.3.6.4 Half-folk

d100

Result

1–10

Dog Rider: Your unit rides large war dogs into combat. Increase Agility and Strength by 1 each. You have 4 dice to spend among Fighting, Guts, Intimidation, and Riding. You also have the Beast Bond Edge.

11–20

Axe Man: You join an elite unit trained in the use of throwing axes. Gain 1 die in Agility and Strength. You receive 2 dice in Throwing and may spend 2 more among Fighting, Guts, and Intimidation. You have the Quick Draw Edge. You can throw an axe to a range of 4/8/16.

21–40

Watcher: You have joined a unit dedicated to protecting half-folk communities from harm. Increase Agility and Vigor by 1 die each. Take 5 dice to spend among Fighting, Guts, Intimidation, Notice, Shooting, Stealth, and Throwing.

41–50

Shieldwall: You have been trained to fight in the shieldwall. Gain 1 die in Strength and Vigor. Spend 3 dice among Fighting, Guts, Intimidation, Taunt, and Throwing. In addition, you have the Block Edge.

51–60

Giant Killer: You are now an elite soldier

in a unit sworn to hunting down giants. Increase your Strength by 2 dice. You gain 2 dice in Fighting and Guts. You have the Giant Killer Edge as well.

- 61–80 **Slinger:** Your new unit specializes in the use of the sling. Gain 1 die in Agility and Strength. Gain 2 dice in Shooting. In addition, you have the Marksman and Steady Hands Edges.
- 81–90 **Stalwart:** Stalwarts are fanatics, trained to withstand enemy blows and hold the line at any cost. Gain 2 dice in Vigor. Take 2 dice in Fighting, Guts, and Intimidation. You also receive the following Edges: Combat Reflexes, Hard to Kill, and Improved Nerves of Steel.
- 91–95 **Lightning Troop:** Half-folk may be small, but they're quick. These elite troops are taught secret magics to enhance their already formidable reflexes. Gain 1 dice in Agility and 2 dice in Fighting. They also have the Quick Edge. In addition, you may use the *quickness*. Use your Smarts as your arcane skill. You have 10 Power Points solely for this purpose. If you already have an Arcane Background, you may also use Power Points gained through the Edge with this ability.
- 96–100 **Special:** You have been invited to join a unit not usually found among your people. Pick a table from a race other than your own and roll on that instead.

5.3.7 Gear

Roll on this table as many times as directed. Duplicate rolls are allowed on all tables. If you roll a magic item and have access to the *Fantasy Gear Toolkit*, you may roll on the appropriate tables in that book instead.

d100	Result
1–10	Armor (Table 5.3.7.1)
11–15	Magic Armor (Roll on Tables 5.3.7.1 and 5.3.7.1.1)
26–35	Melee Weapon (Table 5.3.7.2)
36–40	Magic Melee Weapon (Roll on Tables 5.3.7.2 and 5.3.7.2.1)
41–50	Ranged Weapon (Table 5.3.7.3)
51–55	Magic Ranged Weapon (Roll on Tables 5.3.7.3 and 5.3.7.3.1)
56–70	Trinkets and coins worth 1d6 x \$10.
71–80	Trinkets and coins worth 1d6 x \$50.
81–90	Trinkets and coins worth 1d6 x \$100.
91–94	Trinkets and coins worth 1d6 x \$250.

- 95–97 Trinkets and coins worth 1d6 x \$500.
 98–99 Trinkets and coins worth 1d6 x \$1000.
 100 Trinkets and coins worth 1d6 x \$5000.

5.3.7.1 Armor

d100	Result
1–15	Leather
16–40	Chain mail
41–50	Plate corselet
51–55	Plate vambraces (arms)
56–60	Plate greaves (legs)
61–70	Closed helm
71–75	Open helm
76–85	Small shield
86–95	Medium shield
96–100	Large shield

5.3.7.1.1 Armor Magic Bonus

d100	Result
1–50	Half weight
51–75	+1 Toughness
76–90	+2 Toughness
91–100	+3 Toughness

5.3.7.2 Melee Weapon

d100	Result
1–5	Dagger
6–9	Great sword
10–12	Flail
13–14	Katana
15–35	Long sword
36–40	Rapier
41–44	Saber
45–53	Short sword
54–59	Axe
60–66	Battle axe
67–70	Great axe
71–73	Maul
74–79	Warhammer
80–81	Halberd
82–83	Lance
84–86	Pike
87–90	Staff
91–100	Spear

5.3.7.2.1 Melee Magic Bonus

d100	Result
1–60	+1 damage
61–85	+2 damage, +1 Parry
86–100	+2 damage, +1 Parry, +1 Fighting

5.3.7.3 *Ranged Weapon*

d100	Result
1–14	Axe, throwing (2)
15–28	Bow
16–42	Crossbow
43–56	English longbow
57–70	Dagger, throwing (2)
71–84	Sling
85–100	Spear

5.3.7.3.1 *Ranged Magic Bonus*

d100	Result
1–60	+1 damage
61–75	+2 damage
66–90	+2 damage, +1 Shooting
91–100	Double range brackets

5.3.8 *Mundane Ally*

Allies are individuals rather than organizations. While they can provide the same benefits as a Connection (see the Edge description), they are also willing to do more for the character than a regular contact, such as join adventures. Persuasion rolls to secure aid are made at +2 due to the close bond, but aid is limited as the ally does not have the full resources of a Connection at this disposal.

Roll on Table 5.3.8.1 to determine your ally's profession, and then Table 5.3.8.2 to determine their power, Table 5.3.8.3 for their sex, and finally Table 5.3.8.4 for their race.

5.3.8.1 *Profession*

d100	Result
1–4	Thief
5–8	Soldier
9–12	Soldier, officer
13–16	Magistrate
17–20	Knight
21–24	Mage
25–28	Nobleman (roll on Table 2.2.1.4 to determine their title)
29–32	Royalty (roll on Table 2.2.1.5 to determine their title)
33–36	Priest (roll on Table 5.1.14.1 to determine the god they follow)
37–40	Merchant
41–44	Assassin
45–48	Courtier
49–52	Bard
53–56	Entertainer
57–60	Prostitute
61–64	Bounty Hunter

65–68	Smuggler
69–72	Tomb Raider
73–76	Member of the city watch
77–80	Pirate
81–84	Smuggler
85–88	Ship's captain
89–92	Crafter (Roll on Table 2.2.1.2 to determine their craft)
93–96	Mercenary (Roll on Table 5.1.11.1 to determine type)
97–99	Bandit
100	Roll twice and pick the result you prefer.

5.3.8.2 *Power*

All allies are Wild Card characters.

d100	Result
1–20	Weak: The ally is equivalent to a Novice character.
21–46	On the Rise: The ally is equivalent to a Seasoned character.
47–80	Strong: The ally is equivalent to a Veteran character.
81–95	Powerful: The ally is equivalent to a Heroic character.
96–100	Mover and Shaker: The ally is equivalent to a Legendary character.

5.3.8.3 *Sex*

d100	Result
1–50	Male
51–100	Female

5.3.8.4 *Race*

d100	Result
1–15	Dwarf
16–30	Elf
31–40	Half-elf
41–50	Half-folk
51–60	Half-orc
61–100	Human

5.3.9 *Mundane Enemy*

Enemies are may individuals or members of an organization.

Roll on Table 5.3.9.1 to determine your ally's profession, and then Table 5.3.9.2 to determine their personal power, Table 5.3.9.3 for their support network, and Table 5.3.9.4 to see how they intend to get back at you.

Finally, roll on Tables 5.3.9.5 and 5.3.9.6 to determine their sex and race.

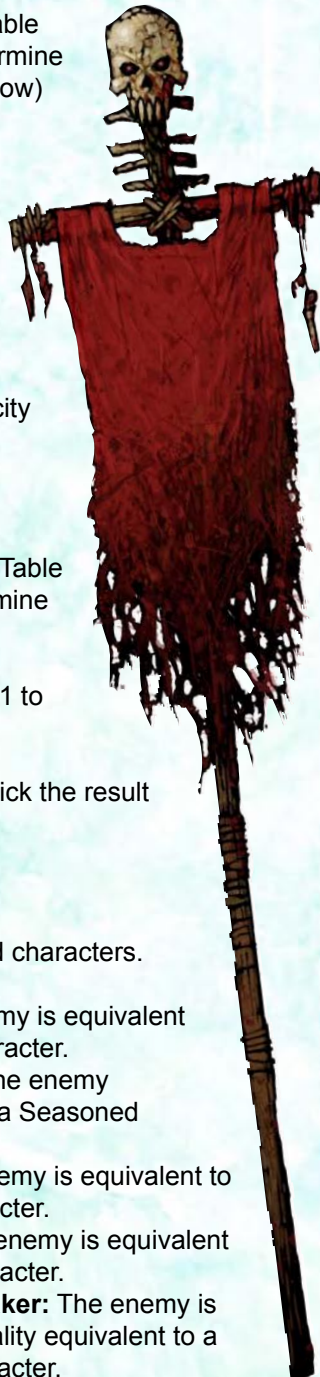
5.3.9.1 Profession

d100	Result
1-4	Thief
5-8	Soldier
9-12	Soldier, officer
13-16	Magistrate
17-20	Knight
21-24	Mage
25-28	Nobleman (roll on Table 2.2.1.4 to determine their title)
29-32	Royalty (roll on Table 2.2.1.5 to determine their title)
33-36	Priest (roll on Table 5.1.14.1 to determine the god they follow)
37-40	Merchant
41-44	Assassin
45-48	Courtier
49-52	Bard
53-56	Entertainer
57-60	Prostitute
61-64	Bounty Hunter
65-68	Smuggler
69-72	Tomb Raider
73-76	Member of the city watch
77-80	Pirate
81-84	Smuggler
85-88	Ship's captain
89-92	Crafter (Roll on Table 2.2.1.2 to determine their craft)
93-96	Mercenary (Roll on Table 5.1.11.1 to determine type)
97-99	Bandit
100	Roll twice and pick the result you prefer.

5.3.9.2 Power

All enemies are Wild Card characters.

d100	Result
1-20	Weak: The enemy is equivalent to a Novice character.
21-46	On the Rise: The enemy is equivalent to a Seasoned character.
47-80	Strong: The enemy is equivalent to a Veteran character.
81-95	Powerful: The enemy is equivalent to a Heroic character.
96-100	Mover and Shaker: The enemy is a major personality equivalent to a Legendary character.



5.3.9.3 Support

Supporters are Extras. Their profession is directly linked to their master. For instance, a pirate will have a crew of fellow pirates, or a bandit may have a gang of desperate followers, whereas a priest can call on either temple guards or fellow priests.

d100	Result
1-40	Alone: The enemy is a single individual who has no support.
41-45	Minor Member, Small Group: The enemy is a minor member of a small band of 2d6 individuals.
46-50	Minor Member, Large Group: The enemy is a minor member of a large group (5d6 members). He can call on their support only infrequently, or if attacked when with them.
51-60	Major Member, Small Group: The enemy is a major figure in a small group (2d6 individuals) and can bring their resources to bare against you frequently.
61-70	Major Member, Large Group: Your enemy can draw on the support of 5d6 helpers with regularity.
71-85	Leader, Small Group: Your enemy may only control 2d6 people, but they are always with him.
86-100	Leader, Large Group: Your enemy controls a group of 5d6 ever-present lackeys.

5.3.9.4 Method of Revenge

d100	Result
1-10	Ruin Family: Your enemy intends to ruin your family's finances and any reputation it may have.
11-25	Kill Family: Your enemy plots to kill your entire family.
26-39	Ruin Friends: Your enemy intends on ruining the reputation and financial security of your closest friends.
40-50	Kill Friends: Your foe intends to make you suffer by killing your closest friends.
51-70	Make You Suffer: Your foe intends to make you suffer by destroying your reputation.
71-100	Kill You: Your foe plots to kill you.

5.3.9.5 Sex

d100	Result
1-50	Male
51-100	Female

5.3.9.6 Race

d100	Result
1–15	Dwarf
16–30	Elf
31–40	Half-elf
41–50	Half-folk
51–60	Half-orc
61–100	Human

5.3.10 Property

Property does not come with any servants. If the character wants these, he'll have to hire them once the game begins.

Building descriptions can be changed to fit the circumstances of how they were gained. For instance, a "townhouse" discovered in the wilderness may actually be a farmhouse with no outbuildings or a hunting lodge. It does not imply an actual townhouse, only something of comparative size and grandeur.

Non-ruined property has basic furnishings, such as chairs, tables, and beds, but does not include unusual items, such as a mage's laboratory, a shrine, or a finely mosaiced ballroom. As a base, these costs \$250 x the number of rooms in the building.

d100	Result
1–3	Rundown Hovel: You have a rundown hovel with just a single room. It needs 1d6 x \$50 of work before you can live in it comfortably.
4–7	Hovel: You have a hovel with just a single room.
8–10	Rundown Farmhouse: You have a farmhouse with 4 rooms with three outbuildings (barn, stable, and granary). It needs 1d6 x \$300 of work before you can live in it comfortably.
11–15	Farmhouse: You have a farmhouse with 4 rooms and three outbuildings (barn, stable, and granary).
16–28	Rundown Small Townhouse: You have a townhouse with 6 rooms. It needs 1d6 x \$200 of work before you can live in it comfortably.
29–38	Small Townhouse: You have a townhouse with 6 rooms.
39–49	Rundown Moderate Townhouse: You have a townhouse with 10 rooms. It needs 1d6 x \$300 of work before you can live in it comfortably.
50–57	Moderate Townhouse: You have a townhouse with 10 rooms.
58–64	Rundown Large Townhouse: You have a townhouse with 15 rooms. It needs 1d6

65–70

x \$500 of work before you can live in it comfortably.

Large Townhouse: You have a townhouse with 15 rooms.

71–76

Rundown Villa: You have a villa with 10 rooms. It needs 1d6 x \$200 of work before you can live in it comfortably.

77–80

Villa: You have a villa with 10 rooms.

81–83

Rundown Mansion: You have a mansion with 20 rooms. It needs 1d6 x \$2000 of work before you can live in it comfortably.

84–85

Mansion: You have a mansion with 20 rooms.

86–90

Rundown Fortified Manor: You have a fortified manor house with 12 rooms. It needs 1d6 x \$1000 of work before you can live in it comfortably.

91–93

Fortified Manor: You have a fortified manor with 12 rooms.

94–95

Ruined Tower: You have a tower with 6 rooms spread over four levels. It needs 1d6 x \$500 of work before you can live in it comfortably.

96

Tower: You have a tower with 6 rooms spread over four levels.

97

Ruined Small castle: You have a small castle. It needs 1d6 x \$5000 of work before you can live in it comfortably.

98

Small Castle: You have a small castle.

99

Ruined Large Castle: You have a large castle. It needs 1d6 x \$10,000 of work before you can live in it comfortably.

100

Large Castle: You have a large castle.

5.3.11 Religious Blessing

A deity has chosen to bestow the character with a blessing.

d100	Result
1–2	Chosen One: The god has chosen you to be a leading figure in his faith. The gain the Champion and Holy/Unholy Warrior Edges. In addition, you now have the Arcane Background (Miracles) Edges with a d6 Faith. Roll on Table 5.1.14.2 three times. If you're already a priest, you gain +10 Power Points, a New Power (roll on Table 5.2.7), and a 2 dice increase in your Faith. Regardless of your status, roll on Table 5.3.12 as well.
3–5	Champion of the Faith: The deity blesses you with the power to fight supernatural foes. You gain the Champion and Holy/Unholy Warrior Edges.
6–11	Quicker: Increase your Agility by 1 die.

12–17 **Smarter:** Increase your Smarts by 1 die.
 18–25 **Steadfast:** Increase your Spirit by 1 die.
 26–31 **Stronger:** Increase your Strength by 1 die.
 32–38 **Fitter:** Increase your Vigor by 1 die.
 39–43 **Miracle Worker:** The deity in question grants you the ability to cast a single power. Roll on Table 5.1.14.2. You have 10 Power Points and a d6 Faith for use with this power only. If you're already a priest, you gain a New Power. Roll on Table 5.2.7.

44–50 **Second Sight:** The god grants you the gift of second sight. Once per session you may ask the GM one question relating to the adventure. The GM may not lie, but he may withhold information or veil it in riddles and symbolism.

51–58 **Divine Guidance:** The deity keeps a watchful eye over you. You gain a benny. This stacks with the Luck and Great Luck Edges.

59–63 **Many Lives:** The god singles you out for special protection. You have the Harder to Kill Edge.

64–68 **Be Strong in Your Faith:** The god bolsters your resolve. Gain 1 die in Spirit and the Strong Willed Edge.

69–71 **I Am With You:** Your character's Wild Die increases to a d10 when rolling his Faith skill. If you don't have Faith, you might want to join the priesthood.

72–75 **Holy Ground:** When you are standing on holy ground dedicated to the deity, your Wild Die increases by one type.

75–79 **Made Whole:** The deity heals one physical Hindrance or negative modifier. Remove one Hindrance or negative modifier of your choice. This does not apply to Religious Obligations. If you have no physical flaws, the god grants you +2 Charisma.

80–85 **Do Unto Others:** The god grants you the ability to help others. You receive the Command Bond Edge but are not limited to whom you give your bennies.

86–88 **Inspirational:** The deity grants you the gift of leadership. Gain the Command, Inspire, and Natural Leader Edges.

89–94 **Minor Blessing:** Increase any one of the skills related to the deity (see Table 5.1.14.1) by one die.

95–97 **Moderate Blessing:** Increase any one of the skills related to the deity (see Table 5.1.14.1) by 2 dice or two skills by one die (your choice).

98–99 **Divine Providence:** Once during character generation you may roll twice on a table and take the best result. If this is your last roll, you gain another professional table roll.

100 **Truly Blessed:** Roll twice on this table and keep both results.

5.3.12 *Religious Obligation*

If a character fails to keep his obligation, he suffers an immediate level of Fatigue, which can only be removed after undertaking a suitable quest (as determined by the GM). Characters can become Exhausted by flouting an obligation more than once, or ignoring two obligations, but can never be Incapacitated this way.

d100	Result
1–2	Champion of the Faith: The deity has ordered you to become a champion of his faith and slay his enemies. You gain the Champion and Holy Warrior Edges.
3–4	Follow Me: The god insists you join his priesthood in order to serve him. Gain 2 dice to spend on skills from the Novitiate Priest starting package (Table 5.1.14.1) and take the entire Novitiate Common Package. If you're already a priest, roll again on this table.
5–6	Guard My Home: The deity commands you to guard a sacred location. You must spend a minimum of 3 months a year fulfilling your duty every year.
7–9	Promote the Faith: You are charged with spreading the word of the faith to the ignorant.
10–11	Slay A Mundane Foe: You are obliged to hunt down and slay a person who has offended the god. Roll on Table 5.3.9 to determine your quarry.
12–14	Slay A Supernatural Foe: You are ordered to hunt down and slay a supernatural creature. Roll on Table 5.3.15 to determine your quarry.
15–39	Minor Vow: The deity issues you a minor geas. Roll on Table 5.3.12.1 for a Minor Vow.
40–55	Major Vow: The deity issues you a major geas. Roll on Table 5.3.12.1 for a Major Vow.
56–59	Specific Weapon: You are ordered to use only a specific type of melee and ranged weapon. Roll on Table 5.3.12.3. All attack rolls made with other weapons are made at –2.

60–62	Specific Armor: If you wear armor, it must be a specific type. Roll on Table 5.3.12.3. If you wear other armor, you receive no Armor bonus. Shields are not affected.
63	No Armor: The deity has forbidden you to wear any armor.
64	No Shield: The deity forbids you to carry or use a shield.
65–66	Walker: You are forbidden from riding any form of animal.
67–70	Limited Vow: You have a Major Vow, but it only applies one day a week. Roll on Table 5.3.12.1.
71–72	Forbidden Contact: You are not allowed to speak to members of a certain race unless they are priests of the deity's religion. Roll on Table 5.3.12.3.
73–77	Pilgrimage: The god demands you visit a very remote and far away shrine and perform a ritual of purification to cleanse your sins.
78–79	Required Contact: You may only speak to members of a certain race. Verbal communication with other races is forbidden unless they are priests of the deity's religion. Roll on Table 5.3.12.3.
80–82	Minor Sacrifice: You must sacrifice goods or animals with a value at least equal to your current starting cash each year.
83–84	Moderate Sacrifice: You must sacrifice goods or animals with a value of at least five times your current starting cash each year.
85	Major Sacrifice: You must sacrifice goods or animals with a value of at least ten times your starting cash each year.
86–89	Forbidden Access: You are forbidden from entering temples other than those of the deity who gave you the obligation.
90–91	First Born: You must give your first born child to the deity's priesthood to be raised as a priest. You have five years to produce a child.
92–97	Cursed: The deity curses you instead of giving you an obligation. Even if you follow the faith and have committed no sin, remember that gods work in mysterious ways. It could be a test of faith. Roll on Table 5.3.12.2.
98–99	A Certain Benevolence: The deity has let you decide your own fate. Roll twice and take whichever result you prefer.
100	World of Hurt: Roll twice and take both results.

5.3.12.1 Religious Vow

d100	Result
1–5	Poverty (as Poverty Hindrance)
6–10	Silence
11–15	Rid the world of evil/good
16–20	Abstinence (Meat)
21–25	Abstinence (Alcohol)
25–30	Abstinence (Sex)
31–35	Never to mix with arcane spell casters
36–40	To aid people in whatever way you can (as Loyal Hindrance)
41–50	Obedience (to the faith or a patron)
51–55	To visit as many holy shrines as possible
56–60	Only fight in self-defense (as Minor Pacifist Hindrance)
61–65	Never to shed blood (as Major Pacifist Hindrance)
66–70	Never sleep indoors
71–75	Never sleep outdoors unless under cover of canvas
76–80	Abstinence (Cursing)
81–85	Must never lie
86–90	Never to enter a city
91–95	Abstinence (Gambling)
96–100	Pray five times a day.

5.3.12.2 Curse

d100	Result
1–6	Slower: Reduce your Agility by 1 die (min d4).
7–12	Thicker: Reduce your Smarts by 1 die (min d4).
13–18	Less Confident: Reduce your Spirit by 1 die (min d4).
19–24	Weaker: Lower your Strength by 1 die (min d4).
25–30	Sicker: Lower your Vigor by 1 die (min d4).
31–36	Blind: The deity has chosen to take you sight. You are Blind.
37–45	Ill-Fated: You receive one less benny per session (min 1). This penalty stacks with Bad Luck and negates Luck.
46–55	Sickly: The deity has taken away your health. You are Anemic.
56–62	Deaf: The deity removed your ability to hear. Gain the Major Hard of Hearing Hindrance.
63–71	Lame: You have been struck Lame. If you're already lame, reduce your Pace by a further 1 point (min 1).
72–77	Pacifist: The god has made you a Major Pacifist.
78–87	Poverty: Your ability to hold onto money

has been severely reduced thanks to divine intervention. Gain the Poverty Hindrance.

- 88–90 **Ugly:** The god has taken your looks. Gain the Ugly Hindrance. If you're already Ugly, reduce your Charisma by 2 more.
- 91–95 **Fearful:** The deity has removed your inner strength. Gain the Yellow Hindrance. If you're already Yellow, your Guts rolled are reduced by a further –2.
- 96–99 **Mute:** The deity removes your ability to speak.
- 100 **Amnesia:** The god removes all memory of your past. Character generation ends now. If you ever discover the truth of your heritage, the deity lifts this curse. You keep any Allies, Enemies, or Connections you have made, but have no memory of these people or how you met them.

5.3.12.3 *Weapon & Armor Restrictions*

Deity	Melee	Ranged	Armor
Death	Dagger	Dagger	Leather
Darkness	Maul	Dagger	Leather
Healing	Staff	Sling	Leather
Justice	Long sword	Dagger	Leather
Knowledge	Staff	Sling	Leather
Nature	Staff	Spear	Leather
Sea	Trident*	Trident*	Leather
Sun	Long sword	Long bow	Chain
Trickster	Rapier	Dagger	Plate
Thieves	Short sword	Dagger	Leather
War	Great axe	Crossbow	Plate

* Treat as a spear.

5.3.12.4 *Races*

d100	Result
1–16	Dwarves
17–32	Elves
33–48	Half-elves
49–64	Half-folk
65–80	Half-orcs
81–100	Humans

5.3.13 *Secret Society*

In addition to granting a small bonus, secret societies act like Connections. Some societies have active goals, whereas others are more like private clubs.

Roll on the table below to determine the society's aims, then on Table 5.3.5.1 to determine the size and power of the society. The character is an active member of the society and supports their beliefs.

d100	Result
1–6	The Black Daggers: More a cult than a secret society, the Daggers are mortal assassins for the major devils of Hell. Gain 1 die in Stealth.
7–13	Faithful: The faithful is a generic name for a sect of hard-core believers of a deity. Roll on Table 5.1.14.1 to determine the god. If the character is a priest and rolls a different deity, he is a secret turncoat to his faith (not the sect). The Faithful perform acts of intimidation against priests of rival gods and despoil their temples. Gain 1 die in Intimidation.
14–19	Republicans: The Republicans are anti-royalists, sworn to remove all nobility from power and give control of the land to the people. Its members are skilled orators. Gain 1 die in Persuasion.
20–27	Rumormongers: The Rumormongers are information brokers, gathering information from any source then selling it to interested parties. Gain 1 die in Streetwise.
28–35	The Cards: The Cards are a collection of gamblers who meet for games of cards (and dice) in privacy. Many "clubs" have strict rules on excessive noise, not discussing politics, and so on. Gain 1 die in Gambling.
36–43	The White Hand: This sect of healers and philanthropists prefer anonymity, especially in areas where they help those downtrodden by tyrannical overlords. Gain 1 die in Healing.
44–50	The Weak Link: The Link are opposed to slavery. They make raids on slaver caravans and compounds to free slaves. Gain 1 die in Fighting.
51–57	The Purists: Purists believe in the racial superiority of a single race, typically their own. All other races are considered inferior and are subject to threats and attacks. Gain 1 die in Intimidation.
58–84	Huntsmen: This club practises the immoral sport of sentient hunting. They single out a target, typically a beggar or other person no one will miss, then send him a warning that they are hunting him. Hunts are always to the death. Gain 1 die in Tracking.

- 65–71 **The Shroud:** The Shroud are a society interested in discovering the secrets of life after death. As well as seances, they engage in graverobbing and necromancy. Gain 1 die in Guts.
- 72–79 **Demolishers:** Demolishers believe that the races should live in tune with nature. They are opposed to urban settlements, going so far as to commit arson. Gain 1 die in Survival.
- 80–86 **Brotherhood:** The Brotherhood is a collection of individuals of different social ranks who have sworn to aid fellow members in any way they need. As a society, they have no goals other than to aid fellow members. Gain 1 die in Persuasion.
- 87–95 **Vigilantes:** The justice system is weak and corrupt in favor of the rich and powerful. When the law fails, the Vigilantes correct matters. Gain 1 die in Fighting.
- 96–97 **Plague Bearers:** The Corrupt are cultists of the god (or demon lord) of plague. Their goal is spread disease and sickness. Initiates undergo infection with a disease which they can pass on, but does not affect them. Anyone the character touches with his bare hand must make a Vigor roll or gain a level of Fatigue. This worsens by one level per week until Death. Victims can be saved with a Healing roll at –2. This may be attempted once per week.
- 98–100 **The Broken Staff:** Members of this society are opposed to all forms of arcane magic, including magic items, which they break at meetings. They believe it is the work of evil. They gain 1 die in Knowledge (Arcana) from their studies of what is and isn't arcane magic.

5.3.14 *Supernatural Ally*

Supernatural allies are individuals rather than organizations. While they can provide the same benefits as a Connection (see the Edge description), they are also willing to do more for the character than a regular contact. Supernatural allies are always Wild Cards, regardless of their usual status.

Persuasion rolls to secure aid are made at +2 due to the close bond, but aid is limited as the ally does not have the full resources of a Connection at this disposal.

Although called “supernatural,” they can also be monsters. If you have the *Fantasy Bestiary Toolkit*,

you'll find stats for creatures not found in the basic rules there. Otherwise, the GM should make them up as he sees fit.

Evil creatures, such as demons, may be allies because they owe the character a debt. The individual entry that led you here will give a good suggestion as to why they are your ally. An evil ally won't mistreat the character, but his adventuring comrades are not covered by any pact of “my friends are your friends.”

d100	Result
1–2	Dragon
3–4	Ancient vampire
5–6	Young dragon (reduce all traits by 1 die and size by 2)
7–10	Young vampire
11–14	Werewolf
15–17	Fire elemental
18–20	Water elemental
21–23	Earth elemental
24–26	Air elemental
27–38	Giant
39–45	Centaur
46–47	Demon (Black Knight)
48–49	Demon (Changeling)
50–51	Demon (Imp)
52–53	Demon (Lasher)
54–55	Demon (Succubus/Incubus)
56–60	Dragon Man Sorcerer
61–67	Dryad
68–71	Rat Man
72–73	Liche
74–79	Naiad
80–82	Faerie Knight
83–84	Jinni
85–86	Mummy Lord
87–88	Naga
89–90	Sphinx
91–92	Tree Man
93–98	Trow King (Trow are small trolls, but are less hostile to humans)
99–100	Werebear

5.3.15 *Supernatural Enemy*

Supernatural enemies are individuals rather than organizations. Allies are always Wild Cards, regardless of their normal status.

Although called “supernatural,” they can also be monsters. If you have the *Fantasy Bestiary Toolkit*, you'll find stats for creatures not found in the basic rules there. Otherwise, the GM should make them up as he sees fit.

Good creatures, such as dryads, may be enemies because the character somehow offended them or caused them harm. The individual entry that led you

here will give a good suggestion as to why they are your enemy.

Once you've determined your enemy, roll on Table 5.3.15.1 for their supporters and Table 5.3.13.2 to see how he intends to get revenge.

d100	Result
1-2	Dragon
3-4	Ancient vampire
5-6	Young dragon (reduce all traits by 1 die and size by 2)
7-10	Young vampire
11-14	Werewolf
15-17	Fire elemental
18-20	Water elemental
21-23	Earth elemental
24-26	Air elemental
27-38	Giant
39-45	Centaur
46-47	Demon (Black Knight)
48-49	Demon (Changeling)
50-51	Demon (Imp)
52-53	Demon (Lasher)
54-55	Demon (Succubus/Incubus)
56-60	Dragon Man Sorcerer
61-67	Dryad
68-71	Rat Man
72-73	Liche
74-79	Naiad
80-82	Faerie Knight
83-84	Jinni
85-86	Mummy Lord
87-88	Naga
89-90	Sphinx
91-92	Tree Man
93-98	Trow King (Trow are small trolls, but are less hostile to humans)
99-100	Werebear

5.3.15.1 Support

Supporters are Extras. As with mundane enemies, the supporters' professions are directly linked to their master. For instance, a liche will have a group of zombie or skeleton guards, whereas a giant can call on orcs or goblins.

d100	Result
1-40	Alone: The enemy plots alone to destroy you.
41-45	Minor Member, Small Group: The enemy is a minor member of a small band of 2d6 individuals.
46-50	Minor Member, Large Group: The enemy is a minor member of a large group (5d6 members). He can call on

their support only infrequently, or if attacked when with them.

51-60	Major Member, Small Group: The enemy is a major figure in a small group (2d6 individuals) and can bring their resources to bare against you frequently.
61-70	Major Member, Large Group: Your enemy can draw on the support of 5d6 helpers with regularity.
71-85	Leader, Small Group: Your enemy may only control 2d6 people, but they are always with him.
86-100	Leader, Large Group: Your enemy controls a group of 5d6 ever-present lackeys.

5.3.15.2 Method of Revenge

d100	Result
1-10	Ruin Family: Your enemy intends to ruin your family's finances and reputation.
11-25	Kill Family: Your enemy plots to kill your entire family.
26-39	Ruin Friends: Your enemy intends on ruining the reputation and financial security of your closest friends.
40-50	Kill Friends: Your foe intends to make you suffer by killing your closest friends.
51-70	Make You Suffer: Your foe intends to make you suffer. He plots to destroy your reputation.
71-100	Kill You: Your foe plots to kill you.



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