Advantages (1d100):

- 1. Absolute Direction
- 2. Acute Hearing
- 3. Acute Taste and Smell
- 4. Acute Touch
- 5. Acute Vision
- 6. Administrative Rank
- 7. Alcohol Tolerance
- 8. Alternate Identity
- 9. Ambidexterity
- 10. Animal Empathy
- 11. Animal Friend
- 12. Appearance
- 13. Artificer
- 14. Autotrance
- 15. Business Acumen
- 16. Charisma
- 17. Claim to Hospitality
- 18. Clerical Investment
- 19. Combat Reflexes
- 20. Common Sense
- 21. Contact Group
- 22. Contacts
- 23. Courtesy Rank
- 24. Cultural Familiarity
- 25. Danger Sense
- 26. Dare Devil
- 27. Darkvision
- 28. Deep Sleeper
- 29. Destiny
- 30. Eidetic Memory
- 31. Empathy
- 32. Enhanced Defense
- 33. Enhanced Move
- 34. Extended Lifespan
- 35. Fashion Sense
- 36. Favor
- 37. Fearlessness
- 38. Fit
- 39. Flexibility
- 40. Gifted Artist
- 41. Gigantism
- 42. Green Thumb
- 43. Hard to Kill
- 44. Hard to Subdue
- 45. Healer

- 46. High Manual Dexterity
- 47. High Pain Threshold
- 48. Honest Face
- 49. Indomitable
- 50. Language Talent
- 51. Legal Enforcement Powers
- 52. Legal Immunity
- 53. Less Sleep
- 54. Lifting ST
- 55. Lightning Calculator
- 56. Longevity
- 57. Luck
- 58. Magery
- 59. Mathematical Ability
- 60. Merchant Rank
- 61. Military Rank
- 62. Mimicry
- 63. Musical Ability
- 64. Night Vision
- 65. No Hangover
- 66. Outdoorsman
- 67. Patrons
- 68. Penetrating Voice
- 69. Perfect Balance
- 70. Peripheral Vision
- 71. Pitiable
- 72. Plant Empathy
- 73. Police Rank
- 74. Power Investiture
- 75. Rapid Healing
- 76. Rapier Wit
- 77. Reduced Consumption
- 78. Religious Rank
- 79. Reputation
- 80. Resistant
- 81. Sensitive
- 82. Sensitive Touch
- 83. Serendipity
- 84. Shtick
- 85. Single-Minded
- 86. Smooth Operator
- 87. Social Chameleon
- 88. Speak with Animals
- 89. Speak with plants
- 90. Status
- 91. Talent
- 92. True Faith

- 93. Unfazeable
- 94. Unusual Background
- 95. Versatile
- 96. Very Fit
- 97. Visualization
- 98. Voice
- 99. Wealth

Disadvantages (2d100):

- 1. Absent-Mindedness
- 2. Addiction
- 3. Alcohol Intolerance
- 4. Alcoholism
- 5. Amnesia
- 6. Appearance
- 7. Bad Back
- 8. Bad Grip
- 9. Bad Sight
- 10. Bad Smell
- 11. Bad Temper
- 12. Berserk
- 13. Blindness
- 14. Bloodlust
- 15. Bowlegged
- 16. Bully
- 17. Callous
- 18. Cannot Speak
- 19. Careful
- 20. Charitable
- 21. Chauvinistic
- 22. Chronic Depression
- 23. Chronic Pain
- 24. Chummy
- 25. Clueless
- 26. Code of Honor
- 27. Colorblindness
- 28. Combat Paralysis
- 29. Compulsive Behavior
- 30. Confused
- 31. Cowardice
- 32. Curious
- 33. Deafness
- 34. Debt
- 35. Delusions
- 36. Dependents
- 37. Disciplines of Faith

- 38. Dislikes
- 39. Distinctive Features
- 40. Distractible
- 41. Disturbing Voice
- 42. Dreamer
- 43. Dull
- 44. Duty
- 45. Dwarfism
- 46. Dyslexia
- 47. Easy to Kill
- 48. Easy to Read
- 49. Enemies
- 50. Epilepsy
- 51. Extra Sleep
- 52. Fanaticism
- 53. Fat
- 54. Fearfulness
- 55. Flashbacks
- 56. Gluttony
- 57. Greed
- 58. Gregarious
- 59. Guilt Complex
- 60. Gullibility
- 61. Habits or Expressions
- 62. Ham-Fisted
- 63. Hard of Hearing
- 64. Hemophilia
- 65. Hidebound
- 66. Honesty
- 67. Horrible Hangovers
- 68. Humble
- 69. Hunchback
- 70. Impulsiveness
- 71. Incompetence
- 72. Increased Consumption
- 73. Incurious
- 74. Indecisive
- 75. Innumerate
- 76. Insomniac
- 77. Intolerance
- 78. Jealousy
- 79. Killjoy
- 80. Kleptomania
- 81. Klutz
- 82. Lame
- 83. Laziness
- 84. Lecherousness

85. Light	Sleeper	132.	Secret Identity
86. Likes (quirk)		133.	Selfish
87. Loner		134.	Selfless
88. Low Empathy		135.	Sense of Duty
89. Low Pain Threshold		136.	Short Attention Span
90. Low Self-Image		137.	Shyness
91. Low TL		138.	Skinny
92. Manic-Depressive		139.	Sleepwalker
93. Minor Handicaps		140.	Slow Healing
94. Miserliness		141.	Slow Riser
95. Missing Digit		142.	Social Disease
96. Mistaken Identity		143.	Social Stigma
97. Motion Sickness		144.	Split Personality
98. Mute		145.	Squeamish
	ous Stomach	145. 146.	Status
100.		140. 147.	Stubbornness
	Neurological Disorder		
101.	Neutered	148.	Stuttering
102.	Night Blindness	149.	Susceptible
103.	Nightmares	150.	Terminally Ill
104.	No Depth Perception	151.	Trademark
105.	No Sense of Humor	152.	Trickster
106.	No Sense of Smell/Taste	153.	Truthfulness
107.	Non-Iconographic	154.	Uncongenial
108.	Nosy	155.	Unfit
109.	Numb	156.	Unnatural Features
110.	Oblivious	157.	Very Fat
111.	Obsession	158.	Very Unfit
112.	Odious Personal Habits	159.	Vow
113.	On the Edge	160.	Wealth
114.	One Arm	161.	Wounded
115.	One Eye	162.	Xenophilia
116.	One Hand		1
117.	Overconfidence		
118.	Overweight		
119.	Pacifism		
120.	Paranoia		
121.	Personality Change		
122.	Phantom Voices		
123.	Phobias		
123. 124.	Post-Combat Shakes		
124. 125.	Proud		
125. 126.			
	Pyromania		
127.	Reputation		
128.	Responsive		
129.	Restricted Diet		
130.	Restricted Vision		
131.	Secret		

Race (1d10):

Roll:	Race:	Optional rule:
1 – 7	Human	
8	Dwarf (Infravision)	ST+1, DX-1, HT+1
9	Elf (Nightvision)	DX+1, ST-1, HP-2
10	Halfling (SM -1)	ST- 1, DX+1

Reaction Modifier (3d6):

-This describes the reaction others have towards you due to your natural looks or charisma or combination thereof.

3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4

Starting Equipment:

- -7 days worth of rations is free (no encumbrance)
- -Lg. Sack
- -Torch
- -Rope 20ft

(1d100) RANDOM MENTAL DISADVANTAGES

- 1. Acrophobia (Heights)
- Addiction 2.
- Agoraphobia 3.
- 4. Aichmophobia (Sharp Things)
- Ailurophobia (Cats) 5.
- Alcoholism 6.
- Arachnophobia 7.
- 8. Autophobia
- 9. Bad Temper
- 10. Berserk
- 11. Brontophobia
- 12. Bully
- 13. Callous
- 14. Charitable
- 15. Chronic Depression
- 16. Chummy
- 17. Claustrophobia
- 18. Clueless
- 19. Code of Honor
- 20. Coitophobia
- 21. Combat Paralysis
- 22. Compulsive Carousing
- 23. Compulsive Gambling
- 24. Compulsive Generosity
- 25. Compulsive Lying
- 26. Compulsive Spending
- 27. Confused
- 28. Cowardice
- 29. Cynophobia
- 30. Delusion
- 31. Demophobia
- 32. Disciplines of Faith
- 33. Disturbing Voice
- 34. Duty
- 35. Easy to Read
- 36. Entomophobia
- 37. Fanaticism
- 38. Fearfulness
- 39. Flashbacks
- 40. Greed
- 41. Guilt Complex
- 42. Gullibility
- 43. Heliophobia
- 44. Hemophobia
- 45. Herpetophobia 46. Honesty
- 47. Hoplophobia 48. Impulsiveness
- 49. Incurious
- 50. Indecisive
- 51. Insomniac
- 52. Intolerance
- 53. Killjoy
- 54. Kleptomania
- 55. Laziness
- 56. Lecherousness
- 57. Light Sleeper 58. Loner
- 59. Low Empathy
- 60. Low Self-Image

- 61. Lunacy
- 62. Manaphobia
- 63. Manic-Depressive
- 64. Miserliness
- 65. Mysophobia
- Necrophobia
- Nightmares
- 68. No Sense of Humor
- 69. Oblivious
- 70. Obsession
- 71. Odious Personal Habit
- 72. On the Edge
- 73. Overconfidence
- 74. Pacifism
- 75. Paranoia
- 76. Phantom Voices
- 77. Post-Combat Shakes
- 78. Psionophobia (Psionics
- 79. Pyromania
- 80. Pyrophobia
- 81. Quadriplegic
- 82. Sadism
- 83. Scotophobia
- 84. Selfish
- 85. Selfless
- 86. Sense of Duty
- Short Attention Span 87.
- 88. Shyness
- 89. Sleepwalker
- 90. Slow Riser
- 91. Split Personality
- 92. Squeamish
- 93. Stubbornness
- 94. Stuttering
- 95. Susceptible
- 96. Teratophobia
- 97. Thalassophobia
- 98. Truthfulness
- 99. Xenophilia
- 100. Xenophobia