

character creation

ANCESTRY BENEFITS

Ancestries provide you with story cues that guide how you might play your character and tell you your character's starting traits.

ANCESTRY STORY

In each ancestry, you will find suggestions about how those people fit into the game, their behavioral tendencies, and how they interact with others. These story elements offer generalizations to help you understand the ancestry and to give you ideas about how to play the character, but they are only suggestions. Just because most orcs are violent

and temperamental doesn't mean you can't play an orc who is compassionate, kind, and noble. Similarly, your goblin might reject the filth and squalor in which these exiles seem so comfortable. Instead, your goblin could be quite fastidious about personal hygiene. So while the story suggestions provide you with a ready-to-play character concept, feel free to expand, alter, or abandon them to play the character *you* want to play.

ANCESTRY TRAITS

Statistics are the numbers that describe your character's capabilities. Just record the information in the spaces provided on your character sheet. The mechanics include all of the following.

ATTRIBUTES

Four attributes describe your character's fundamental capabilities. They are Strength, Agility, Intellect, and Will. For each attribute, you have a **score** and a **modifier**. For information on what attributes mean and how you use scores and modifiers, see Chapter 2.

SCORES

A score is a number ranging from 1 to 20. Average people have a score of 10. Record the starting scores from your ancestry in the spaces provided.

- **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once.
- **Increasing Scores:** Your scores increase as your group's level increases.

MODIFIER

Your score determines your modifier. It is equal to the score minus 10. So if you have a 12 Strength, your Strength modifier is +2. Note the modifiers for each attribute in the spaces provided.

CHARACTERISTICS

In addition to attributes, your character has several characteristics that include Defense, Health, healing rate, Perception, Size, Speed, Power, Damage, Insanity, and Corruption. Your ancestry tells you the numbers you assign to each. Information about using characteristics is in Chapter 2.

CHARACTER SHEET

A character sheet, like the one found at the end of this book, has places for you to record all the important mechanics for your character. Feel free to photocopy the sheet or print one off. Or, if you prefer, just write down the information on paper.



LANGUAGES AND PROFESSIONS

Your ancestry tells you the languages you can speak as well as any you know how to read and write. See the *Languages of the Northern Reach* sidebar for descriptions. In addition, your ancestry might grant you an additional profession. Professions are described after ancestries in this chapter.

TALENTS

Record any talents gained from your ancestry on your character sheet, noting what they do.

LEVEL 4 BENEFITS

You gain the level 4 benefits when your group reaches level 4.

ANCESTRY TABLES

Your ancestry presents several tables you can use to randomly determine your character's background, appearance, personality, and other story elements. You can roll dice to randomly determine these elements, choose them, or come up with something else instead. When looking at each entry on the tables, bear in mind that the descriptions are relative to your ancestry, so your character could be short for a goblin or might be an orc who repels other orcs in terms of appearance.

HUMAN

Determination, resourcefulness, and sheer numbers helped humanity rise from its humble, primitive origins to become the most widespread and numerous people in the world. Few places have escaped human expansion, and settlements exist in mountains and swamps, desolate wastes and verdant plains. Human civilization has defined the last thousand years of history and continues even as the shadow falls.

- Many Variations:** Humans comprise many different ethnic groups. Skin tones can range from almost black to albino white, or green, blue, orange, pink, or something else. Some humans have patterned skin, stripes, thick body hair, or no hair at all. Humans also have many different shapes and sizes. They range from 3 to 7 feet tall and weigh from 50 to 500 pounds or more. Most humans live about seventy years.
- Strength in Numbers:** Community plays a strong role in human civilization. People are stronger when they work together than when they work alone. The resulting tribalism has been a source of strength and a great asset in human expansion, but it has also been a source of conflict that erupts into violence between rival groups.
- Diverse Natures:** Noble or crude, virtuous or wicked, courageous or craven, greedy or selfless—most humans fall somewhere between these extremes and behave in a way that looks after their interests and those of their loved ones.

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- **Religious Inclinations:** Few humans question the gods' existence, and many find their life's meaning in worshiping one or more gods. In the Northern Reach, humans might belong to the Cult of the New God, follow the tenets of the Old Faith, or practice witchcraft. See Chapter 8 for details on religions.
- **Common Names:** Aengus, Agnes, Aine, Alice, Anselm, Beatrice, Breandan, Caitlin, Charles, Cormac, Ella, Fiona, Geoffrey, Giselle, Henry, Hugh, Joan, John, Kane, Kiera, Manfred, Margery, Oriel, Richard, Robert, Roisin, Rordan, Rosalind, Saraid, Seamus, Walter, and Yvonne.

CREATING A HUMAN

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.
Perception equals your Intellect score
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1/2 or 1, **Speed** 10, **Power** 0
Damage 0, **Insanity** 0, **Corruption** 0
Languages and Professions You speak the Common Tongue, and you can either speak one additional language or add a random profession.

LEVEL 4 EXPERT HUMAN

Characteristics

Health +5
You either learn one spell or gain Determined.

Determined When you roll a 1 on the die from a boon, you can reroll the die and choose to use the new number.

HUMAN BACKGROUND

d20 Background

- 1 You died and returned to life. You start the game with 1d6 Insanity.
- 2 You were briefly possessed by a demon. You start the game with 1 Corruption.
- 3 You spent 1d6 years as a prisoner in a dungeon.
- 4 You murdered someone in cold blood. You start the game with 1 Corruption.
- 5 You caught and recovered from a terrible disease.
- 6 You belonged to a strange cult and saw many strange things. You start the game with 1 Insanity.
- 7 The faerie held you prisoner for 1d20 years.
- 8 You lost a loved one and their loss haunts you still.
- 9 You lost a finger, a few teeth, or an ear, or you gained a scar.
- 10 You earned a living working in your profession.
- 11 You fell in love and the relationship ended well or is ongoing.
- 12 You have a spouse and 1d6 -2 children (minimum 0).
- 13 You traveled extensively. You speak one additional language.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You saved your town from terrible monsters.
- 16 You foiled a plot to kill someone important or you brought a killer to justice.
- 17 You performed a great deed and are a hero to the people in your hometown.

d20 Background

- 18 You found an old treasure map.
- 19 Someone important and powerful owes you a favor.
- 20 You came into money and start the game with 2d6 cp.

HUMAN PERSONALITY

3d6 Personality

- 3 You are cruel, wicked, and self-serving. You enjoy making others suffer.
- 4 You are erratic and unpredictable. You have a hard time keeping your word and tend toward capricious behavior.
- 5-6 Might makes right. Obedience to authority is the highest ideal.
- 7-8 You look after yourself first and foremost. You're not above double-crossing friends.
- 9-12 You put your interests and those of your friends above all else.
- 13-14 You help others because it's the right thing to do.
- 15-16 You try to do what you think is right, even if it breaks laws and social conventions.
- 17 Your honor and duty guide everything you do.
- 18 You are committed to good and noble causes, and you never stray from your beliefs even if your refusal would cost you your life.

HUMAN RELIGION

3d6 Religion

- 3 You belong to a cult dedicated to a dark power.
- 4 You belong to a heretical sect.
- 5-6 You were raised in the teachings of witchcraft.
- 7-10 You follow the tenets of the Old Faith.
- 11-15 You belong to the Cult of the New God.
- 16-18 You have no religion.

HUMAN AGE

3d6 Age

- 3 You are a child, 11 years old or younger.
- 4-7 You are an adolescent, 12 to 17 years old.
- 8-12 You are a young adult, 18 to 35 years old.
- 13-15 You are a middle-aged adult, 36 to 55 years old.
- 16-17 You are an older adult, 56 to 75 years old.
- 18 You are a venerable adult, 76 years or older.

HUMAN BUILD

3d6 Build

- 3 You are short and thin.
- 4 You are short and heavy.
- 5-6 You are short.
- 7-8 You are slender.
- 9-12 You are average in height and weight.
- 13-14 You are a bit overweight.
- 15-16 You are tall.
- 17 You are tall and thin.
- 18 You are very tall and heavy.

HUMAN APPEARANCE

3d6 Appearance

- 3 You are hideous. You look like a monster. Children cry when they encounter you, the weak of heart faint when they see you, and one person vomited after getting a good look at your face.
- 4 You are ugly, and people find your visage unpleasant thanks to a scar, wen, beetling brows, boils, piles, a wandering or weeping eye, or something else of a similar magnitude.
- 5-6 Most consider you homely: not quite ugly, but a bit worse than plain.
- 7-8 You are plain and uninteresting to look upon. People notice you, but your appearance fails to make an impression.
- 9-12 You are perfectly average in appearance. You look like everyone else.
- 13-14 You have a physical quality that makes you attractive to others. You might have pretty eyes, lips, hair, shape, or something else.
- 15-16 You have several attractive physical qualities that make you quite comely.
- 17 You are one of the great beauties in the land, an individual of almost unsurpassed form and appearance. People notice you.
- 18 You put beautiful people to shame. You are so striking, heads turn to follow you wherever you go. People become infatuated with you, stumbling over their words and feeling flustered when you show them attention. There's a fine line between love and hate. Should you spurn the attentions of people you enamor, their affection might sour to resentment and even hatred.

CHANGELING

Faerie create changelings to conceal the absence of children they steal. They construct a changeling from natural materials and use magic to give it the appearance of the missing child. The magic often fades after a few weeks, but sometimes it lingers and lets the changeling grow up to become a real person.

- Many Masks:** Changelings can use their magical natures to adopt the forms of anyone they see. They assume different forms to conceal their true natures, forms most deem hideous and unsettling. When stripped of their disguises, changelings look like humanoids formed from dirt, sticks, and rocks, with glowing green eyes set in otherwise featureless faces. Changelings in their natural forms stand 5 feet tall and weigh 90 pounds.
- Changeable Identities:** Constantly changing identities has a deleterious effect on changeling personalities. Most mimic the attitudes and outlooks of the people around them, having no particular views themselves or, if they have them, burying them so deep they cannot remember who they started out being or what they hope to become.
- Common Names:** When not using the names of the people they impersonate, changelings use nicknames such as Coy, Jester, Mirth, Rook, Shadow, Slick, or Sly.



CREATING A CHANGELING

Starting Attribute Scores Strength 9, Agility 10, Intellect 10, Will 10

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, Speed 10, Power 0

Damage 0, Insanity 0, Corruption 0

Languages and Professions You speak the Common Tongue.

Immune damage from disease; charmed, diseased

Iron Vulnerability You are impaired while in contact with iron.

Shadow Sight You see into areas obscured by shadows as if those areas were lit.

Steal Identity You can use an action to alter your appearance to match that of a target living creature you can see within short range. The target must be Size 1 or 1/2 and have a humanoid shape of flesh and blood. Your body changes so you look like the target, though your clothing and possessions remain unchanged. The effect lasts until you use this talent again. If you become incapacitated or touch an object made from iron, you immediately revert to your normal appearance.

LEVEL 4 EXPERT CHANGELING

Characteristics Health +4

You either learn one spell or gain Doppelganger's Advantage.

Doppelganger's Advantage You can use a triggered action on your turn to use Steal Identity. As well, when you steal a creature's identity, your attack rolls against that creature are made with 1 boon while you have that creature's appearance.

CHANGELING TRUE AGE

3d6 Age

- | | |
|-------|--|
| 3 | You are a child, 8 years old or younger. |
| 4-7 | You are an adolescent, 9 to 14 years old. |
| 8-12 | You are a young adult, 15 to 25 years old. |
| 13-15 | You are a middle-aged adult, 26 to 40 years old. |
| 16-17 | You are an older adult, 41 to 60 years old. |
| 18 | You are a venerable adult, 61 years or older. |

CHANGELING APPARENT GENDER

d6 Starting Form

- | | |
|-----|--------------------------|
| 1-3 | You appear to be male. |
| 4-6 | You appear to be female. |

CHANGELING APPARENT ANCESTRY

3d6 Starting Form

- | | |
|-------|---|
| 3-4 | You appear to be a goblin. Go to the Goblin ancestry entry to determine your age, build, and appearance. |
| 5-7 | You appear to be a dwarf. Go to the Dwarf ancestry entry to determine your age, build, and appearance. |
| 8-15 | You appear to be a human. Go to the Human ancestry entry to determine your age, build, and appearance. |
| 16-17 | You appear to be an orc. Go to the Orc ancestry entry to determine your age, build, and appearance. |
| 18 | The GM determines your ancestry, age, build, and appearance. |



CHANGELING BACKGROUND

d20 Background

- 1 You only recently discovered your true nature, and you are having a difficult time adjusting to your new reality. You start the game with 1 Insanity.
- 2 You have no idea that you're a changeling. You think you are a member of the ancestry whose form you adopted. Add an extra random profession. Until you become incapacitated or touch iron for the first time, you cannot use Steal Identity.
- 3 You were enslaved by a hag and forced to perform unspeakable acts as she commanded you. You start the game with 1 Corruption.
- 4 You murdered the person whose identity you stole so you could take over that person's life. You start the game with 1 Corruption.
- 5 When your "parents" learned what you were, they cast you out from your home and you were forced to make your own way in the world.
- 6 You ran away from home when you learned what you were and lived among the faerie for many years.
- 7 You have earned the enmity of a witch hunter. This foe hunts you and will try to kill you if he or she ever finds you.
- 8 Fearful townsfolk drove you out of your hometown. You have grown to hate them and plot revenge.
- 9 The first time you stole someone's identity, you also stole a few of that person's memories.
- 10 You earned a living working in your profession.
- 11 You fell in love, and your lover is not aware of your true identity.
- 12 After being exiled from your hometown, a druid or witch took you in and cared for you. You always have a home with this character.
- 13 You worked as an informant for the Inquisition.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You learned a terrible secret while masquerading as someone else. Work out the nature of that secret with your Game Master.
- 16 Your parents raised you even though they knew what you were. Their love and encouragement gave you the stability you needed to grow into a mature personality.
- 17 The elf who made you recently found you and befriended you. You can call in one favor from that elf by speaking into a shell he or she gave you. The extent of the favor's power is subject to the GM's discretion.
- 18 You adopted the form of someone famous, powerful, and important.
- 19 You have ties to a criminal organization after being recruited for your magical gifts.
- 20 You came into a quantity of money and start the game with 2d6 cp.

CHANGELING QUIRK

d20 Quirk

- 1 You always speak in the third person.
- 2 Your eyes glow green in the dark.
- 3 Animals become nervous around you.
- 4 You can adopt only male forms or only female forms.

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d20 Quirk

- 5 You are wild and impulsive.
- 6 You can always revert to the first form you adopted.
- 7 The scent of iron sickens you.
- 8 You have terrible nightmares.
- 9 You sometimes hear voices.
- 10 You tend to lose small, inconsequential things.
- 11 One night each year, you lose your Steal Identity talent.
- 12 You can only assume the appearance of dead people.
- 13 You speak in whispers.
- 14 You give off an odd, earthy smell.
- 15 You can never keep your clothes clean.
- 16 You cannot get drunk.
- 17 You must always speak the truth as you know it.
- 18 You find meat repulsive.
- 19 You laugh at inappropriate times.
- 20 Forms you adopt have no hair or fingernails.

CHANGELING PERSONALITY

3d6 Personality

- 3 You steal the forms of others so you can do what you want without facing repercussions. You don't care about how this affects other people.
- 4-5 You enjoy taking on forms that let you work mischief.
- 6 You adopt forms that give you power over others. Power ensures your safety.
- 7-10 You take on other forms for profit, usually to gain access to places normally forbidden to you.
- 11-13 You are careful about the forms you take. You try to stay out of trouble and keep your secrets safe.
- 14 You strive to do the right thing and use your disguises to help other people, as well as to protect yourself from your enemies.
- 15-16 Your nature is a gift and you use it to do what you think is right, even if it means upsetting others along the way.
- 17 You tend to stick to one form as long as possible; you crave stability and would do anything to be "normal."
- 18 You use your talents to help others, to make the world a better place, and to right wrongs.

CLOCKWORK

Clockworks are mechanical people made from metal plating, gears, wires, bits of spring, and cogs to which is bound a soul plucked from the Underworld. The magic binding the soul tethers it to the clockwork but allows it to manipulate the body only while its internal mechanisms are moving. All clockworks have keys somewhere on their body and while wound up, they move, think, and act like creatures. Should the key wind down, a clockwork becomes dormant—an insensate object.

- **Common Names:** Typically, clockworks use names given to them by their creators. These can be nicknames or strings of letters and numbers. Clockworks might choose

names they find interesting or use names dredged up from their souls' memories.

CREATING A CLOCKWORK

Starting Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9

Perception equals your Intellect score

Defense 13

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down
Size 1, Speed 8, Power 0

Damage 0, Insanity 0, Corruption 0

Languages and Professions You speak the Common Tongue.

Immune damage from disease and poison; asleep, diseased, fatigued, poisoned

Key You have a key somewhere on your body that you cannot reach. When the key is cranked and turning, you count as a creature. When it stops, you become an object. Your key stops turning when you become incapacitated. It also stops turning at the end of any round in which you got a total of 0 or lower on an attack roll or challenge roll.

While you are an object, you cannot use actions, move, talk, or perceive your surroundings. Any creature that can reach you can use an action to wind up your key. If you are not incapacitated, you become a creature once more. If you are incapacitated, roll a d6. On a 3 or lower, there is no effect. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.

Although you are an object while you are incapacitated, you are still subject to the rules for incapacitated creatures.

Mechanical Body You do not eat, drink, or breathe.

You do not age and you cannot be transformed into an undead creature. Your mechanical body makes it impossible for you to swim, so you sink to the bottom when you are submerged in liquid.

Repairing Damage While a creature, you heal damage as any other creature. If you are an object, a creature can use an action to start repairing you with a tool kit. The creature must work for at least 4 hours. At the end of this time, it makes an Intellect challenge roll with 1 bane. On a success, you heal damage equal to your healing rate.

LEVEL 4 EXPERT CLOCKWORK

Characteristics Health +5

You either learn one spell or gain Grind the Gears.

Grind the Gears You can increase the number of actions you can use on your turn by one. When you finish your turn, roll a d6. If you roll an odd number, you become an object at the end of the round.

CLOCKWORK AGE

3d6 Age

- 3-8 You are new, 5 years or younger.
- 9-12 You are experienced, 6 to 10 years old.
- 13-15 You are old, 11 to 50 years old.
- 16-17 You are very old, 51 to 150 years old.
- 18 You are ancient, more than 150 years old.



CLOCKWORK PURPOSE

d20 Purpose

- 1–4 You were built for war. Increase your Strength or Agility by 2.
- 5–8 You were built to work. Increase your Strength by 2.
- 9–12 You were built to use magic. Increase your Intellect or Will by 2.
- 13–16 You were built to gather intelligence about or assassinate targets. Increase your Agility or Intellect by 2.
- 17–20 You were built for an inexplicable purpose. Increase one attribute of your choice by 2.

CLOCKWORK FORM

3d6 Form

- You are a small winged clockwork. Reduce your Health by 5 and your Size to 1/2. You can fly, but you must land at the end of your movement or fall. You are 3 feet tall and weigh 50 pounds.
- 3 You are a small spider-like clockwork with functional hands. Reduce your Size to 1/2. You ignore the effects of difficult terrain when you climb. You are 3 feet tall and weigh 50 pounds.
- 4–5 You are a small humanoid clockwork. Reduce your Size to 1/2. You are 4 feet tall and weigh 75 pounds.
- 6–9 You are a humanoid clockwork. You are 6 feet tall and weigh 300 pounds.
- 10–15 You are a large humanoid clockwork. Increase your Size to 2, but reduce your Speed and your Defense by 2. You are 10 feet tall and weigh 750 pounds.
- 16–17 You are a large clockwork with the lower body of a horse. Increase your Size to 2 and your Speed by 2. However, reduce your Defense by 3. You are 6 feet long, 6 feet tall, and weigh 750 pounds.

CLOCKWORK APPEARANCE

3d6 Appearance

- 3 You have a strange and unsettling appearance.
- 4 You appear crude and ill-formed.
- 5–6 You appear battered, broken, and in poor repair.
- 7–8 You have no facial features or distinguishing markings.
- 9–12 You have a mere suggestion of facial features.
- 13–14 You appear well made and in good working condition.
- 15–16 You have a stylized and ornate body.
- 17 You have an ornate body festooned with etchings and ornamental jewels.
- 18 You have an exquisite body festooned with elaborate etchings and ornamental jewels, and trimmed in precious metals. If dismantled, your body parts are worth 1d6 gc.

CLOCKWORK BACKGROUND

d20 Background

- 1 Your soul came from Hell. Start the game with 1d3 Corruption.
- 2 Your soul was plucked from the Underworld before it could forget its former life. Start the game with 1d6 Insanity and add an extra profession.
- 3 You spent 1d20 years in a dormant state.

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d20 Background

- 4 Your maker treated you poorly. You escaped and fear your maker will find you.
- 5 Fire, plague, or monsters destroyed your home and you are the sole survivor.
- 6 You were stolen from the workshop where you were made and lived as a slave for 1d6 years.
Goblins captured you and almost took you apart for scrap materials. You have replaced your missing components with bits of wood, old weapons, and other rubbish.
- 7 You were left to find your own way in the world when your maker died.
- 9 You fell off a boat and spent 2 years walking to shore.
- 10 You worked to fulfill your purpose for 1d6 years.
Choose a member of the group. That character found you and turned your key. You owe that character a debt.
- 12 You were one of 1d6 other clockworks made at the same time. You hope to find them one day.
- 13 You were made to be a translator. You can speak one additional language.
- 14 You were made to be a scribe. You know how to read and write the Common Tongue.
- 15 Your maker set you free to find your destiny.
You can't remember your past. You don't know where you came from or how you came to be where you are.
- 17 You built a lasting monument in your community.
- 18 You found a cryptic message inside your body. You have not yet deciphered its meaning.
- 19 You have a sword grafted to one of your arms.
- 20 You came into money and start the game with 2d6 cp.

CLOCKWORK PERSONALITY

3d6 Personality

- 3 You hate living things and take pleasure in pulling them apart.
- 4 You are terrified of becoming dormant.
- 5-7 Your body gives you power and strength. You use it to enforce your will on others.
- 8 You didn't ask for this existence, but you make the most of it while you have it.
- 9-13 You search for meaning in a world in which you have no place.
- 14 You were made to serve. You commit your existence to aiding others.
- 15 You don't know how you fit into this world, but you will spend your life trying to find out.
- 16-17 You obey the instructions of anyone you deem to be an authority.
- 18 Your maker gave you three commandments and you must obey them.

DWARF

Dwarfs live under the mountains in elaborate subterranean cities. From them, they launch expeditions deep into the earth to pry gold and silver from the unyielding rock. They hoard their treasures in great vaults

and eye other peoples with distrust, suspecting them all of coveting their wealth. The dwarfs have few friends and gain little aid when the forces of darkness overrun their strongholds to lay claim to their vaults. Thus many dwarfs wander the lands, homeless, friendless, searching for a new place to call their own.

- **The Beard's the Thing:** Dwarfs have thick, stout bodies, limbs corded with muscle, and bellies bulging from their fondness for alcohol and food. All dwarfs, male and female, wear elaborate facial hair, braiding it in their clan designs, decorating it with silver or gold rings, or greasing it up into unusual shapes. Other dwarfs have fanciful mustaches or thick muttonchops that hang past their waists.
- **Short but Dense:** Dwarfs stand between 3 and 4 feet tall, and they can weigh up to 250 pounds. They have the human range of coloration, though they tend to be grimy and wrinkly from their work in the mines and forges.
- **Dour and Suspicious:** Gruff, critical, and suspicious, dwarfs make few friends outside their own kind. They covet treasure but temper their greed with the certainty their ancestors are always watching. Thus, dwarfs conduct themselves with honor to avoid bringing shame to their clans.
- **Common Names:** Anise, Brunhild, Doogan, Erika, Franz, Grete, Guntur, Heida, Helmut, Ilse, Martok, Oda, and Ragnar.

CREATING A DWARF

Starting Attribute Scores Strength 10, Agility 9, Intellect 10, Will 10

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score + 4

Healing Rate equals one-quarter your Health, round down
Size 1/2, Speed 8, Power 0

Damage 0, Insanity 0, Corruption 0

Languages and Professions You speak the Common Tongue, and you speak, read, and write Dwarfish.

Darksight You can see in areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Hated Creature Choose a creature from the **Hated** table. Your hatred grants 1 boon on attack rolls made against creatures you hate.

Robust Constitution You take half damage from poison. You make challenge rolls with 1 boon to avoid or remove the poisoned affliction.

LEVEL 4 EXPERT DWARF

Characteristics Health +6

You either learn one spell or gain Shake it Off.

Shake it Off: You can use an action to heal damage equal to your healing rate and remove one of the following afflictions: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.



DWARF AGE

3d6 Age

- | | |
|-------|---|
| 3 | You are a child, 20 years old or younger. |
| 4-7 | You are an adolescent, 20 to 30 years old. |
| 8-12 | You are a young adult, 31 to 50 years old. |
| 13-15 | You are a middle-aged adult, 51 to 100 years old. |
| 16-17 | You are an older adult, 101 to 150 years old. |
| 18 | You are a venerable adult, 151 years or older. |

DWARF BUILD

3d6 Build

- | | |
|-------|--|
| 3 | You are short and scrawny. |
| 4-6 | You are short and fat. |
| 7-8 | You stand a bit shorter than other dwarfs. |
| 9-12 | You are average in height and build. |
| 13-15 | You have a magnificent belly. |
| 16-17 | You are tall. |
| 18 | You are tall and heavy. |

DWARF APPEARANCE

3d6 Appearance

- | | |
|-----|--|
| 3-4 | You have a monstrous appearance, likely due to hard living and several near misses. Your face is a mass of scar tissue, probably missing an ear, an eye, or your nose. You also display some unusual habit, such as pounding nails into your skull or greasing your body with troll fat. |
|-----|--|

3d6 Appearance

- | | |
|-------|---|
| 5-6 | You have several interesting features that work together to make you one ugly brute. Filth from digging in the dirt, mites infesting your hair, skin lashed with healing scars, and a rich aroma of vomit—all these contribute to your distinctive style. |
| 7-8 | You look like a typical dwarf, being hairy, portly, and grubby. |
| 9-11 | You take a bit better care of yourself and keep your facial hair well groomed. |
| 12-15 | You take pride in your appearance. You stay clean, oil your facial hair, and perhaps braid it or tie it with metal rings. |
| 16-18 | You are quite fetching for a dwarf. You have regal features, good bearing, and a deep voice. Like other dwarfs, you take pride in your appearance. |

DWARF HATRED

d20 Hated Creature

- | | |
|-------|-------------|
| 1-2 | Ogres |
| 3-4 | Troglodytes |
| 5-6 | Beastmen |
| 7-8 | Orcs |
| 9-10 | Goblins |
| 11-12 | Elves |
| 13-14 | Trolls |
| 15-16 | Giants |
| 17-18 | Dragons |
| 19-20 | Demons |

DWARF BACKGROUND

d20 Background

- 1 You sold your soul to a devil to gain wealth. The devil betrayed you and left you penniless. You start the game with 1 Corruption.
- 2 Your ancestors appeared to you in a vision and sent you to recover a fabled relic.
- 3 You accidentally killed someone close to you.
- 4 You stole gold from a rival clan and the theft shames you.
- 5 You fought against the creatures you hate and lost.
- 6 You brought shame to yourself and your clan. You live as an exile, searching for redemption, even if that redemption comes with a glorious death.
- 7 You were taken prisoner by the creatures you hate. You lived as a slave for 2d6 years.
- 8 The creatures you hate overran your home and wiped out your clan.
- 9 You survived a cave-in and get a bit nervous when underground.
- 10 You earned a living working in your profession.
- 11 You are a sworn servant of the Dwarf King.
- 12 You are a gifted artisan. Add artisan (any one) to your list of professions.
- 13 You traveled extensively. You speak one additional language.
- 14 You inherited a battleaxe or a warhammer from an ancestor.
- 15 You discovered a vein of gold under your mountain home.
- 16 You hunted down and helped kill a creature you hate.
- 17 You performed a great deed, and you are a hero to your clan.
- 18 You have a key to an ancient treasure vault lost to the dwarfs long ago.
- 19 You are the rightful heir to a stronghold overrun by the enemies of your people.
- 20 You came into money and start the game with 2d6 cp.

DWARF PERSONALITY

3d6 Personality

- 3 Your hatred is a living thing. It drives you, gives you strength, and helps you triumph over your enemies.
- 4 You seek a glorious death killing your enemies.
- 5–6 You love gold more than anything. You love the way it feels, the sound it makes, and the taste of it.
- 7–8 You believe other people covet your wealth. It is your duty to protect what is yours—at any cost.
- 9–12 Your honor is your life. You would never do anything to bring shame to your people.
- 13–14 You surrender to the will of your ancestors, the customs of your people, and the good of all.
- 15–16 You believe your people must rise above their greed and suspicion. In these dark times, you must band together to overcome the doom that awaits you all.
- 17 You don't trust or like non-dwarfs, but they have their uses.
- 18 You have little use for the customs of your people. It's time to move past the dusty caves and seek out fortunes elsewhere.

GOBLIN

The Faerie Queen exiled the goblins long ago, for a crime only she remembers. As part of their exile, she stripped them of their immortality and doomed them to live out their days in the mortal world. Goblins have since infiltrated human societies, making their homes in rubbish heaps and sewers where, to everyone's surprise, they seem quite happy doing the jobs no one else is at all interested in performing. Picking through trash for choice treasures or trawling the fetid waters oozing through the subterranean tunnels for a bit of gold or a dropped coin is all goblins need to keep from making trouble for their neighbors.

- **Bizarre and Varied Appearance:** All goblins are short by human standards, but their height is the only thing they have in common. No two goblins look alike. They all have unusual physical characteristics that make them distinct from one another, such as pig snouts in place of noses, fangs, horns, a profusion of seemingly mobile warts, and other less savory manifestations of their physical corruption.
- **Weird Habits:** Many goblins have weird habits. Some keep their nail clippings and excretions in small bottles and jars to prevent witches from stealing their names. Others knock on wood when they need a bit of luck, keep odd bits of rubbish as good luck charms, or can never bathe in fear of losing their vital essence.
- **Common Names:** Goblins love crude humor and it shows in such names as Blix, Blunder, Bubo, Cough, Drips, Hack, Pecker, Phlegm, Poop, Pox, Puke, Sludge, Snot, and Vomit.

CREATING A GOBLIN

Starting Attribute Scores Strength 8, Agility 12, Intellect 10, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2, Speed 10, Power 0

Damage 0, Insanity 0, Corruption 0

Languages and Professions You speak the Common Tongue and Elvish.

Immune damage from disease; charmed, diseased

Iron Vulnerability You are impaired while you are in contact with iron.

Shadowight You see in areas obscured by shadows as if those areas were lit.

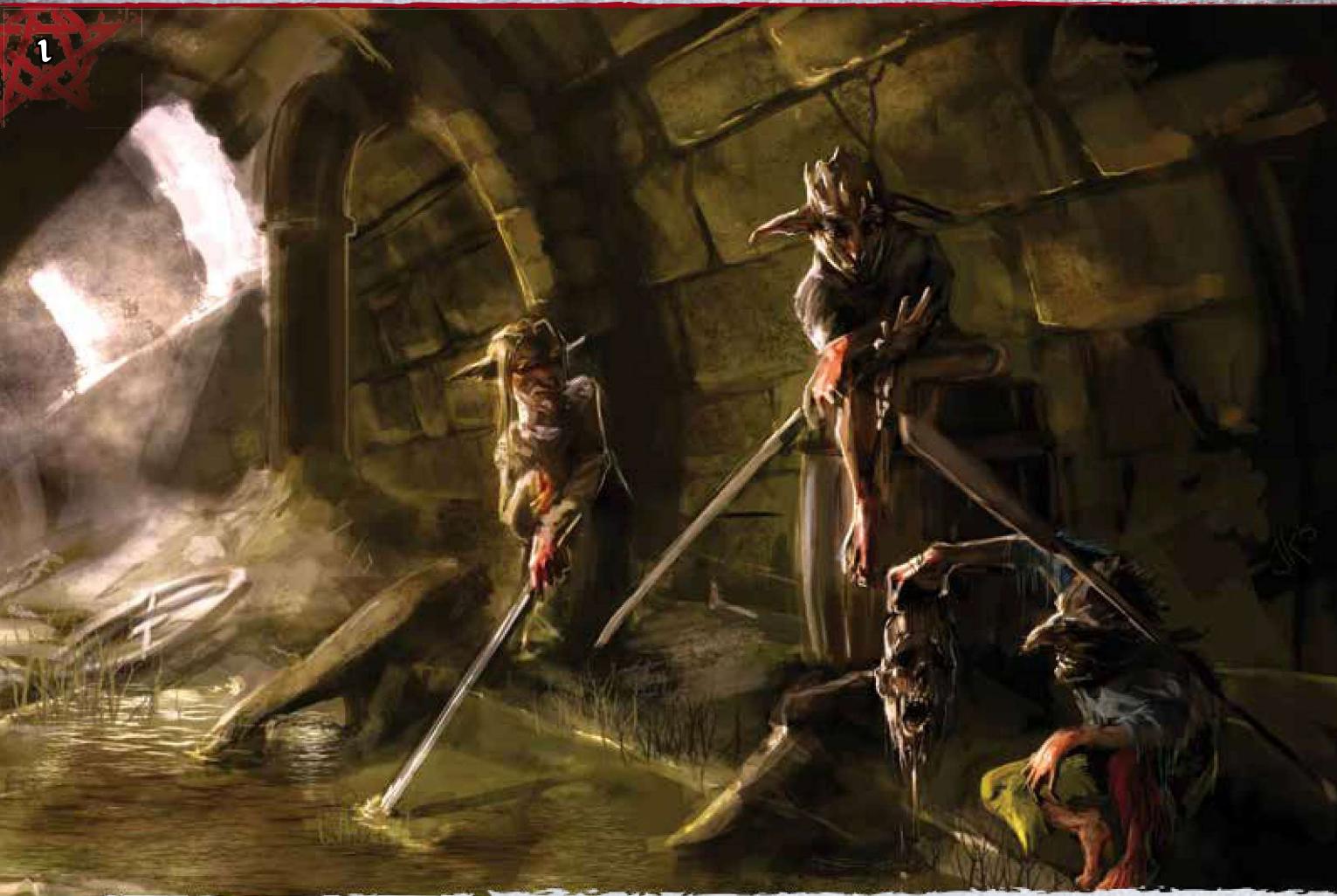
Sneaky When you roll to become hidden or move silently, you make the Agility challenge roll with 1 boon.

LEVEL 4 EXPERT GOBLIN

Characteristics Health +4

You learn one spell or gain Cunning Escape.

Spring Away When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.



GOBLIN AGE

3d6 Age

- | | |
|-------|--|
| 3 | You are a child, 6 years old or younger. |
| 4–7 | You are an adolescent, 7 to 10 years old. |
| 8–12 | You are a young adult, 11 to 25 years old. |
| 13–15 | You are a middle-aged adult, 26 to 50 years old. |
| 16–17 | You are an older adult, 51 to 75 years old. |
| 18 | You are a venerable adult, 76 years or older. |

GOBLIN BUILD

3d6 Build

- | | |
|-------|--|
| 3 | You are short and spindly. |
| 4 | You are short and round. |
| 5–6 | You are short. |
| 7–8 | You are wiry. |
| 9–12 | You fall within the normal height and weight ranges for goblins. |
| 13–14 | You are pudgy. |
| 15–16 | You are tall. |
| 17 | You are tall and lanky. |
| 18 | You are very tall and heavy. |

GOBLIN DISTINCTIVE APPEARANCE

d20 Distinctive Appearance

- | | |
|----|---|
| 1 | You have a long, pointed nose. |
| 2 | You have bright green or orange skin. |
| 3 | You have the head of a dog. |
| 4 | You have a reptilian appearance with small horns sprouting from the top of your head. |
| 5 | You have a wide, leering grin. |
| 6 | You have a pig's snout in place of a nose. |
| 7 | You have long, slender fingers. |
| 8 | You have a tooth growing out from your forehead. |
| 9 | You have a tail. |
| 10 | Fur grows thickly on your arms and legs. |
| 11 | You are completely hairless. |
| 12 | You have all the warts. |
| 13 | A large cyst grows on your back. |
| 14 | You have an abnormally long and pointed chin. |
| 15 | A single horn grows out from the side of your head. |
| 16 | You have one eye. |
| 17 | You have 1d6 extra fingers, placed on your body wherever you wish. |
| 18 | You have enormous ears. |
| 19 | You have stubby little legs. |
| 20 | Make something up! |

character creation

GOBLIN ODD HABIT

d20 Habit

- 1 You save all your secretions in small bottles and give them as gifts to people you like.
- 2 You never bathe.
- 3 You punctuate your sentences by spitting.
- 4 You have tremendous flatulence, yet you seem never to notice when you break wind.
- 5 You eat only candy.
- 6 You collect the genitals from creatures you kill and wear them as jewelry.
- 7 You lick things to claim them as your own.
- 8 You dress in fancy clothes.
- 9 You refuse to wear shoes.
- 10 You keep cockroaches as pets.
- 11 You always inspect your bowel movements, spreading the mess around with your fingers.
- 12 You keep a bit of iron on your person at all times.
- 13 You speak in a singsong voice.
- 14 You eat a bit of flesh from any living thing you kill.
- 15 You cry a lot.
- 16 You tell filthy jokes at inappropriate times.
- 17 You wear a child's costume and refuse to take it off.
- 18 You keep a large collection of spoons.
- 19 You like to hide.
- 20 Make something up!

GOBLIN BACKGROUND

d20 Background

- 1 You spent the last 1d6 years in a drunken stupor. You're not proud.
- 2 The Goblin King turned you into a toad. You escaped that fate after you convinced an elf maiden to kiss you. When she did and screamed, you killed her. You start the game with 1 Corruption.
- 3 You accidentally got your entire tribe killed.
- 4 You were orphaned and raised by giant rats.
- 5 You accidentally released a demon into the world.
- 6 You spent two days believing you were a fearsome dog. You start the game with 1 Insanity.
- 7 A hag made you her love slave for 1d6 years.
- 8 Dwarfs almost wiped out your tribe. You are one of 1d6 survivors.
- 9 You nearly drowned when the sewers flooded.
- 10 You earned a living working in your profession.
- 11 Choose a character. He or she saved your life and you now owe that character a debt.
- 12 You are an unrepentant criminal. Add a random criminal profession to your list of professions.
- 13 You traveled extensively. You speak one additional language.
- 14 You stole a knife from a dashing knight.
- 15 You snuck into Alfheim and stole a lock of hair from the Faerie Queen.
- 16 You killed and ate 100 diseased rats.
- 17 You were a henchman to a powerful wizard.
- 18 You found a signet ring in a sewer.

d20 Background

- 19 You are the seventeenth son or daughter of the Goblin King.
- 20 You came into money and start the game with 2d6 cp.

GOBLIN PERSONALITY

3d6 Personality

- 3 You are a bully and enjoy tormenting things that are weaker than you.
- 4 You like violence, especially when it's random and senseless.
- 5-6 You try to rise above the filth and squalor of your people to do good in the world.
- 7-8 You love playing tricks on other people and find their pain hilarious!
- 9-12 You look out for yourself. To hell with everyone else!
- 13-14 You're just trying to stay alive!
- 15-16 Your people didn't deserve exile, but exile you got. You believe you will make places for yourselves and prove to those stinking elves they were wrong.
- 17 You live to serve the strong and mighty.
- 18 You hope to redeem your people in the eyes of the Faerie Queen.

ORC

Long believed to be the perfect soldiers, the orcs have thrown off slavery's shackles and risen up against their imperial masters in a war that threatens to drown the Empire in blood.

- **Fearsome and Powerful:** Mighty, threatening figures, orcs tower over humans. Most have thick, coarse hair covering their bodies. Some shave their body hair into lewd or grotesque patterns to accentuate their fearsome look. Blotchy skin, bone white to nearly black, blistered and scarred from flaws in the magic that made them gives them a ghastly appearance aided in part by their brutish, exaggerated features. Most orcs have short pug noses and wide mouths filled with sharp teeth and a tusk or two. Orcs stand 6 to 8 feet tall and weigh 200 to 600 pounds.
- **Created to Kill:** Dark wizards in service to the Empire created the orcs from jotun prisoners brought from the icy south to face the judgment of the Alabaster Throne. Using vile magic, the wizards stripped away everything from the giant-blooded warriors until they were little more than wild animals. The Empire used these new soldiers in the wars of conquest that would secure its hegemony for a thousand years.
- **Slave Revolt:** After centuries of slavery, the orcs turned against their masters. Rumors claim the Orc King, Drudge, strangled the emperor and seized the throne. Others whisper that the orcs have made unholy pacts with the Adversary and even now march against the other provinces. Whether true or not, the rumors have done their work and orcs all across the Empire have abandoned their posts or slaughtered their masters.
- **Common Names:** Bastard, Bunion, Dredface, Grubthumb, Hate, Killer, Mung, Pliers, Pung, Stenchfist, and Wossname.

CREATING A ORC

Starting Attribute Scores Strength 11, Agility 10, Intellect 9, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, Speed 12, Power 0

Damage 0, Insanity 0, Corruption 1

Languages and Professions You speak the Common Tongue and Dark Speech.

Shadow sight You see in areas obscured by shadows as if those areas were lit.

LEVEL 4 EXPERT ORC

Characteristics Health +6

You learn one spell or gain Rising Fury.

Rising Fury When you take damage, you make your next attack roll before the end of the next round with 1 boon.

ORC AGE

3d6 Age

- | | |
|-------|--|
| 3 | You are a child, 8 years old or younger. |
| 4-7 | You are an adolescent, 8 to 12 years old. |
| 8-12 | You are a young adult, 13 to 18 years old. |
| 13-15 | You are a middle-aged adult, 19 to 26 years old. |
| 16-17 | You are an older adult, 27 to 32 years old. |
| 18 | You are a venerable adult, 33 years or older. |

ORC BUILD

3d6 Build

- | | |
|-------|--|
| 3 | You are short and wiry. |
| 4 | You are short and muscular. |
| 5-6 | You are short. |
| 7-8 | You are thin. |
| 9-12 | You have an average height and weight. |
| 13-14 | You are corpulent. |
| 15-16 | You are tall. |
| 17 | You are tall and gaunt. |
| 18 | You are a giant among orcs. |

ORC APPEARANCE

3d6 Appearance

- | | |
|-------|---|
| 3-5 | You are grotesque. Your face is a mass of scar tissue. Thick scars crisscross your body, held together with crude, leather stitching. Swathes of open sores weep streams of pus, and you reek of excrement, blood, and rot. |
| 6-8 | You are monstrous, with thick, brutish features, weird growths sprouting from your skin, and nasty scars that cut jagged lines across your thick hide. |
| 9-12 | You are ugly. You have thick tusks jutting from your broad jaw, a sloping forehead, and tiny eyes set deep in your skull. |
| 13-15 | You are an orc of typical appearance, dirty and unkempt. |

character creation

1

3d6 Appearance

- 16-17 Your features are somewhat less brutish, though you might have odd skin coloration, extra fur, and thick features.
- 18 You stand out from other orcs. Your body is remarkably free from the scars and injuries that maim your fellows, and you are in pretty good health.

ORC BACKGROUND

d20 Background

- 1 You butchered helpless people. You start the game with 2 Corruption.
- 2 You were briefly possessed by a demon. You start the game with 1 Corruption.
- 3 You spent 1d6 years in the fighting pit, testing your skills against other orcs for the amusement of the crowds.
- 4 You stayed loyal to the Empire and fought against other orcs. You were branded as a traitor and cast out.
- 5 You caught the rot and lost your nose and ears.
- 6 You were chained to the oars in a slave ship for 1d6 years.
- 7 You were made a eunuch and stood guard over the emperor's concubines.
- 8 You have scar tissue over half your body from when you were caught in the blast of a spell.
- 9 You escaped your slavery and have lived in the wilderness ever since.
- 10 You earned a living working in your profession.
- 11 You fell in love with a human and were spurned for your affections.
- 12 You sired or gave birth to 3d6 children. Roll 3d6 again and subtract that total from your total number of children to find out how many are still alive (minimum 0).
- 13 You traveled extensively. You speak one additional language.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You fought bravely for the Emperor and were awarded a medal for your courage.
- 16 You saved an important noble from an assassination attempt.
- 17 A human broke your chains and freed you to find your fortunes in the world.
- 18 You took a sword from the corpse of a warrior you killed.
- 19 The Gods of Blood and Iron visit you in your dreams. You start the game with 1 Insanity.
- 20 You came into money and start the game with 2d6 cp.

ORC PERSONALITY

3d6 Personality

- 3 You fight to liberate your people from slavery.
- 4 Orcs are more than the killers the emperor made them to be. They are people, with hearts and souls, dreams and ambitions. You believe you must rise above the savagery and find your place.
- 5-6 The world is going to Hell. You say, let it.
- 7-8 You take care of yourself, take what you want, and do what you want.
- 9-12 Kill!

3d6 Personality

- 13-14 You never question orders. You always do as you're commanded.
- 15-16 You want revenge and you'll kill anyone that gets in your way.
- 17 You believe you were made for a reason. Without your chains, you have no purpose.
- 18 You believe your people have committed great acts of evil in the Empire's name. You strive to right the wrongs.

PROFESSIONS

Professions are occupations, pursuits, and areas of knowledge, broadly conceived to give you all the room you need to define your character in concert with the other descriptive elements gained during character creation. Thus, it's up to you to decide what your character did within the profession, how your character gained it, and what it means in the context of other information you learned about your character.

LANGUAGES

You can trade out a profession to learn to speak another language or gain the ability to read a language you already know how to speak.

USING PROFESSIONS

Professions describe what your character knows how to do and how your character fits into the setting. They act as cues to help you decide how your character acts, what your character can do, and what things your character knows. The Game Master will sometimes look to your professions to judge whether an activity you describe results in a success or failure. A profession could grant a success or it might grant 1 or more boons to your roll if the outcome isn't clear.

PROFESSION TYPES

d6 Profession

Academic. You are a scholar. You can read and write in one language you know how to speak. Roll a d20 and consult the "Academic Professions" table to determine your area of scholarship. You can recall information related to your area of scholarship.

Common. You work in a trade. Roll a d20 and consult the "Common Professions" table to determine your trade. You can recall information related to your trade and, if your trade involves manufacturing, you know how to produce goods related to your trade from raw materials.

Criminal. You engage in illegal or illicit activities. Roll a d20 and consult the "Criminal Professions" table to determine your profession.

Martial. You joined the army, law enforcement, or the local militia. Roll a d20 and consult the "Martial Professions" table to determine your profession.

Religious. You belong to a religious institution. Roll a d20 and consult the "Religious Professions" table to determine your profession.

Wilderness. You live beyond civilization's bounds. Roll a d20 and consult the "Wilderness Professions" table to determine your profession.

character creation



COMMON PROFESSIONS

d20	Profession
1	Animal trainer
2	Apothecary or healer Artisan. Choose a manufacturing trade. Examples include baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, dyer, glassblower, jeweler, leatherworker, mason, potter, printer, and tailor.
3	Artist. Choose a medium. Examples include painter, poet, sculptor, and writer. If you choose poet or writer, you can read and write one language you know.
4	Boatman or ferryman
5	Butcher
6	Cook
7	Drover or herder Entertainer. Choose a style. Examples include actor, athlete, comedian, courtesan, dancer, orator, puppeteer, singer, and storyteller.
8	Farmer
9	Fisher or whaler
10	Groom
11	Laborer. Choose a labor. Examples include chimneysweep, gravedigger, porter, stevedore, and street-sweeper.
12	Merchant. Choose a good. Options include arms, grains, livestock, slaves, spices, and textiles.
13	Miner
14	Musician. Choose an instrument. Examples include percussion, string, and wind.
15	Sailor
16	Servant or valet
17	Shopkeeper
18	Teamster

ACADEMIC PROFESIONS

d20	Area of Scholarship	d20	Area of Scholarship
1	Architecture	11	Magic
2	Astrology	12	Medicine
3	Engineering	13	Navigation
4	Etiquette & customs	14	Occult
5	Folklore	15	Philosophy
6	Geography	16	Politics
7	Heraldry	17	Nature
8	History	18	Religion
9	Law	19	Science
10	Literature	20	War

CRIMINAL PROFESIONS

d20	Profession	d20	Profession
1	Agitator	11	Informant
2	Beggar	12	Murderer
3	Burglar	13	Pickpocket
4	Carouser or rake	14	Pirate
5	Charlatan or confidence artist	15	Prostitute
6	Cultist	16	Rebel or terrorist
7	Fence	17	Saboteur
8	Forger	18	Spy
9	Gambler	19	Thug
10	Grave robber	20	Urchin

MARTIAL PROFESIONS

d20	Profession	d20	Profession
1	Constable	9–10	Militia member
2	Detective	11–12	Patroller
3–4	Guard	13–15	Peasant conscript
5	Jailer	16	Slave
6	Officer	17–18	Soldier
7	Marine	19	Squire
8	Mercenary	20	Torturer

WILDERNESS PROFESIONS

d20	Profession	d20	Profession
1	Bandit, brigand, or highway robber	12	Poacher or rustler
2	Barbarian	13	Prospector
3	Exile	14	Outlaw
4	Gatherer	15–16	Refugee
5–6	Guide	17	Spelunker
7	Hermit	18	Tracker
8–9	Hunter	19	Trapper
10	Nomad or vagabond	20	Woodcutter
11	Pioneer		

RELIGIOUS PROFESSIONS

d20 Profession

- | | |
|-------|---|
| 1-2 | Devotee. You are a strong believer and follower of your faith's tenets. You can read and write one language you know. |
| 3-4 | Evangelist. You travel from place to place, preaching your faith to any who will listen and rely on the charity of believers. You can read and write one language you know. |
| 5 | Flagellant. You cloak yourself in deprivation to bring you closer to your gods. You might scourge yourself, deprive yourself of food and drink, or find other, creative ways to make yourself suffer. |
| 6 | Heretic. You hold religious beliefs deemed dangerous and heretical by the leaders of your faith. |
| 7-8 | Initiate of the Old Faith. You have been initiated into the Old Faith. |
| 9-10 | Minister. You are a religious leader in your community. You know how to read and write one language you know. |
| 11-12 | Acolyte of the New God. You study to become a priest in the Cult of the New God. You know how to read and write one language you know. |
| 13 | Inquisitor's Henchman. You serve an inquisitor or witch hunter. |
| 14-16 | Pilgrim. You travel to sites deemed holy to members of your religion. |
| 17-18 | Street Preacher. You preach on street corners, beseeching people to seek redemption as the end is near. |
| 19-20 | Temple Ward. You were raised in a temple. You were likely an orphan and brought up by the clergy. |

CREATING PROFESSIONS

Since a profession can be anything that involves a lifestyle or occupation, you can substitute other professions for the ones listed here. Rather than become a comedian, for example, you could be a clown or a mime. You can substitute stevedore for laborer or pastry chef for cook. Before making a substitution, talk to your GM to make sure it is appropriate for the game.

STARTING PROFESSIONS

You begin with two professions. You can choose any profession you like or let the dice decide. In the latter case, roll a d6 and consult the **Profession Types** table, following the instructions.

STARTING EQUIPMENT

You start with equipment based on your character's wealth. To determine your wealth, roll and total 3d6, then consult the **Wealth** table. Keeping your professions and ancestry in mind, come up with a story for how your character came by this lifestyle.

Your starting wealth tells you the equipment you have when the adventure begins. For details on equipment, see **Chapter 6**.

DESTITUTE

You have a club or sling with 20 stones, rags, and a pouch containing 1d6 bits.

POOR

You have a staff or club or sling with 20 stones, patched basic clothing, a sack, bread, a waterskin, a tinderbox, a candle, and a pouch containing 2d6 bits.

WEALTH

3d6 Lifestyle

- | | |
|-------|--|
| 3-4 | Destitute. You are penniless and live on the streets. |
| 5-8 | Poor. You live in squalid conditions and you're never sure where you're going to get your next meal. |
| 9-13 | Getting By. You earn enough to meet all your expenses. |
| 14-16 | Comfortable. You live well and make enough that you can save a little. |
| 17 | Wealthy. You live very well. You have nice clothes and fine accommodations, and you have probably not gone without for a long time. |
| 18 | Rich. You want for nothing. You likely come from a noble family, and you have servants and an estate, castle, or house in the best part of town. Your fortunes earn you many friends and many enemies. |

GETTING BY

You have a dagger, a staff or club or sling with 20 stones, basic clothing, a backpack, a week of rations, a waterskin, a tinderbox, 1d3 torches, and a pouch containing 1d6 cp.

COMFORTABLE

You have a dagger, a staff or club or sling with 20 stones, fine clothing, a backpack, a cloak, a week of rations, a waterskin, a coil of rope, a tinderbox, 2 torches, a *healing potion*, and a pouch containing 2d6 cp. You also have a small shield; an incantation of a rank o spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

WEALTHY

You have a dagger, courtier's clothing, a cloak, a backpack, a week of rations, a waterskin, a coil of rope, a tinderbox, a lantern, 2 flasks of oil a, *healing potion*, and a pouch

character creation

containing 1d6 ss. You also have a shield; an incantation of a rank o spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

RICH

You have a dagger, noble's clothing, a cloak, a week of rations, a waterskin, a *healing potion*, and a pouch containing 2d6 ss. You also have a personal servant, a guard, and three horses with saddles.

INTERESTING THINGS

Your character begins the game with one interesting thing. An interesting thing could be an unusual item, a character trait, an heirloom inherited from a mysterious ancestor, or something that makes your character unique.

To determine your interesting thing, roll a d6 to see which Interesting Thing table you use. Then roll a d20 and consult the appropriate table.

INTERESTING THING TABLES

d6	Table	d6	Table
1	Table 1	4	Table 4
2	Table 2	5	Table 5
3	Table 3	6	Table 6

INTERESTING THINGS TABLE 1

d20	Interesting Thing
1	A tiny metal box with no opening that makes a faint ticking noise.
2	A skull made from clear crystal.
3	A glass ball filled with water in which swims a tiny living goldfish.
4	A curious odor, a pungent stench, or a skin condition that never quite heals.
5	A bottle filled with a maiden's tears.
6	A flower that never withers.
7	A small magnet or silver mirror.
8	An invitation to a party or a masquerade mask.
9	A monogrammed handkerchief that always stays clean.
10	A folding knife that always stays sharp.
11	A pair of dancing shoes.
12	A tiny inert mechanical spider.
13	A shrunken head.
14	A glass eye or a bezoar.
15	A book written in an unknown language or a book containing things you never wanted to know.
16	A deck of fortune-teller's cards.
17	A pair of loaded dice.
18	Six small cakes that can nourish the person who eats one until the next day at dawn.
19	A phylactery that holds a scrap of paper on which is written a single word.
20	A reputation for being a badass.

THINGS TABLE 2

d20	Interesting Thing
1	A flute or set of panpipes, or other musical instrument.
2	A reliquary containing a small bone.
3	A tiny idol of a demon carved from green stone.
4	A token from an admirer or lover.
5	A pet mouse, squirrel, or rabbit.
6	A monocle or pair of heavy goggles.
7	A silver necklace with a medallion.
8	A snuffbox filled with snuff.
9	A gleaming dragon's scale.
10	A fist-sized egg covered in blue spots.
11	Unrequited love.
12	A black iron cauldron filled with bones.
13	A box of 1d20 iron nails.
14	A vial of sweet perfume or a bottle of rotgut.
15	A feather made from bronze.
16	An iron coin with a scratch on one side or a steel coin with a dragon's head on either side.
17	A box containing 1d6 + 1 brushes.
18	A bloodstained doll.
19	A silver engagement ring worth 1 ss.
20	A brush, comb, or umbrella.

INTERESTING THINGS TABLE 3

d20	Interesting Thing
1	A bar of soap or a towel.
2	One hundred feet of twine wrapped up in a ball.
3	A tiny portrait, a lock of hair, or some other favor from someone who loves you.
4	A small keg of beer.
5	A brace of conies or pack filled with pots and pans.
6	An arrow or bolt with a silvered head.
7	Half a treasure map, a map of a foreign land, or a large, blue map covered with circles with weird bits of writing between them.
8	A weapon of the GM's choice.
9	A light or heavy shield with an unusual heraldic device.
10	A fancy set of clothes bearing a curious stain.
11	A personal servant.
12	A silver holy symbol or a fine religious icon.
13	A bag of 2d6 rocks, acorns, severed heads, or yummy mushrooms.
14	A music box that plays a sad, sad song when opened.
15	A bag of 100 marbles.
16	A glass jar filled with saliva, a sack filled with rotting chicken parts, or an unseemly scar.
17	A small bag containing 3d6 teeth, a necklace of 1d6 ears, or a 1d6 severed heads tied together by their hair.
18	A newborn baby that might or might not be yours.
19	A box of six fine white candles.
20	A small dog with a tendency toward viciousness.

character creation

INTERESTING THINGS TABLE 4

d20	Interesting Thing
1	A glass jar holding a beetle covered in glowing spots (sheds light as a candle).
2	A pair of boots that grants you 1 boon for rolls to sneak or a gray cloak that grants you 1 boon for rolls to hide.
3	A glass jar containing a strange organ suspended in alcohol.
4	A tiny glass cage.
5	A box containing 1d6 bottles of ink, each a different color.
6	A tiny inert mechanical owl.
7	A length of rope, 20 yards long, that cannot be cut.
8	A badge from a mercenary company.
9	A box of cigars or a pipe and pouch of tobacco.
10	A medallion depicting a hideous woman's face.
11	A spiked collar, skin clamps, and a scourge.
12	A ten-pound bag of flour.
13	A bronze plate with a name scratched on its face.
14	A crystal bottle containing fluid that emits light in a 2-yard radius when the stopper is removed.
15	A small box holding six sticks of chalk.
16	A letter of introduction from a powerful and influential person.
17	A mirror fragment that shows a strange location on its reflective surface.
18	A small golden cage containing a living faerie that cannot talk.
19	A bottle labeled "Eye of Newt."
20	A bag of beans.

INTERESTING THINGS TABLE 5

d20	Interesting Thing
1	A jar of grease or a bottle of glue.
2	A glass globe filled with swirling mist.
3	A cloak with 2d20 pockets hidden in the lining.
4	A pair of spectacles that sometimes let you see through up to 1 inch of solid rock.
5	A small blue box that's bigger on the inside (twice normal capacity).
6	A small steel ball.
7	A petrified hand that twitches in the light of a full moon.
8	The true name of a very minor devil.
9	An animated mouse skeleton.
10	A weapon of the GM's choice that always emits light in a 1-yard radius.
11	A pouch that holds 1d6 + 1 pinches of dust that, when sprinkled over stone, causes up to a 1-yard cube of material to become soft clay.
12	A jar of paint that refills itself once each day at dawn.
13	A tiny metal ball that when released floats 1 inch above any solid surface.
14	A pouch holding 1d6 + 1 pinches of diamond dust.
15	A brain in a jar.
16	A bag filled with curiously fleshy rods.
17	A mace made from purple metal with a name etched on the haft.
18	A giant piece of charcoal that radiates menace.
19	A piece of amber containing a human-faced fly.
20	A lifetime of regrets.

INTERESTING THINGS TABLE 6

d20	Interesting Thing
1	A reputation for being a skilled lover.
2	A mummified halfling.
3	A set of clothing that can change appearance once each day at dusk.
4	A can of beets.
5	A stalker who follows you but flees when you approach.
6	A shameful past.
7	A recurring and disturbing dream.
8	A trunk filled with body parts.
9	A wagon or cart pulled by a sad donkey.
10	Three small white mice that whisper strange things to you while you sleep.
11	A tremor, a facial tic, or an irritating laugh.
12	A thermometer.
13	A collapsible pole, 3 yards long.
14	A shadow you cast that never quite matches your movements.
15	Fear and loathing.
16	A fondness for the bottle.
17	A thin shirt of mail that counts as light armor and can be worn under normal clothing (functions as mail and is not cumulative with other armor).
18	A bizarre fetish.
19	A demanding spouse.
20	A terrible secret that you dare not reveal.

ROLEPLAYING

Your character occupies a place in the imaginary world. He or she is a person with hopes and dreams, fears and biases, a history and a future, all of which inform his or her personality. It is up to you to decide how you portray this character in the game, but whatever you decide, you should play the character in a manner consistent with the decisions you made during creation.

To help play your character in a consistent manner, come up with a couple of positive traits and at least one negative trait, noting them somewhere on your character sheet. You can roll on the Personality Traits table if you need inspiration.

ROLEPLAYING QUESTIONS

By answering the following roleplaying questions as if you were your character, you can get a sense of how your character thinks and behaves, and what your character believes.

RELATIONSHIPS

How do other people make you feel? Do you like being the center of attention? Do you make friends easily? When it comes to you, is there such a thing as a stranger? Or do you

character creation

PERSONALITY TRAITS

d20	Positive	Negative
1	Benevolent	Aloof
2	Cheerful	Arrogant
3	Courageous	Conceited
4	Dependable	Craven
5	Determined	Deceitful
6	Dutiful	Impulsive
7	Empathetic	Lazy
8	Fair	Malicious
9	Forgiving	Obnoxious
10	Generous	Rude
11	Gracious	Quarrelsome
12	Helpful	Sarcastic
13	Honest	Self-centered
14	Honorable	Slovenly
15	Humble	Stingy
16	Idealistic	Sullen
17	Imaginative	Surly
18	Kind	Thoughtless
19	Noble	Unfriendly
20	Orderly	Vulgar

feel uncomfortable in large groups? Do you prefer to keep to yourself or a close circle of friends?

What sorts of people do you enjoy most? Do you like other outgoing people, or do you prefer quiet, more insular types? What kinds of people do you avoid? Who are your friends? Who are your enemies?

VALUES

Name one thing you value most. Then name one thing you could lose. The things you value or don't value could be ideals such as love, honor, or charity, connections to other people such as friends and family members, or physical things—a prized weapon, an heirloom, or a token of love. Thinking about the thing you value most, what makes it important to you? To what lengths would you go to secure it, keep it, or attain it?

For the thing you value least...Why is it not important to you? How easily would you surrender it?

FEAR AND LOATHING

Everyone fears something. What do you fear? The source of your fear could be a situation. You might fear being alone or being powerless. It could also be a physical thing such as spiders, snakes, or demons. Why does this fear have power over you? How do you control your fear when you confront it?

What do you hate? The source of your fear could be the same thing you hate, especially if the fear is a constant concern. Like fears, hatreds can apply to big concepts such as tyranny, slavery, injustice, and suffering. Or it might be a person or organization. Think about a reason for why you hate the thing you do. Has it affected you directly? Have you suffered from it? Or does the hatred reflect one of your ideals?

LOVE AND DESIRE

Just as everyone has their fears, they also have their desires. A desire can be anything you wish. It might be a state of being, a relationship, an object, or an experience. You might desire love, peace, or security. You might crave a relationship with another character. Or, you could seek out a fabled relic or victory over your enemies.

Also, what do you love? You can love your family, friends, a lover, a companion animal, an object that holds importance to you, or even your nation. Consider the reasons for your love. Do they arise from an obligation or a duty, or something deeper and more mysterious?

SECRETS

You have at least one secret. What is the one thing your character knows and knows alone? Then, come up with a secret known only to you and maybe one or two others. Share your secret with the Game Master, as this information could be important to a future adventure.

ACHIEVEMENTS

Did you do something notable? How do you feel about it? Do you share it with others or do you keep it to yourself?

AUTHORITY

Do you prefer to be in charge? Do you like making decisions or are you content to let others decide? Deciding how you feel about authority will affect how your character fits into the group.

OBLIGATIONS & RESPONSIBILITY

Do you follow through on your promises? Do you complete tasks that come to you as soon as you can or are you given to delay and procrastination? Do you feel guilty when you don't live up to your obligations?

GOOD AND EVIL

Is the world sharply divided into good and evil? Or is it all just shades of gray? Where do you fall? Do you help others, act without considering your needs, or give of yourself all that you can? Or do you fulfill your own needs first, exploiting others when necessary to advance your position?

YOUR FIRST ADVENTURE

Once you finish creating a character, you are ready to play through a starting adventure. You play this adventure with a group of friends, one of whom is the Game Master. Playing through a starting adventure has many benefits.

LEARN THE RULES

The adventure gives you a chance to learn how the game plays, such as how to resolve fights, social interaction, and moving, without having to worry about too many exceptions gained from playing a character in higher-level