

OLDSKULL GAME EXPANSIONS

BY KENT DAVID KELLY



CHARACTER CREATION

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



Oldskull Game **Expansions:** **Book I** **Character Creation**

A **Basic** / **Expert** / **Advanced**

Compatible Supplement

For Classic Fantasy Role-Playing Games

V1.0

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New Innovations, Classic Games



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CASTLE OLDSKULL
FANTASY ROLE PLAYING GAMES



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Chapter I: Description

Wonderland Imprints is proud to present the Oldskull Game Expansion series, providing exciting and inspirational materials for players and Game Masters who prefer to play the Original (OSR), First Edition (1E), and Second Edition (2E) versions of the world's greatest role-playing game. If you're looking for universal and directly compatible old school materials to bridge the original game editions created by Arneson and Gygas (1974-1985), Holmes (1977), Moldvay and Cook (1981), Mentzer (1983-1986), and other luminaries of TSR (1974-1989), you've come to the right place. Players of Fifth Edition will also discover much of resourceful interest here, because these historically-informed systems are rules-light and concept-heavy, ready for quick conversion to the ruleset of your choice.

This unique modular compendium of optional rules, elaborations, and clarifications will give you the tools to bridge the Basic, Expert, and Advanced game series with codified and interrelated structures, each designed to inspire you and to enhance any Player Character you'd ever like to create.

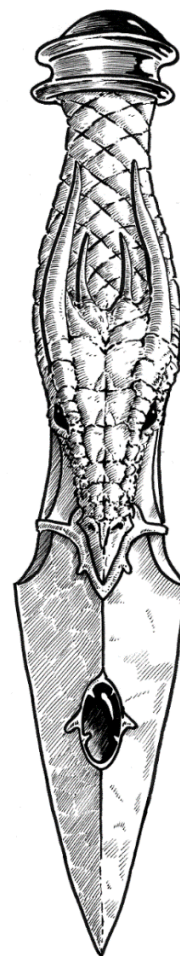
Herein you'll find nearly 120 easy-to-use tables, each designed to add creative options, inspirations, exciting new ideas, and ease-of-play aids without adding significant amounts of in-game complexity. And best of all, the rules and systems provided throughout this supplement are fully optional, interfacing directly into the existing old school Basic / Expert system as pieces to a larger puzzle. Choose all of the pieces you want to use in the here and now, and set the rest aside for a later time.

Topics covered in this volume include: character races and movement rates, ability score rolling methods, exceptional ability scores, starting gold, social standing, cultures,

names, epithets, skills, backgrounds, physical appearance, height, weight, demeanor, personality traits, likes, dislikes, coats of arms, blazons, ability score descriptors, starting hit points, alignments, deities, alignment languages, monstrous languages, and classic names for adventuring fellowships.

I hope you enjoy this celebration of the old school TSR tradition. Be sure to watch for future volumes in this series which will detail character classes, races, equipment, domains, spells, monsters, treasures, and more. Another fine gaming supplement from Kent David Kelly and Wonderland Imprints, *Only the Finest Works of Fantasy*. (128 pages, 37,400 words.)

Requires *Old-School Essentials Core Rules*.

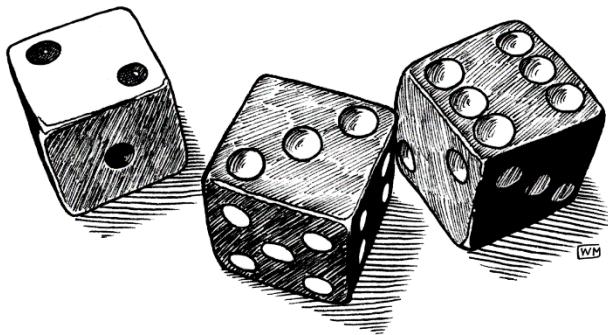


CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter II: Ability Score Rolling Methods

(Optional rule, supplementary to pg. 14)



It should be noted that in Gary Gygax's original Lake Geneva role-playing campaign, players were encouraged to use alternate ability score rolling methods to increase the chances of generating a character who might survive an unlucky die roll or two ... hopefully long enough to attain experience level 2. Survival of course is never ensured, but these official Advanced ability score rolling methods could certainly be considered by the Game Master in the interests of long-term play.

The methods of rolling ability scores are as follows:

TABLE 1.A
The Grogard's Requiem
(Method Zero)

Process

The player rolls three six-sided dice, in order, for each of the six ability scores: Strength (STR), Intelligence (INT), Wisdom (WIS), Dexterity (DEX), Constitution (CON), and Charisma (CHA). The three die results are summed to generate each ability score.

Once all six ability scores have been generated, they are not rearranged.

Difficulty Level: Hardest / Master

Average Generated Ability Score: 10.5

Odds of Rolling an 18, per Ability Score: 0.46% per roll. The probability of rolling at least one 18 out of six abilities is 2.97%.

TABLE 1.B
The Lake Geneva "Old Reliable"
(Method One)

Process

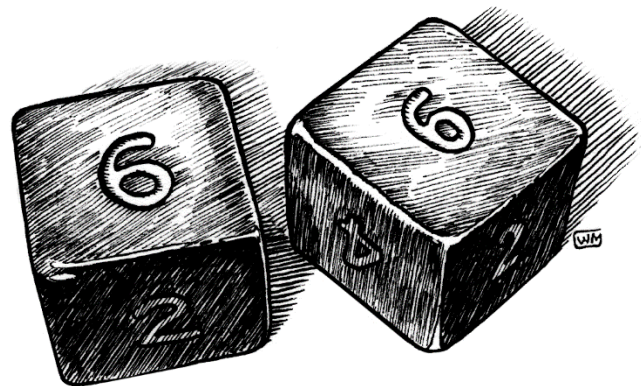
The player rolls four six-sided dice. The lowest roll is discarded. For example, if the player rolls a 2, 4, 5, and 6, the 2 is discarded. The sum of the remaining rolls (in this example, $4+5+6 = 15$) is used as the ability score.

Once six scores have been generated, the player assigns one of the six sums to one of the abilities (STR, INT, WIS, DEX, CON, CHA) as desired, until all six sums have been allotted.

Difficulty Level: Average / Advanced

Average Generated Ability Score: 12.2

Odds of Rolling an 18, per Ability Score: 1.62% per roll. The probability of rolling at least one 18 out of six abilities is 9.34%.



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TABLE 1.C

The Superior Art of Natural Selection (Method Two)

Process

The player rolls three six-sided dice to create a sum between 3 and 18, twelve times. The six highest sums are retained; the six lowest sums are discarded.

The player then assigns the six remaining high sums to the abilities (STR, INT, WIS, DEX, CON, CHA) as desired, until all six sums have been allotted.

Difficulty Level: Average / Advanced

Average Generated Ability Score: 12.7

Odds of Rolling an 18, per Ability Score: 0.91% per roll. The probability of rolling at least one 18 out of six abilities is 5.39%.

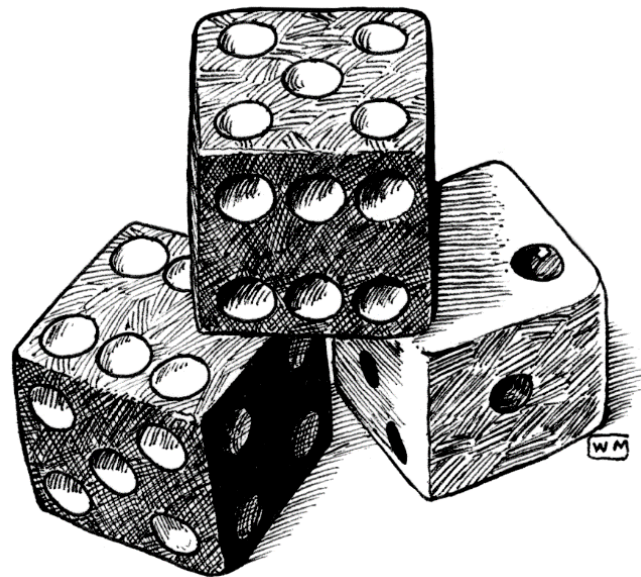


TABLE 1.D

The Unforsaken Hero (Method Three)

Process

The player rolls three six-sided dice to create a sum between 3 and 18, six times. The highest of the six sums is assigned to Strength.

This process is then duplicated for each ability in order, rolling six times for Intelligence, six times for Wisdom, and so forth.

Once all six ability scores have been generated, they are not rearranged.

Difficulty Level: Easy / Basic

Average Generated Ability Score: 14.3

Odds of Rolling an 18, per Ability Score: 2.71%. The probability of rolling at least one 18 out of six abilities is 31.88%.

TABLE 1.E

The Foremost of the Twelve Arises (Method Four)

Process

The player creates twelve characters in sequence, each according to Method Zero (3D6 in order, STR, INT, WIS, DEX, CON, CHA) with no scores rearranged.

From these twelve characters, the player selects the one set of scores to use, and the other eleven sets are discarded.

Once one of the twelve characters has been selected, the ability scores are not rearranged.

Difficulty Level: Hard / Expert

Average Generated Ability Score: 11.2

Odds of Rolling an 18, per Ability Score: 0.46% per roll. The odds of rolling at least one 18 out of six abilities is 5.47%. The probability of rolling at least one 18 out of 12 characters, however, is 49.1%; just do keep in mind that you might not like the other scores that are associated with that one roll of 18!



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TABLE 1.F
The Fated Humanocentricity
(Method Five)

Process

This method can only be used if the player (a) wishes to play a human character, and (b) pre-selects the class that the character will belong to. This method cannot, for example, be used to generate ability scores for dwarves, elves, or halflings.

This method underscores Gygax's personal belief that most games should feature powerful human heroes, with demi-humans serving in potentially lesser henchman, retainer, and support roles. There is nothing preventing players from playing demi-human characters (using one of the other ability score generation methods that is not Method Five), but humans in this instance are very clearly favored.

As such, you should check in with your Game Master to see if this option is going to be used in his or her campaign. If the GM declares that this method will *not* be used, you should select another method that your GM regards more favorably.

For each ability, the player rolls a number of six-sided dice which varies in accordance with the selected class. The top three rolls for each ability are summed, and the remainder are discarded. For example, if 9D6 are rolled, the top three die rolls are used and the lower six are all ignored.

The numbers of dice rolled for each ability, by class, are as follows:

Cleric: STR 7D6 drop 4 keep 3, INT 4D6 drop 1 keep 3, WIS 9D6 drop 6 keep 3, DEX 5D6 drop 2 keep 3, CON 8D6 drop 5 keep 3, CHA 4D6 drop 1 keep 3.

Fighter: STR 9D6 drop 6 keep 3, INT 3D6, WIS 5D6 drop 2 keep 3, DEX 7D6 drop 4 keep 3, CON 8D6 drop 5 keep 3, CHA 5D6 drop 2 keep 3.

Magic-User: STR 4D6 drop 1 keep 3, INT 9D6 drop 6 keep 3, WIS 7D6 drop 4 keep 3, DEX 7D6 drop 4 keep 3, CON 6D6 drop 3 keep 3, CHA 4D6 drop 1 keep 3.

Thief: STR 6D6 drop 3 keep 3, INT 6D6 drop 3 keep 3, WIS 3D6, DEX 9D6 drop 6 keep 3, CON 7D6 drop 4 keep 3, CHA 6D6 drop 3 keep 3.

Difficulty Level: Easiest / Introductory

Average Generated Ability Score on 3D6:
10.5

Average Generated Ability Score on 4D6:
12.2

Average Generated Ability Score on 5D6:
13.4

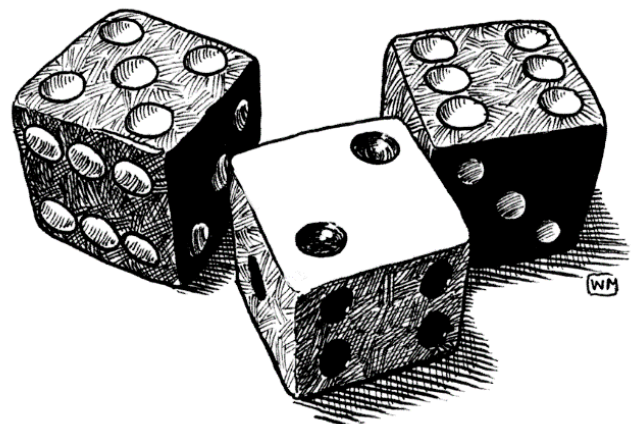
Average Generated Ability Score on 6D6:
14.3

Average Generated Ability Score on 7D6:
14.9

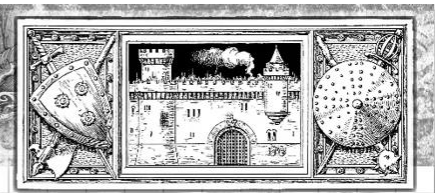
Average Generated Ability Score on 8D6:
15.4

Average Generated Ability Score on 9D6:
15.8

The odds of rolling an 18 are quite high, but are dependent upon the number D6s being rolled for each ability.



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



Chapter III: Ensured Exceptional Ability Scores

(Optional rule, supplementary to pg. 14)

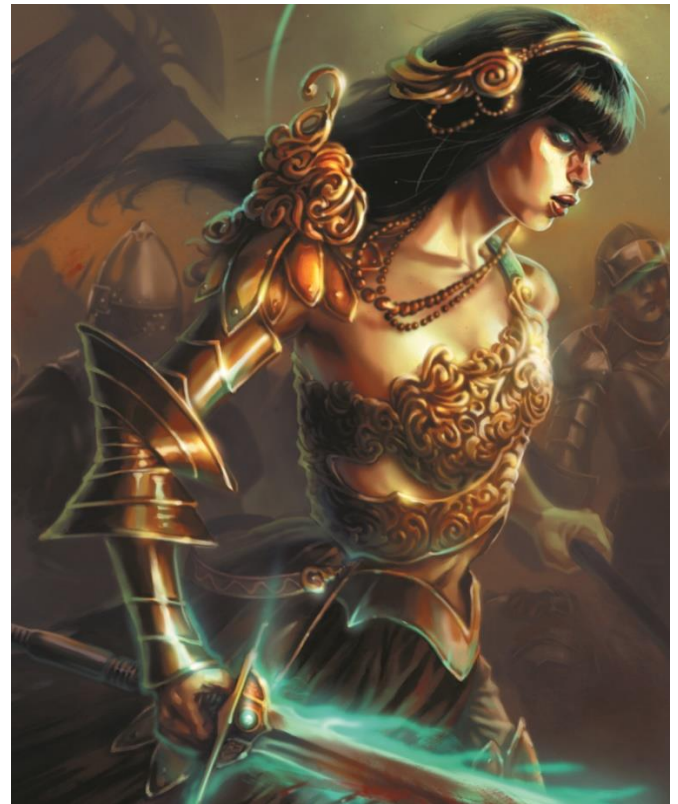


In addition to the ability score rolling methods explained in the previous chapter, the 1978 Advanced ability score generation rules noted that all Player Characters (not NPCs) necessarily possess a considerable heroic potential over normal NPCs, and therefore they should have at least two ability scores rated at 15 or higher in order to enhance their chances of survival at low experience levels.

If the Game Master agrees with this precept, and therefore decides to implement this optional rule for level 1 PCs, the guidelines are as follows:

- ❖ **[1]** These scores of 15 are applied *after* the ability score rolls have been made, and also *after* the scores have been assigned to their abilities (Strength, Intelligence, and so forth). Note that some ability score methods as described prior involve moving the scores around, and some do not.
- ❖ **[2]** These scores of 15 are applied *before* any custom ability score modifiers (-2 for +1) are applied by the player.

- ❖ **[3]** If the character already has two ability scores that are in the 15 to 18 range, no changes are made.
- ❖ **[4]** If the character has only one ability score in the 15 to 18 range, the player can then choose any other score to raise to 15. For example, if the player wants to play a fighter and has rolled the scores STR 16, INT 10, WIS 8, DEX 11, CON 7, and CHA 12, the player would probably opt to increase either DEX or CON to 15.
- ❖ **[5]** If the character has no ability scores in the 15 to 18 range, the player can then choose any *two* ability scores to raise to 15, as above.
- ❖ **[6]** After any scores are raised to 15, the player might then choose to reduce one or both of the scores per the normal -2 for +1 rules (if, for example, a character has a high Strength, but would prefer a high Intelligence score instead).





Chapter IV: Clarified Movement Rates by Race and Circumstance

(Optional rule, supplementary to pg. 13)



Unfortunately movement rates in the game are frequently more confusing than they have to be. Fortunately, in 2005, game co-creator Gary Gygax clarified the intended movement rates of characters. These expressed rates have been codified, extended, and listed below for those Game Masters who would like to adhere to the intended values while retaining the paradigms of the Basic game system.

As in the standard rules, movement rates are listed here as base rate (encounter rate). Therefore, a 120' (40') movement rate means that the character moves up to 120' (per turn) outside of encounters, and up to 40' (per round) during encounters.

Base movement rates are dependent upon the character's race, with some simplifications made in regards to NPCs, as follows:

Dwarf Player Characters

- ❖ The base movement rate of an unencumbered Player Character dwarf is 90' (30').
- ❖ The movement rate of a lightly encumbered PC dwarf is 70' (20').
- ❖ The movement rate of a moderately encumbered PC dwarf is 50' (15').
- ❖ The movement rate of a heavily encumbered PC dwarf is 30' (10').

Dwarf Non-Player Characters

- ❖ The low 60' movement rate listed in the 1977 bestiary is only for PC dwarves who are armored in typical dwarven fashion (chain mail) and carrying gear.
- ❖ The base movement rate for an NPC dwarf is 60' (20') in chain mail or 50' (15') in plate mail, unless the GM dictates special circumstances.
- ❖ Most NPC dwarves wear chain mail at levels 1-3, or plate mail at levels 4+.

Elf Player Characters

- ❖ The base movement rate of an unencumbered Player Character elf is 120' (40').
- ❖ The movement rate of a lightly encumbered PC elf is 90' (30').
- ❖ The movement rate of a moderately encumbered PC elf is 60' (20').
- ❖ The movement rate of a heavily encumbered PC elf is 30' (10').

Elf Non-Player Characters

- ❖ The base movement rate for an NPC elf is 120' (30') in no armor or leather armor, 90' (30') in chain mail, or 60'





(20') in plate mail, unless the GM dictates special circumstances.

- ❖ Most NPC elves wear leather armor at level 1, chain mail at levels 2-4, or chain mail at levels 5+.

Halfling Player Characters

- ❖ The base movement rate of an unencumbered Player Character halfling is 90' (30').
- ❖ The movement rate of a lightly encumbered PC halfling is 70' (20').
- ❖ The movement rate of a moderately encumbered PC halfling is 50' (15').
- ❖ The movement rate of a heavily encumbered PC halfling is 30' (10').

Halfling Non-Player Characters

- ❖ The base movement rate for an NPC halfling is 90' (30') in no armor or leather armor, 60' (30') in chain mail, or 50' (15') in plate mail, unless the GM dictates special circumstances.
- ❖ Most NPC halflings wear leather armor at level 1, chain mail at levels 2-5, or plate mail at levels 6+.

Human Player Characters

- ❖ The base movement rate of an unencumbered Player Character human is 120' (40').
- ❖ The movement rate of a lightly encumbered PC human is 90' (30').
- ❖ The movement rate of a moderately encumbered PC human is 60' (20').
- ❖ The movement rate of a heavily encumbered PC human is 30' (10').

Human Non-Player Characters

- ❖ The base movement rate for an NPC human depends generally on armor and gear, as listed under the various

monster descriptions (Berserker, Trader, Veteran, etc.).

- ❖ NPC clerics wear plate mail (30') while adventuring or in dangerous circumstances. In temple or urban settings, they typically wear no armor at level 1 or 2, leather armor at levels 3-5, or plate mail at levels 6+.
- ❖ NPC fighters typically wear plate mail, unless an inferior armor type is specified.
- ❖ NPC magic-users wear no armor.
- ❖ NPC thieves wear leather armor.

Movement rates differ between PCs and NPCs for ease of play. NPCs usually do not have their varying encumbrance ratings tracked at a detailed level, while PCs do. Therefore you will note that the movement rates are generalized for NPCs, but are more complex for PCs. GMs who would like to do the extra work of tracking individual NPC encumbrance, however, are free to apply the PC calculations to all characters if desired.





Chapter V: Clarifying Starting Totals for Hit Points

(Supplementary to pg. 15)



In 1985, Gary Gygax officially clarified the minimum numbers of hit points that Advanced characters can and should possess at the first experience level. These values, adapted for the Basic and Expert rules paradigm for Hit Dice, are listed below.

These rules apply to Player Characters, but not to NPCs. Please note that these hit point figures are considered *before* any modifiers that are applied due to above- or below-average

Constitution. Therefore, a magic-user with a Constitution score of 3 (-3 to rolled hit points) would have a minimum of 3 hit points, per the summaries below. This number would then be reduced to zero by the -3 CON modifier, and then increased to 1, because an unwounded character can never have less than 1 hit point at any time.

Clarified Hit Points for Player Character Clerics

- ❖ [1] First, roll 1D6.
- ❖ [2] If the roll is a 5 or a 6, retain the roll.
- ❖ [3] Otherwise, increase the number of hit points to 5.
- ❖ [4] Then, apply the CON modifier.
- ❖ [5] Beginning with experience level 2, the character will gain an additional 1D6 hit points per level attained.

Clarified Hit Points for Player Character Dwarves

- ❖ [1] First, roll 1D8.
- ❖ [2] If the roll is a 6, 7, or 8, retain the roll.
- ❖ [3] Otherwise, increase the number of hit points to 6.
- ❖ [4] Then, apply the CON modifier.
- ❖ [5] Beginning with experience level 2, the character will gain an additional 1D8 hit points per level attained.

Clarified Hit Points for Player Character Elves

- ❖ [1] First, roll 1D6.
- ❖ [2] If the roll is a 5 or a 6, retain the roll.
- ❖ [3] Otherwise, increase the number of hit points to 5.
- ❖ [4] Then, apply the CON modifier.





- ❖ [5] Beginning with experience level 2, the character will gain an additional 1D6 hit points per level attained.

Clarified Hit Points for Player Character Fighters

- ❖ [1] First, roll 1D8.
- ❖ [2] If the roll is a 6, 7, or 8, retain the roll.
- ❖ [3] Otherwise, increase the number of hit points to 6.
- ❖ [4] Then, apply the CON modifier.
- ❖ [5] Beginning with experience level 2, the character will gain an additional 1D8 hit points per level attained.

Clarified Hit Points for Player Character Thieves

- ❖ [1] Instead of rolling 1D4, assign the thief 4 hit points.
- ❖ [2] Then, apply the CON modifier.
- ❖ [3] Beginning with experience level 2, the character will gain an additional 1D4 hit points per level attained.



Clarified Hit Points for Player Character Halflings

- ❖ [1] First, roll 1D6.
- ❖ [2] If the roll is a 5 or a 6, retain the roll.
- ❖ [3] Otherwise, increase the number of hit points to 5.
- ❖ [4] Then, apply the CON modifier.
- ❖ [5] Beginning with experience level 2, the character will gain an additional 1D6 hit points per level attained.

Clarified Hit Points for Player Character Magic-Users

- ❖ [1] First, roll 1D4.
- ❖ [2] If the roll is a 3 or a 4, retain the roll.
- ❖ [3] Otherwise, increase the number of hit points to 3.
- ❖ [4] Then, apply the CON modifier.
- ❖ [5] Increase the character's hit points to 1 if necessary.
- ❖ [6] Beginning with experience level 2, the character will gain an additional 1D6 hit points per level attained.





Chapter VI: Understanding Alignment

(Supplementary to pg. 18)



Alignment is one of the most difficult and important topics in fantasy role-playing. As such, this chapter is devoted to fully discussing concepts and predicaments that tend to be glossed over in translations of the Basic rules. This section is written so that players, as well as Game Masters, will find it helpful and useful to their play, providing a more coherent understanding of the various characters' motivations in various circumstances.

In the classic Basic-level game, there are three dominant philosophies which rule over the actions of mortal and immortal creatures

throughout the Multiverse. An individual's embrace of one of these philosophies to the exclusion of others is called Alignment. Every character has one alignment, no more and no less.

The three fundamental forces which govern the cosmic struggle for eternal dominance are called Chaos, Law, and Neutrality. Creatures who follow these principles with their personal alignment are termed Chaotic, Lawful, or Neutral, as appropriate.

As a player, you should choose the alignment that you want your character to adopt; refusing to make a choice is equivalent to embracing the alignment of neutrality.

The forces of good and evil exist do in the game world, but this simple and abstract philosophy system – acknowledged law and chaos with only partial regard to the nature of good and evil – allows the Game Master to interpret in-game actions without adhering too strongly to a 21st-century moral code.

If you want to include literal good and evil in your game, I recommend that you refer to the Advanced rules, where the number of alignments is increased to nine. But in its simplest form, alignment is intended as a rough guideline to creature behavior, using an approach that deliberately sidesteps thorny issues inherent in the modern interpretation of imaginary acts.

After all, it really is just a game!

Chaos and Chaotic Characters

(Most aggressive monsters are chaotic.)

The philosophy of chaos exemplifies the principles of disorder, destruction, deceit, absolute freedom, randomness, individuality, and a belief that sentient creatures can only be strong when they rely upon themselves and the fulfillment of their own whims, over the concerns of anyone else. Chaotic characters do have friends, but in life-or-death situations





they will think of themselves before they think of saving anyone besides themselves. Chaotic behavior is frequently considered selfish and “evil,” but this is an oversimplification in many circumstances. For example a dark-minded chaotic character might well be a murderer, but a light-minded one would insist upon self-liberties while avoiding hurting others if at all possible. In other words, chaos does not always directly translate into evil.



Chaotic behavior is wide open to GM interpretation (or player interpretation, for a player with a chaotic PC); but the actions of chaotics are frequently deemed random, selfish, or potentially dangerous from an outside point of view.

Alignment with chaos is a fine character choice for players who want freedom of action, flexibility in uncertain moral circumstances, and the ability to keep all options wide open when dangerous in-game situations occur. You should be mindful that your character will be disruptive to a degree and disliked by many NPCs, however, if you choose this path. Also, the other players might not trust your PC very much if they know the character is chaotic. Selfish freedom – particularly in group and team situations – comes at a considerable price.

Spiritually, chaotic creatures tend to believe in luck, randomness, self-directed destiny, and the “laughter of the gods,” meaning that the immortals cannot be trusted to care about the trivial niceties of mortals and their fates.

Many cultists (clerics), mercenary fighters, lone wolves, and thieves are chaotic in nature. Chaotic monsters and other creatures are very common in dangerous and savage places, such as dungeons and wildernesses, where any adherence to an honor code can get you killed ... simply because the other creatures around you are ready and willing to take advantage of any weakness.

TABLE 2.A
The Precepts of Chaos

Battle is the time for ...

Cruelty and victory.

The force which drives and compels is ...

Fear.

Our goal in life is ...

To attain power.

The greatest form of control is ...

Randomness and unpredictability.

We crave freedom ...

From consequence.




What brings immortality?

Undeath, the path of the undead.

What punishment is fitting for one's enemies?

Subjugation, or even torture.

What realm do we find the most allies within?

The netherworld.

In the end which is greater, good or evil?

Evil.

Who is worthy of worship?

The gods and goddesses of Chaos, demons, devils, or the Great Old Ones.

Spiritually, lawful creatures tend to believe in the powers of fate, destiny, meaning, prophecy, and divine authority.

Alignment with law is a good character choice for those who want to play the roles of heroes, righteous inquisitors, bounty hunters bringing criminals to justice, loyal soldiers, and so forth.

Many clerics, dwarves, halflings, soldiers, and "team players" are lawful in nature. Lawful creatures tend to thrive in civilized places, where cooperation and controlled competition are the keys to mutual benefit. However, lawfulness can become a burden out in the wild, or in situations where a person's code of honor could be deliberately manipulated by the unworthy.

Law and Lawful Characters

(Many city- and town-dwelling folk are lawful.)

The sacred philosophy of law exemplifies order, creation, truth, control, justice, authority, and a belief that civilized individuals grow stronger when they cooperate with one another. It frequently parallels the concept of "good," but not always. For example, a lawful character will fully believe that a willful criminal – a murderer, arsonist, kidnapper, etc. – should suffer a grave punishment for committing an unjust act, up to and including the penalty of death if that is what balances the severity of the crime.

Whether a lawful character will obey an unjust law, by the way, is an open question which every individual PC (and NPC) must answer for himself. Generally speaking, lawful characters will follow unjust laws only if the authorities upholding the laws are already trusted for other reasons. Otherwise, they will see the unjust law as a form of corruption masquerading as purity.

TABLE 2.B
The Precepts of Law

Battle is the time for ...

Mercy, if it is worthy to be given. Otherwise, purification.

The force which drives and compels is ...

Faith.

Our goal in life is ...

To achieve justice.

The greatest form of control is ...

Belief in divinity and destiny.

We crave freedom ...

For the worthy.

What brings immortality?

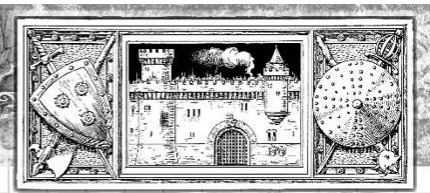
Apotheosis to the sacred light.

What punishment is fitting for one's enemies?

Imprisonment and righteous punishment.

What realm do we find the most allies within?


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The kingdoms, and civilization.

In the end which is greater, good or evil?

Good.

Who is worthy of worship?

The gods and goddesses of Law.

lawful clerics and chaotic thieves who are all working together for a common goal, namely to kill the vile monsters and seize their treasure! The lawful characters would be focused on vanquishing evil, while the chaotic characters would be bent on enriching themselves, and verbal clashes would erupt over the treatment of prisoners, cries for mercy, plundering sacred tombs, and so forth. The presence of diplomatic neutral characters ensures that these arguments between the lawfuls and the chaotics do not commonly end in violence.

Neutrality and Neutral Characters

(Animals, wanderers, merchants, mercenaries, and rural-dwelling peoples are frequently neutral.)

The philosophy of neutrality strives to find a balance between the extremes of law and chaos. For a neutral character, everything is about the consideration of circumstances and the long-term aftermath of acts which are otherwise too extreme in any one direction. Neutrality is all about interpreting ever-changing circumstances on a case-by-case basis.

A neutral character might be a killer in self-defense, or when slaying the minions of an evil overlord; but the killing of an innocent person for self-gain would be deemed reprehensible. Similarly, a neutral character would celebrate justice if a criminal was made to pay for his actions without being executed, yet could easily see mitigating circumstances which caused the criminal to act as he did (and which might well invite consideration of mercy).

Spiritually, neutral creatures tend to believe in nature, cosmic balance, the elemental powers (beings of primal air, earth, fire, and water), and unknowable immortal judgments beyond the power of mortal comprehension.

I actually recommend the neutral alignment for most player characters, for several reasons. Foremost, an ideal party of PCs is an efficient and cooperative team which strives to empower all of its members. The team might include



If you are unsure of your character's alignment or how your character should act in any situation before the situation actually occurs, I recommend that you consider neutrality.





Many elves, fighters, magic-users, and wanderers are neutral in nature. Neutral inhuman creatures are found everywhere, and especially in small towns, villages, wilderness enclaves, and the borderlands.

TABLE 2.C

The Precepts of Neutrality

Battle is the time for ...

Survival and self-preservation.

The force which drives and compels is ...

Wisdom.

Our goal in life is ...

To ensure balance and equilibrium.

The greatest form of control is ...

Self-understanding and actualization.

We crave freedom ...

Of decision in all things.

What brings immortality?

One's own legacy and achievements.

What punishment is fitting for one's enemies?

Measured punishments, to fit the misdeed.

What realm do we find the most allies within?

The wilderness.

In the end which is greater, good or evil?

Neither. Both are demanded by Eternity, but the Cosmic Balance reigns.

Who is worthy of worship?

Ancient deities of balance, primordials, nature, and elementals.

Alignment in the Game

So why is alignment important to the game? It lets the Game Master know what to expect of your character, and it encourages the player to stay "in character" instead of simply doing whatever they want at any time. Many players – realizing that they are only playing a game – will make deliberately evil choices on a regular basis if they believe there is no lasting consequence to doing so. The alignment system implies a world filled with lawful kingdoms, neutral borderlands, and chaotic dungeons and underworlds. In such a world, characters label themselves as belonging to one of the three ethical "tribes" so that the GM can more easily adjudicate surprising or upsetting situations.

If you as player decide to play a lawful character because you want the authorities to allow you free passage in their city, and then your PC runs around committing crimes for personal advantage, that is not staying in character! Even if you get away with your crimes, you can expect your GM to punish you (with a lack of gained experience points) if you insist on gaming the system in this way for personal benefit. Conversely, if you choose to play a chaotic character and you become self-sacrificing, loyal, trustworthy and allegiant to a liege while swearing oaths of fealty, that's all very noble ... but you are just as out of character as the player with the criminal lawful PC just mentioned. The GM will probably punish your character with an XP loss ("You have abandoned the gods of chaos who watched over you in youth") while changing his or her alignment to neutral.

The alignment system avoids what I term the "murderous saints" dilemma. This means that many players tend to metagame when the alignment system is not in play, to gain advantage for themselves ... and to get away with things that they would never try in real life. Without alignment, quite a few players tend to play their characters as murderers, and then avow strict adherence to a faith whenever





they are caught in the act by authorities. Other players tend to play their characters as “the good guys”, until they are denied a substantial treasure or reward ... and then they end up slitting the stable boy’s throat and throwing his body in a ditch before enjoying a few rounds of mead at the local tavern. These wild swings in protagonists’ morality give the game a cheap and difficult-to-justify “videogame” feel, which I try to avoid.

The alignment system therefore exists to make players commit to a greater sphere of morality. You can certainly play the selfish bad guy, but if you do so you need to declare yourself for “team chaos” early on so that the GM knows what to expect ... and what types of NPC reactions to plan for in advance. Since actions have consequences, chaotic behavior can come at a rather grave and serious price in deadly situations when the chips are down.

So how does a new player tackle the concept of alignment? The situation can be a bit confusing at first, but it helps if you understand that your Game Master is building an entire imaginary world with the player characters as the protagonists, and to remember that the world is filled with clashing factions, knights, priests, monsters, and fallen gods who are all vying against one another in a vast eternal conflict. The GM’s job becomes easier when he knows that lawful PCs will be readily accepted by strangers in cities, neutral PCs will be regarded with suspicion (but they will have the flexibility to negotiate with chaotic foes), and chaotic PCs will be deemed untrustworthy in most serious circumstances. Alignment is a shorthand codification that allows the GM to outline potential actions and responses throughout the game world while the players perform random actions and take unpredictable paths.

If you are asking yourself “Why would I want my character to have an alignment? What’s in it for me?” then the better question might be, “What alignment should I choose to make the game easier for the Game Master?” Because if you don’t really care about the potential

repercussions of negative acts, it stands to reason that you might actually be one of those players who the GM needs to keep a closer eye on! (Don’t feel bad if you love playing chaotics, though ... those were my favorite PCs to play early on in the game, and even now from time to time.)

For the Basic-level player, alignment is a useful form of shorthand which implies a character’s personality. If you wish to keep your PC’s alignment secret from the other players, you can do so; but you must always inform your GM of your character’s true leanings.

Whether alignment is convenient to you personally, of course, is really a matter of taste and play style. Some players enjoy mapping out a PC’s detailed background, behavior, philosophy, and habits before play, while others (this author included) prefer “emergent play.” Emergent play involves just quickly choosing an alignment to guide your role-playing with the new character, and then letting the details develop as a result of unusual situations during the game. You might not yet know that your character hates dwarves, loves to eat apples, stutters, and is haunted by a dark past, but after you play the role for a few months and imagine up the details in response to the GM’s challenges, you will find that your character’s personality develops naturally. Alignment is a guide along this path, allowing you to change the question of “What would this character who I don’t know very well yet do in this situation?” into “What would a chaotic person likely do here?”

The system works because it is simplified. Alignment is a valuable tool that makes the GM’s job easier while also lending moral and role-playing guidance to the player. You should not consider it a punishment, but you should not be able to ignore the concept’s existence either.

Well, I guess you *could* ignore it all, of course. But that would simply mean that your character is obviously chaotic, in the end ...





Character Alignment and Courses of Action

In this section, I will demonstrate what three PCs of different alignments might commonly do when faced with challenging ethical circumstances. We'll call them Ulric the Craven, Damiana Lightwielder, and Taren the Wild-Wanderer.



Before I make this demonstration, I should stress that your character's alignment does not always force you to play the game in a certain way, and this chart is only an example that you might decide your character will follow! This is only a guide, it is not a yes/no list of alignment-dependent necessities in action.

You can always choose what your own character will do, but your choices will have consequences if you decide to play "against the

grain" of your PC's chosen philosophy. (This is another reason why I encourage new players to try out of a neutral character first, because the impacts for alignment transgression tend to be more severe for lawfuls and chaotics due to the nature of their more extreme philosophical stances.)

Here are some example in-game situations for you to consider as principles of alignment in action. Using these tables as a guide, players and Game Masters should be able to extrapolate the general information to determine not only the courses of action which PCs might commonly take, but also the responses of chaotic, lawful, and neutral creatures or NPCs who are reacting to the PCs and the decisions the players make as well.

TABLE 2.D
The Chaotic Decisions
Of Ulric the Craven

A kidnapper abducts your ally and demands a ransom.

Ignore the kidnapper's threats, he's not getting your gold.

An ally is threatened with death and requires aid.

Save the ally only if there is no personal danger, or demand a reward.

Authorities demand that you turn in a young thief who has taken shelter in your inn.

Lie to the guards, then blackmail the thief for a reward because you saved him.

Chaotic monsters threaten the party and demand tribute.

Refuse to pay, offer counterfeit jewels, or perhaps even consider switching sides if death is looming.

The party is dividing hard-won treasure after an adventure.



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Pretend to abide by the group's wishes, but steal what you can.

The party requires information from a captured monster.

Torture or intimidate the monster until you gain all of the information you need.

The party is overrun by monsters and must flee combat.

Run away and save yourself at all costs.

Xenophobic elves, nocking arrows, demand that your party leave their guarded lands at once.

Attack them, insult them, or lie to justify your presence.



TABLE 2.E

**The Lawful Decisions
Of Damiana Lightwielder**

A kidnapper abducts your ally and demands a ransom.

Pay the ransom, and then strive to bring the kidnapper to justice.

An ally is threatened with death and requires aid.

Save the ally even if you must sacrifice yourself to do so.

Authorities demand that you turn in a young thief who has taken shelter in your inn.

Hand the thief over because the authorities are probably right in their accusations, and it's the right thing to do.

Chaotic monsters threaten the party and demand tribute.

Threaten the monsters in turn, and attack them if necessary while protecting your companions.

The party is dividing hard-won treasure after an adventure.

Honorably divide the treasure, even if your character gains less than someone else.

The party requires information from a captured monster.

Demand information from the monster, but leave it bound and unharmed if it does not cooperate.

The party is overrun by monsters and must flee combat.

Organize a fighting withdrawal, sacrificing yourself if there is no other way.

Xenophobic elves, nocking arrows, demand that your party leave their guarded lands at once.

Leave the guarded lands and return the way you came, even though the detour will be lengthy.



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TABLE 2.F The Neutral Decisions Of Taren the Wild-Wanderer

A kidnapper abducts your ally and demands a ransom.

Pay the ransom if you must, but seek a negotiation first.

An ally is threatened with death and requires aid.

Save the ally if you can, but not at the expense of your own life.

Authorities demand that you turn in a young thief who has taken shelter in your inn.

Hand the thief over if you must, while asking the authorities if there is a potential misunderstanding of the young thief's motive.

Chaotic monsters threaten the party and demand tribute.

Parley with the monsters and try to seek a mutually advantageous solution.

The party is dividing hard-won treasure after an adventure.

Divide the treasure fairly, but speak up aggressively if your character is not equally and fairly rewarded.

The party requires information from a captured monster.

Rough up the monster if needed, but not to the point of torture, unless a more diplomatic approach yields results.

The party is overrun by monsters and must flee combat.

Protect your allies, but abandon the fallen if you are about to die as well.

Xenophobic elves, nocking arrows, demand that your party leave their guarded lands at once.

Insist that you come in peace, and that you are only passing through, while offering tribute.



Limitations on Player Character Alignment

In the Castle Oldskull game as written, there are no limitations on character alignment. Any character, regardless of race, class, or background, can adhere to any one alignment that the player prefers to play.

Traditionally, however, there are some expectations built into the older games which the Game Master might want to consider. Fighters and magic-users for example have always been regarded as being wide open to the full alignment spectrum (with chaotic, lawful, and neutral all being considered perfectly viable options), but some GMs interpret the





rules as saying that clerics must be either lawful or chaotic, with neutrality forbidden. My personal opinion is that this is unnecessarily restrictive, because there are many neutral gods and goddesses in the game, and those immortal entities would certainly desire that their followers and adherents shared the philosophy of the deity, and not the philosophy of a rival power.

Also, some GMs believe that thieves should only be either chaotic or neutral, but never lawful. I disagree with this too, because I believe that thieving skills represent talents in subterfuge which exist outside of philosophy; each individual thief must decide whether those skills are to be used for good or evil. Potential examples of lawful thieves include medieval special forces (basically honorable soldiers with stealthy talents), agents of the King (who use their skills to entrap criminals or bring them to justice), or good-hearted dungeon scouts (who employ their skills to aid other party members during adventures, while also slaying evil monsters and doing good deeds). This issue is wide open to interpretation by the Game Master.

A bit more nebulously, some GMs feel that the demi-humans should not be chaotic or evil, because the forces of evil are already well-represented by humanoids and monsters. This issue boils down to whether you want to force your players to assume the roles of heroes, or if you would rather prefer that they decide their PCs' destinies for themselves.

In my opinion the game tends to work best when players are free to choose any alignment they would like to play, with a full understanding of the expectations and potential consequences that a choice entails. You may wish to discuss these concepts with your players more fully before the game begins; and if so, the day of character creation is the perfect time to do so.

Chapter VII: **Alignment Incarnate:** **Deities by Mythos**

(Supplementary to pg. 18)

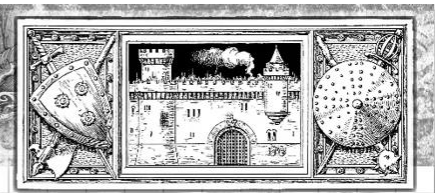


Some players – especially those playing clerics – may wish to know which gods and goddesses are influential to the game world; or, perhaps, the names and powers of the deities that other characters in the world might well believe in.

The short answer is, it really depends; the longer answer is, it depends on the world and cultures that your Game Master has designed; and the true answer is, it depends precisely upon the inspirational mythos (or pantheon, or multiples thereof) that your GM has positioned in divinity and power over the game world.



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Some GMs create fully fictional pantheons, while others prefer to use real-world inspirations in more idealized, distant, or abstracted ways.

The old school deities and their traditional “domains” – or more precisely, spheres of power – are summarized hereafter. The notes here are succinct for purposes of play, but you will find that the names are easily searchable online or via your local library if you want to know more of the fascinating details.

In regards to characters and worship you can roll 1D20 as shown to select a random deity, or you can directly choose one that speaks to you and your thematic Player Character concept. These mythos-oriented D20 tables are provided to promote role-playing opportunities and to improve character development within the context of the game.

Do remember that within the game, only clerics are directly impacted by belief in the gods. Other characters may well believe in these immortals, or be protected by “patron deities” (perhaps there’s a reason for all of those natural 20s being rolled!), but the details can be abstracted for simplicity and elegance of play.

Common Mythoi in the World of Oldskull

As an example of game world application, in the author’s World of Oldskull campaign, the following realms correspond roughly to the mythic and folkloric beliefs held in various regions of the real world:



Players might be interested to know that the Norse Mythos and the Cthulhu Mythos were both influential on early play (c. 1972-1976) in the original Lake Geneva campaign. These options were greatly expanded upon in a 1976 softcover supplement, and then expanded once again in a 1980 hardcover tome. Much of the available information – that which is in the public domain or available to game designers – has been simplified here, compliant with the old school iconic belief triad of chaos, law, and neutrality.

TABLE 3.A

Mythoi of the World of Oldskull

Achaea, Creta, Macedonia, Thracia: The Greek Mythos

Aegyptus, Cyrenaica, Khom, Stygia: The Egyptian Mythos

Afrik (Dunsanian): The African Mythos

Akkad, Sumeria: The Sumerian Mythos

Aquitania, Britannia, Caledonia, Cambria, Gallia, Hibernia: The Celtic Mythos





Babylonia, Golgotha, Phoenicia: The Babylonian Mythos

Cathay, Seres: The Chinese Mythos

Dania, Islandia, Midgard, Norvegia, Suecia, Teutonia: The Norse Mythos

The Dreamlands: The Pegana Mythos

Finnia: The Finnish Mythos

Nippon: The Japanese Mythos

The Terra Nova (Northern): The Native American Mythos

The Terra Nova (Southern): The Aztec Mythos, The Central American Mythos

The Indus Lands: The Indian Mythos

The Netherworld: The Cthulhu Mythos

Persia: The Persian Mythos

The Spice Islands: The Oceanic Mythos, the Polynesian Mythos

Tyrrhenia: The Etruscan Mythos, the Roman Mythos

The Unreachable Lands: The Australian Mythos

(Monsters usually worship a deity of their own kind (especially if Lawful); or, they worship entities who belong to either the demonic, infernal, or Cthulhu Mythos as appropriate to their alignment and culture. GM discretion is needed here.)

needs of purification. Who can question the unknowable will of the gods?

TABLE 3.B
Random Mythos Determination

D20 Roll	Mythos / Pantheon
1	The African Mythos
2	The Australian Mythos
3	The Aztec Mythos, or the Central American Mythos
4	The Babylonian Mythos
5	The Celtic Mythos
6	The Chinese Mythos
7	The Cthulhu Mythos
8	The Demonic Mythos
9	The Egyptian Mythos
10	The Etruscan Mythos
11	The Finnish Mythos
12	The Greek Mythos
13	The Indian Mythos
14	The Infernal Mythos
15	The Japanese Mythos
16	The Native American Mythos
17	The Norse Mythos
18	The Pegana Mythos
19	The Roman Mythos
20	The Sumerian Mythos

TABLE 3.C
The African Mythos

D20 Roll	Immortal
1	Ala , Goddess of the Earth and Morality (Lawful)
2	Anansi , the Great Spider, Lord of the Tricksters (Neutral)
3	Asase Ya , Earth Mother and Goddess of the Tree Spirits (Neutral)
4	Bumba the Creator (Mbombo) , God of Law and the Animal Spirits (Lawful)
5	Eshu the Divine Messenger , Guardian of Man (Lawful)

Random Mythos Determination

If for some reason you would like to assign your character a completely random mythos instead of choosing one, you can do so by rolling on the summary table below. The justifications for the character's realm of origin and journey to the lands of the campaign, however, might require some creativity on your part. Or perhaps, your character simply heeded a divine voice as a deity turned his or her eye toward new lands in



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6	Gauna , Lord of the Death Spirits (Chaotic)
7	Gleti the Moon Goddess , Mother of the Stars (Neutral)
8	Kaggen the Mantis Lord (Chaotic)
9	Kibuka , the War God (Chaotic)
10	Leza , God of the Winds (Neutral)
11	Mukasa the Great Oracle , Demigod (Neutral)
12	Mulungu the Supreme , God of the Heavens (Lawful)
13	Musa the Traveler , God of Hunting (Neutral)
14	Nyame the All-Seeing , God of the Skies (Lawful)
15	Ogun the Divine Smith , God of Iron (Neutral)
16	Ol-Okun , Possessor of the Sea (Neutral)
17	Shango , Caster of the Thunderstone, the Storm God (Chaotic)
18	So , God of Storms and Witchery (Neutral)
19	Tsui'Goab , the Rain God (Lawful)
20	Another deity of this pantheon, or player's preference

(This is a necessarily disparate yet partial list, highlighting the venerations of many different African cultures.)



TABLE 3.D
The Australian Mythos

D20 Roll	Immortal
1	Altjira the Creator , God of Eternity (Lawful)
2	Baiaame , the Great Sky Father (Lawful)
3	Bamapana the Trickster , God of Discord (Chaotic)
4	Bila the Devourer , Goddess of the Sun and Fire (Chaotic)
5	Birra-Ngulu , Goddess of Floods and Fertility (Neutral)
6	Bobbi-Bobbi the Gifter , Lord of Blessings and Death (Neutral)
7	Daramulum the Shape-Shifter , God of the Sky (Lawful)
8	Dirawong the Protector , Defender of the Many Tribes (Lawful)
9	The Djungkao , Sister-Goddesses of the Ocean and the Tides (Neutral)
10	Julunggul of the Thousand Names , Rainbow Serpent Goddess of Initiation and Rebirth (Lawful)
11	Kidili the Desirous , Reaver and Shadow of the Moon (Chaotic)
12	Kunapipi , Mother Goddess, Mother of Heroes (Lawful)
13	Mamaragan the Thunder Speaker , God of Storms (Neutral)
14	Mangar-Kunjer-Kunja , Lizard God of Crafts and Civilization (Lawful)
15	Ngintaka the Taker , Lizard God of the Dreamtime (Neutral)
16	Tiddalik the Unquenchable , Frog God of the Deserts (Neutral)
17	Tjinimin the First and Ancient , Demigod of the First People (Neutral)
18	Wambeen the Smiter , Destroyer of the Wanderers (Chaotic)
19	Wuriupranili, the Fire-Walker , Goddess of the Sun (Neutral)
20	Another deity of this pantheon, or player's preference



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(For this pantheon, the beliefs of separate regional tribes and peoples have been amalgamated into a single cohesive mythos.)

TABLE 3.E
The Aztec Mythos

D20 Roll	Immortal
1	Chalchiuhtlicue , the Jade Maiden, Goddess of Love and the Running Waters (Lawful)
2	Cihuacoatl the Hungerer , the Serpent Goddess (Neutral)
3	Ehecatl of the Singing Mask , Lord of the Winds (Neutral)
4	Hueheteotl the Ever-Burning , God of Fire (Chaotic)
5	Huitzilopochtli , He of the Hummingbirds, God of War and Conquest (Neutral)
6	Huixtocihuatl the Reed Walker , Goddess of Salt and Seas (Neutral)
7	Itzpapalotl the Obsidian Butterfly , Skeleton Goddess of Tamoanchan (Chaotic)
8	Mictlantecuhtli , Eater of Flesh, God of Death and the Underworld (Chaotic)
9	Opochtli the Snarer , God of Fishing and Hunting (Neutral)
10	Quetzalcoatl , the Law Giver, God of the Skies (Lawful)
11	Tezcatlipoca of the Smoking Mirror , God of Evil and Chaos (Chaotic)
12	Tlaloc of the Marigolds , the Rain Bringer (Chaotic)
13	Tlazolteotl the Sin Eater , Goddess of Desire (Chaotic)
14	Tonatiuh the Blood Receiver , God of Doom and the Sun (Chaotic)
15	Xelhua of the Deluge , Primordial Titan (Neutral)
16	Xipe-Totec the Flayed One , God of Sacrifice (Neutral)

- | | |
|-----------|--|
| 17 | Xiuhtecuhtli the Turquoise Lord , God of the Volcanoes (Neutral) |
| 18 | Xochipilli , Lord of the Flowers, God of Chance (Neutral) |
| 19 | Xolotl of the Shadow Hounds , God of Dusk and Lightning (Neutral) |
| 20 | Another deity of this pantheon, or player's preference |

(See also the more general Central American mythos for more deities in this vein.)



TABLE 3.F
The Babylonian Mythos

D20 Roll	Immortal
1	Anshar , Lord of Night and Darkness (Chaotic)
2	Anu the Prime Mover , God of the Heavens (Lawful)



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3	Aya the Radiant , Goddess of Light (Lawful)
4	Bel the Transcendent , Supreme God and Lord of the Elements (Lawful)
5	Druaga of the Devil World (Chaotic)
6	Ea the Bestower , God of Knowledge and the Waters (Lawful)
7	Gilgamesh the Enlightened , the Sacred King (Lawful)
8	Girru the Burning One , God of Fire (Lawful)
9	Ishtar the Beguiler , Goddess of Love and War (Neutral)
10	Kishar , the Earth Mother and Protectress (Lawful)
11	Kulullu of the Deeps , Keeper of the Sea (Chaotic)
12	Mandanu , Lord of Judgments (Lawful)
13-14	Marduk the Sun Bringer , God of Civilization (Lawful)
15	Martu of the Wanderers , Destroyer of Cities (Chaotic)
16	Nergal , the Raging One, Lord of the Underworld (Chaotic)
17	Qingu the Pretender , Son of the Primordial Dragon (Chaotic)
18	Ramman the Beclouded , God of Storms (Neutral)
19	Sarpanitu the Shining One , Goddess of Women and the Moon (Lawful)
20	Another deity of this pantheon, or player's preference

(This pantheon has considerable overlap with the Sumerian mythos, which might also be of interest.)



TABLE 3.G
The Celtic Mythos

D20 Roll	Immortal
1	Arawn , the Dark One, God of the Dead (Chaotic)
2	Brigantia the High One , Goddess of Victory (Neutral)
3	Brigit of the Pyre , Goddess of Poetry and Fire (Neutral)
4	Cernunnos the Horned God , Lord of the Wilds (Neutral)
5	The Dagda , the Good God, Lord of the Druids (Neutral)
6	Danann , Goddess of Magic and Enchantments (Neutral)
7	Dian Cecht (Diancecht) , Healer of the Gods (Lawful)
8	Dunatis , God of the Mountain Spires (Neutral)
9	Esus of the Axe , the Great Hewer (Neutral)
10	Goibniu (Goibhnie) , God of the Smiths and Fires (Neutral)
11	Lugh of the Many Arts , God of Craftsmanship (Lawful)
12	Manannan Mac Lir , God of the Sea (Neutral)



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13	Maponos Great-Son , God of Youth (Neutral)
14	Nodens the Great Hunter , Lord of the Sea (Neutral)
15	Ogmios the Persuader , God of Eloquence (Lawful)
16	Sirona of the Serpent , Goddess of Healing Springs (Lawful)
17	Sulis the Life-Giver , Mother Goddess (Lawful)
18	Taranis the Mighty , the Thunderer (Neutral)
19	Toutatis , Lord Protector of the Tribes (Lawful)
20	Another deity of this pantheon, or player's preference



11	Hun Ahau the Unknown , Lord of the Mysteries (Neutral)
12	Hun-Came and Vucub-Came , Gods of Plague and Misery (Chaotic)
13	Itzamna the Asperser , God of Healing (Lawful)
14	Jacawitz of the Spires , God of the Mountains (Neutral)
15	K'awiil the Maize Walker , God of Serpents and Fertility (Neutral)
16	K'inich Ahau the Golden One , God of the Sun (Lawful)
17	Kisin the Mephitic , Lord of Death (Chaotic)
18	Maximon the Blessed , Demigod of Travelers and Merchants (Neutral)
19	Yopaat of the Mists , God of Clouds and Floods (Neutral)
20	Another deity of this pantheon, or player's preference

(This list is primarily Mayan in nature; the loss of many crucial historical sources means that this pantheon is largely a mystery to us now. It is memorialized here.)

TABLE 3.H
The Central American Mythos

D20 Roll	Immortal
1	Alom the Emerald , God of Wood and Sky (Neutral)
2	Bacab the Fourfold , Gods of the Water Caves (Neutral)
3	Bahlam of the Black Veils , the Jaguar God of the Nether (Chaotic)
4	Bolon Yokte of the Nine Strides , God of Journeys (Neutral)
5	Buluc Chabtan , God of War and Sacrifice (Neutral)
6	Cacoch the Creator , He Who Watches Over (Lawful)
7	Camaxtli the Decider (Mixcoatl) , God of Fate (Neutral)
8	Camazotz the Bat God , Lord of the Underworld (Chaotic)
9	Chaac of the Lightning Axe , God of the Rains (Neutral)
10	Cit-Bolon-Tum , God of Medicine and Healing (Lawful)



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TABLE 3.I
The Chinese Mythos

D20 Roll	Immortal
1	Caishen (Chao Kung Ming) , the Planes Strider, Demigod of Wealth and War (Neutral)
2	Canshen the Silkworm God , Lord of the Silken Webs (Neutral)
3	Chih-Chiang Fyu-Ya , Lord of Archery, Punisher of the Gods (Chaotic)
4	Chih Sung-Tzu , the Cloud Walker, God of Rain (Neutral)
5	Chung Kuel of the Many Riddles , God of Truth and Trials (Lawful)
6	Heishen of the Black Dragon , God of Waters and Winter (Neutral)
7	Huan-Ti the Charioteer , God of War (Neutral)

8	Guanyin (Kuan Yin) , She Who Hears the Cries of the World, Goddess of Mercy (Lawful)
9	Leishen (Lei Kung, Leigong) , the Duke of Thunder (Chaotic)
10	Lu Ban the Maker , God of Inventions and Constructions (Neutral)
11	Lu Yueh (Wen Shen) , the Lord of Plagues (Chaotic)
12	No Cha the Untouched , Demigod of Thieves (Chaotic)
13	Shan Hai Ching , the Tempest, Lord of the Wind and Sea (Neutral)
14	Shang-Ti the Great Oneness (Shangdi, Tian) , God of the Heavens (Neutral)
15	Shennong the Divine Peasant , God of Agriculture and the Ancients (Lawful)
16	Tou Mu the Lotus Maiden , Goddess of the North Star (Chaotic)
17	Xihe of the Three-Legged Crows , Goddess of the Sun (Lawful)
18	Xiwangmu , Goddess of Inspiration, Death, and Immortality (Neutral)
19	Yanluo Wang (Yanwang, Yen-Wang-Yeh) , God of the Judgment of the Dead (Neutral)
20	Another deity of this pantheon, or player's preference

(An effort has been made to bring the classic role-playing game deities of the Orient more in line with modern scholarship, but the older names are frequently preferred here in the name of familiarity.)



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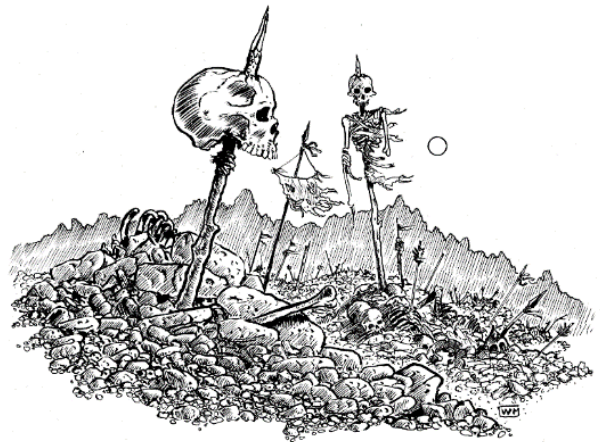


TABLE 3.J
The Cthulhu Mythos

D20 Roll	Immortal
1	Azathoth , the Daemon Sultan, the Primal Chaos and Heart of the Universe (Chaotic)
2	Bokrug of the Thuum'ha , the Water Lizard, Keeper of the Eternal Deep (Neutral)
3	Chaugnar Faugn , the Timeless Beholder, He Who Waits (Chaotic)
4	Cthugha , the Pyre of Stygia, the Undying Fire (Chaotic)
5	Dagon , the Sleepless One, the Deep Father (Chaotic)
6	Great Cthulhu , the Inexorable, Dread Lord of R'lyeh (Chaotic)
7	Hastur the Unspeakable , Harbinger of Hali (Chaotic)
8	The King in Yellow , the Tatterdemalion, Lord of the Chaos Plague (Chaotic)
9	Mother Hydra , Eldritch Matriarch of the Deep Ones (Chaotic)

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| 10 | Nath-Horthath , God of Vengeance, the Pride of Sarnath, the Lion Strider (Neutral) |
| 11 | Nodens the Great Hunter , Lord of the Dreams in the Sea (Neutral) |
| 12 | Nug and Yeb , the Twin Blasphemies, Echoes of the Black Litanies (Chaotic) |
| 13 | Nyarlathept , the Crawling Chaos, Lord in Ebon, Herald of the Gods (Chaotic) |
| 14 | Oukranos , the River God, Protector of the Enchanted Wood (Neutral) |
| 15 | Rhan-Tegoth , the Sleeper in the Frozen Wastes (Chaotic) |
| 16 | Shub-Niggurath , the Darkmother, the Black Goat of the Woods with a Thousand Young (Chaotic) |
| 17 | Tsathoggua the Undying , the Oblivator of Yoth (Chaotic) |
| 18 | Yig , the Accursed One, Heart of K'n-yan, Father of Serpents (Chaotic) |
| 19 | Yog-Sothoth , the Lurker at the Threshold, Guardian of the Ways (Chaotic) |
| 20 | Another deity of this pantheon, or player's preference |

(The original lore developed by H. P. Lovecraft is highlighted here, with a lesser emphasis upon the creations of other authors who contributed to the later Cthulhu Mythos.)



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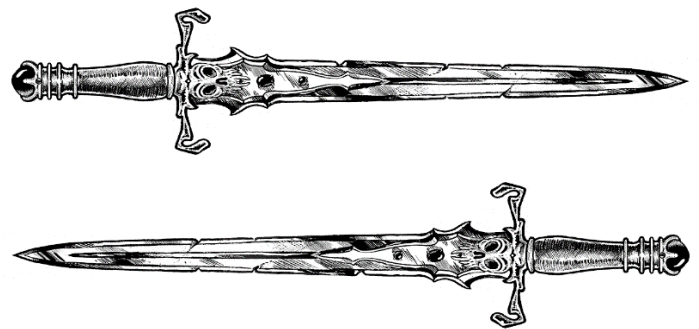


TABLE 3.K
The Demonic Mythos

D20 Roll	Immortal
1	Agares the Thrice-Learned , Prince of Deception (Chaotic)
2	Alloes , the Orien-Daemon, Bringer of Plagues (Chaotic)
3	Baphomet , the Sabbatic Goat, Lord of the Mysteries (Chaotic)
4	Belphegor , Demon Lord of Broken Oaths and Abandonment (Chaotic)
5	Charun the Ferryman (Charon) , Daemon Lord of the Netherworld Rivers (Chaotic)
6	Gremory , Demon Queen (?) of Desire and Deceit (Chaotic)
7	Hyaenoghul the Cackling One , Lord of the Gnolls and Ghouls (Chaotic)
8	Koschei the Deathless , Lord of the Ogres and Giants (Chaotic)

9	Krampus , Lord of Bloodwinter (Chaotic)
10	Lilith , Demon Queen of the Succubi (Chaotic)
11	Lyssa the Becrimsoned , Demon Queen of Mad Frenzies (Chaotic)
12	Marchosias the True , Demon Lord of Revelations (Chaotic)
13	Onoskelis the Brazen Mother , Demon Queen, Glory of the Dark Elves (Chaotic)
14	Orcus the Eternal , Prince of the Undead (Chaotic)
15	Pazuzu of the Plague Tempest , Demon Prince of the Aerie Realms (Chaotic)
16	Phenex the Beguiler , Prince of Pain (Chaotic)
17	Shoggothlex the Faceless One , Lord of Slimes and Decay (Chaotic)
18	Tuchulcha the Gatemistress , Daemon Queen of Chasms and the Netherworld (Chaotic)
19	Wendigo , Daemon Lord of the Frozen Wastes (Chaotic)
20	Another deity of this pantheon, or player's preference

(This pantheon combines the World of Oldskull mythology with occult demonology in the public domain, with some attributions which could be considered as rough parallels for the different and separate demon lords who are featured in copyrighted game sources.)



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| 14 | Ra of the Two Horizons , God of the Eternal Sun (Amun-Ra) (Lawful) |
| 15 | Sekhmet , the Lion Goddess of Bloodletting and Healing (Neutral) |
| 16 | Set (Seth) , the Discordant One, God of the Night and Outsiders (Chaotic) |
| 17 | Shu , He Who Rises Up, God of the Sky (Neutral) |
| 18 | Thoth , the Great Ibis, God of the Moon and Wisdom (Lawful) |
| 19 | Wadjet of the Emerald , the Cobra Goddess, Protector of the Worthy (Lawful) |
| 20 | Another deity of this pantheon, or player's preference |

TABLE 3.L
The Egyptian Mythos

<u>D20 Roll</u>	<u>Immortal</u>
1	Anhur the Ever-Returning , Lord of War and Hunting (Lawful)
2	Anubis , Lord of the Sacred Land, Protector of the Dead (Lawful)
3	Apep (Apophis) , the Sun Eater, King of Serpents (Chaotic)
4	Apshai , Lord of the Insect Realm (Neutral)
5	Bast (Bastet) , Eye of the Moon, Goddess of Cats and Warriors (Lawful)
6	Geb , God of Earth and Harvests (Neutral)
7	Horus , the Soaring One, Avenger of the Gods (Lawful)
8	Khepri the Emergent , the Scarab Lord (Neutral)
9	Khnum , the Divine Potter, Lord of Created Things (Neutral)
10	Isis , Queen of the Arcane, Goddess of Magic (Lawful)
11	Nekhebet , the Vulture Goddess of the United Realms (Lawful)
12	Osiris the Risen , Lord of Silence, God of Resurrection (Lawful)
13	Ptah , Lord of Truth and Eternity (Lawful)



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TABLE 3.M
The Etruscan Mythos

D20 Roll	Immortal
1	Acca Larentia , the Shepherd-Wife, Demigoddess of Desire and Fertility (Neutral)
2	Apulu the Radiant , God of Sun and Prophecy (Lawful)
3	Airitmi the Huntress , Goddess of Beasts and the Forest (Neutral)
4	Athropa the Inevitable , Goddess of Fate and Inescapable Circumstance (Neutral)
5	Calu Blood-Jaw , God of Lycanthropes and Netherworld Wulfen (Chaotic)
6	Catha , Eye of the Sun, Goddess of Guidance and Netherworld Radiance (Neutral)
7	Februus the Pure , God of Purification and Underworld Explorers (Lawful)
8	Laran of the Burning Spear , God of War and Fire (Neutral)
9	Leinth of the Many Faces , Goddess of Changelings and Doppelgangers (Chaotic)
10	Mania the Howling One , Goddess of Madness and Undead Spirits (Chaotic)
11	Mantus Earth-Veil , God of the Underworld of the Dead (Chaotic)
12	Maris of the Brazen Mirrors , God of Fields and Centaurs (Neutral)
13	Menrva Gray-Eyes , Goddess of Wisdom and Protection (Lawful)
14	Nortia the Chance-Snarer , Goddess of Destiny and Time (Lawful)
15	Pacha of the Writhing Vines , God of Wine and Revelry (Neutral)
16	Thalna the Ever-Blooming , Goddess of Youth and Childbirth (Lawful)

17	Turan of the Swans , Goddess of Love and Beauty (Neutral)
18	Uni the Protectress , Goddess of Women and Matriarchy (Lawful)
19	Volturnus of the Sacred Springs , God of the Waters of Surface and the Netherworld (Neutral)
20	Another deity of this pantheon, or player's preference



TABLE 3.N
The Finnish Mythos

D20 Roll	Immortal
1	Ahto (Ahti) , the Islander, God of the Seas and Waters (Lawful)
2	Akras the Green-Fingered , God of Feasts and Harvests (Neutral)
3	Ilk-Turso the Mighty and Eternal , God of War (Neutral)



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4	Ilmarinen , the Eternal Hammerer, God of Smiths and Artisans (Lawful)
5	Ilmatar , Lady of the Winds, Goddess of Maidens and Motherhood (Lawful)
6	Kave of the Azure Hands , God of the Sky (Lawful)
7	Kiputytto , the Plague Mother (Chaotic)
8	Kuu of the Silver Egg , Goddess of the Moon (Neutral)
9	Loviatar , Daughter of the Death-Realm of Pohjola, Maiden of Pain (Chaotic)
10	Mielikki the Tree-Veiled , Goddess of the Wilderness (Lawful)
11	Nyyrikki the Forest Walker , God of Beasts and the Hunt (Neutral)
12	Pekko of the Golden Fields , God of Grain and Brewing (Neutral)
13	Surma the Slaughter Hound , Demigod of Death (Chaotic)
14	Tapio the Lichen-Bearded , God of the Elder Forest (Lawful)
15	Tuonetar , Virgin of Death, Goddess of the Underworld (Chaotic)
16	Tuoni , the Shadowlander, Lord of the Underworld (Chaotic)
17	Ukko the Elder One , Supreme God of the Kalevala (Lawful)
18	Untamo the Enshrouded , God of Sleep and Dreams (Neutral)
19	Ved-Ava , the Dancer upon the Waters, Goddess of the Mermaids (Neutral)
20	Another deity of this pantheon, or player's preference



TABLE 3.0
The Greek Mythos

<u>D20 Roll</u>	<u>Immortal</u>
1	Aphrodite , Lady of Cythera, Goddess of Love and Beauty (Neutral)
2	Apollo the Light-Bringer , God of the Sun and Prophecy (Lawful)
3	Ares the Imprecator , God of War (Chaotic)
4	Artemis the Willow-Bound , Goddess of the Hunt (Neutral)
5	Athena , Goddess of Wisdom and Protection (Lawful)
6	Demeter the Grain-Giver , Goddess of Harvests (Neutral)
7	Dionysus the Liberator , God of Wine and Revelry (Neutral)
8	Hades the Adamantine and Unyielding , God of the Underworld (Chaotic)
9	Hecate Chthonia , Goddess of Dark Magics (Chaotic)
10	Hephaestus Khalkeus , God of Blacksmiths and Fire (Neutral)
11	Hera , Queen of Olympia, Goddess of Women (Neutral)
12	Hermes , the Psychopompos, God of Swiftmess and Roguery (Neutral)
13	Hestia of the Fireside , Goddess of the Hearth (Lawful)
14	Nike of the Silver Wings , Goddess of Victory (Lawful)
15	Poseidon the Tempestuous , God of the Seas (Neutral)
16	Prometheus , Elder Titan of Forethought and Enlightenment (Lawful)
17	Thanatos of the Ebon Hand , God of Death (Chaotic)
18	Tyche the Ever-Blessed , Goddess of Luck and Fortune (Neutral)
19	Zeus the Imperious , Ruler of the Olympian Gods (Lawful)



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20 Another deity of this pantheon, or player's preference

18 **Varuna the Surrounder**, God of the Seas, Oaths, and Order (Lawful)

19 **Vishnu the Preserver**, God of Mercy and of Light (Lawful)

20 Another deity of this pantheon, or player's preference

TABLE 3.P
The Indian Mythos

D20 Roll	Immortal
1	Agni the Shining One , God of Fire and Lightning (Neutral)
2	Brahma the Self-Born , Lord of Speech, God of Creation (Lawful)
3	Durga the Invincible , Goddess of War and Protection (Lawful)
4	Ganesha , Remover of Obstacles, Lord of Hosts (Lawful)
5	Indra the Ever-Mighty , God of Rain and Storms (Neutral)
6	Kali of the Appointed Hour , the Black Earth Mother (Chaotic)
7	Karttikeya of the Six Faces , Demigod of War (Lawful)
8	Lakshmi the Perceiver , Goddess of Good Fortune and Prosperity (Lawful)
9	Mariamman the Rain Mother , Goddess of Family and Healing (Lawful)
10	Parvati , Daughter of the King of the Mountains, Goddess of Love and Devotion (Lawful)
11	Ratri of the Blackness , Goddess of Night and Thievery (Chaotic)
12	Rudra the Roarer , Lord of Animals and the Hunt, God of the Dead (Neutral)
13	Saraswati of the Pooling Waters , Goddess of Knowledge and Wisdom (Lawful)
14	Shiva the Destroyer , God of Creation and Annihilation (Neutral)
15	Surya the Luminous , the Sun God (Lawful)
16	Tvashtri , the Heavenly Builder, Demigod of Artifice (Neutral)
17	Ushas , Breath of All Breaths, Goddess of the Dawn (Lawful)



TABLE 3.Q
The Infernal Mythos

D20 Roll	Immortal
1	Aamon of the Vomiting Fire , Duke of Lord Geryoneus (Chaotic)
2	Abaddon the Doom Bringer , Duke of the Bottomless Pits (Chaotic)



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3	Ashmodai of the Crimson Wrath , Lord of the Ninth Infernal Dominion (Chaotic)
4	Ashtaroth Viper-Tongue , Great Duke of the Infernal Dragons (Chaotic)
5	Ba'al Muian , Lord of the Flies, Lord of the Seventh Infernal Dominion (Chaotic)
6	Baalial the Wicked , Lord of the Fourth Infernal Dominion (Chaotic)
7	Berith the Beloved Deceiver , Duke of the Black Covenant (Chaotic)
8	Boal of the Ever-Shifting Shapes , Duke of Lord Mamon (Chaotic)
9	The Dis Pater , Father of Riches, Lord of the Second Infernal Dominion (Chaotic)
10	The Dragon Queen , She Who Must Not be Named, Matriarch of the First Infernal Dominion (Chaotic)
11	Geryoneus , the Beast, Lord of the Fifth Infernal Dominion (Chaotic)
12	Halphas , Lord of Rust and Corrosion, Duke of Lord Mephistopheles (Chaotic)
13	Leviathan the Twisting , Great Beast of the Infernal Waters (Chaotic)
14	Mamon of the Countless Riches , Lord of the Third Infernal Dominion (Chaotic)
15	Mephistophilus the Scatterer , Lord of the Eighth Infernal Diminion
16	Molech of the Jeweled Eyes , Lord of the Sixth Infernal Dominion (Chaotic)
17	Pytho the Constrictor , Demigoddess and High Priestess of the Infernal Pits (Chaotic)
18	Titivillus the Word Twister , Duke of the Dis Pater (Chaotic)
19	Vanth , Princess of Hell, Daughter of Ashmodai (Chaotic)

20 Another deity of this pantheon, or player's preference

(This pantheon combines the World of Oldskull mythology with occult diabolism in the public domain, with some attributions which could be considered as rough parallels for the different and separate arch-devils and dukes of Hell who are featured in copyrighted game sources.)

TABLE 3.R
The Japanese Mythos

D20 Roll	Immortal
1	Amaterasu O-Mi-Kami , She Who Shines in the Heavens, Goddess of the Sun (Lawful)
2	Ame-No-Uzume , the Laughing Maiden, Goddess of Dawn and Revelry (Lawful)
3	Ama-Tsu-Mara of the Thundering Forge , God of Blacksmiths (Neutral)
4	Daikokuten (Daikoku) the Fortune Bringer , God of Wealth and Luck (Lawful)
5	Fujin the Cloud Dancer , God of the Winds (Neutral)
6	Hachiman the Unerring , God of Archer and War (Lawful)
7	Inari Okami , the Fox Maiden, Goddess of Rice and Fertility (Neutral)
8	Izanagi the Inviter , Forefather of the Gods (Lawful)
9	Izanami , Bridger of Heaven and Earth, Foremother of the Gods (Lawful)
10	Kishijoten the Shape Dancer , Goddess of Chance (Neutral)
11	Ninigi-No-Mikoto the Peacekeeper , Progenitor of the Emperors (Lawful)
12	Okuninushi (Oh-Kuni-Nushi) the Avenging One , Demigod of Heroes (Lawful)



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13	Omoikane , Server of Thoughts, God of Wisdom (Lawful)
14	Raiden (Raijin) the Drum Beater , God of Thunder (Neutral)
15	Suijin of the Many Shrines , God of the Sacred Waters (Neutral)
16	Susanoo (Susanowo) of the Deeping Realms , the Storm God of the Seas (Chaotic)
17	Takemikazuchi the Unmatchable , God of Sword Mastery (Neutral)
18	Tenjin of the Endless Skies , God of Scholarship and Learning (Lawful)
19	Tsukiyomi of the Silver Bow , God of the Moon (Lawful)
20	Another deity of this pantheon, or player's preference

(Several older spellings have been retained here, so that researchers can ensure synergy with the 1980 hardcover deities tome where possible.)



TABLE 3.S
The Native American Mythos

<u>D20 Roll</u>	<u>Immortal</u>
1	Atahensic (Eagcenti) , Ancient Crone of the Endless Skies, Goddess of Women (Neutral)
2	Dohkwibuhch of the Many Tongues , God of Languages (Neutral)
3	Etu the Unaging , God of Time (Neutral)
4	Gitche Manitou , the Great Spirit, Giver of Life (Lawful)
5	Haashch'eezhini (Hastsezini) , the Black Lord, God of Fire (Chaotic)
6	Heng the Ever-Resurgent , the Great Thunder Spirit (Lawful)
7	Igaluk of the Icy Sphere , God of the Moon (Neutral)
8	Iosheka the Sacred One , God of Skill and Learning (Lawful)
9	Ma'ii the Coyote Spirit , Eternal Trickster (Chaotic)
10	Malsumis the Defiler , God of Corruption (Chaotic)
11	Nerrivik (Sedna) , Sea Mother and Ruler of the Underworld (Neutral)
12	Pamola (Bmola) the Great Bird Spirit , God of Ice and Frost (Neutral)
13	Pinga , the Maiden on High, Goddess of Hunting and Healing (Neutral)
14	The Raven Spirit , Revered Lord of Creation (Neutral)
15	Tabaldak the Self-Born , Creator of the People (Lawful)
16	Ta'xet the Taker , God of Violent Death (Chaotic)
17	Tia the Embracer , Goddess of Peaceful Death (Lawful)
18	To Neiniili the Gray , the Rain Sender (Neutral)
19	Wi of the Many Bounties , God of Bison and the Sun (Lawful)



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20 Another deity of this pantheon, or player's preference

(Researchers of the Native American mythoi will note that transliterations of names are highly varied and not standardized, especially when considering tribes that did not historically possess a written language. Some alternate noted spellings have been supplied.)



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| 4 | Eir the Mercy Bringer , Goddess of Protection (Lawful) |
| 5 | Forseti the Peacemaker , God of Justice and Reconciliation (Lawful) |
| 6 | Freyr (Frey) , God of the Alfarr and the Sacred Kingship (Neutral) |
| 7 | Freyja (Freya) , Lady of Gold, Goddess of Love and Beauty (Lawful) |
| 8 | Frigg (Frigga) the Beloved , Goddess of the Sky (Lawful) |
| 9 | Heimdallr (Heimdall) , Guardian of the Bifrost Bridge (Lawful) |
| 10 | Hel (Hella) of the Halls of the Slain , Goddess of Death (Chaotic) |
| 11 | Idunn Ever-Young (Idun) , Goddess of Eternal Youth (Lawful) |
| 12 | Loki the Ensnaring One , God of Mischief and Discord (Chaotic) |
| 13 | Magni the Mighty , God of Strength (Lawful) |
| 14 | Modi the Fearless , God of Courage and Valor (Neutral) |
| 15 | Odin the All Father , Ruler of Asgard (Lawful) |
| 16 | Sif of the Golden Tresses , Goddess of Skill and Mentorship (Lawful) |
| 17 | Thor of the Hammer , God of Thunder (Lawful) |
| 18 | Tyr , God of Law and War (Lawful) |
| 19 | Ullr (Ullr) the Glorious , God of Archery and Hunting (Neutral) |
| 20 | Another deity of this pantheon, or player's preference |

TABLE 3.T
The Norse Mythos

D20 Roll	Immortal
1	Aegir the Unconquerable , God of Storms and the Sea (Neutral)
2	Baldur of the Shining Day (Balder) , God of Charisma and Inspiration (Lawful)
3	Bragi the Great Chieftain , God of Eloquence and Song (Lawful)



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TABLE 3.U
The Pegana Mythos

D20 Roll	Immortal
1	Alhireth-Hotep , Lord of the Ziggurat, Demigod of Liches and Hubris (Chaotic)
2	Arb-Rin-Hadith , Ascendant Martyr, Demigod of Apotheosis and Sacrifice (Lawful)
3	Dorozhand , Regarder of the End, God of Destiny (Neutral)
4	Girbaun the Ash Maker , Godling of the Burning Fires (Neutral)
5	Hish , the Creeper from the Forest, the Lord of Silence (Chaotic)
6	Hoodrazai the Unknown , the Silent Beholder, God of Secrets, Silence, and Redemption (Lawful)
7	Jabim the Finder , Lord of All the Broken Things (Neutral)
8	Kib , the Sender of Life, God of Life, Change, and Unpredictability (Neutral)
9	Limpang-Tung , the Ever-Laughing, God of Mirth and Minstrels (Lawful)
10	Mana-Yood-Sushai , the Unnamable, the Great Slumberer, Creator of Dream and the World of Oldskull (Neutral)

11	Mung the Sunderer , Lord of All Deaths and God of Retribution (Chaotic)
12	Roon the Rushing , God of Change, Momentum, and Celerity (Chaotic)
13	Sagastriion of the Shepherds , Godling of Memory, Longing, and Lost Desire (Neutral)
14	Sirami, Lord of All Forgetting , God of Oblivion and Nepenthe (Chaotic)
15	Sish the Destroyer of Hours , God of Time, Ruin, and Decay (Lawful)
16	Skarl , The Eternal Drummer, the Demiurge, God of Faith and Endurance (Lawful)
17	Slid , Whose Soul Is by the Sea, God of Oceans, Rivers, and Wanderlust (Chaotic)
18	Umbool , the Beast of Mung, Godling of Drought, Plague, and Suffering (Chaotic)
19	Wohoon of the Howls , Godling of the Noises and Warnings (Neutral)
20	Another deity of this pantheon, or player's preference

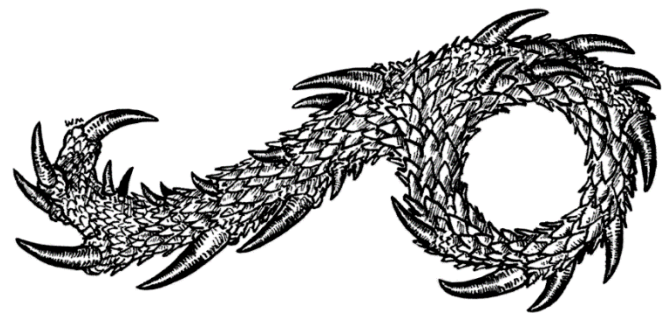


TABLE 3.V
The Roman Mythos

D20 Roll	Immortal
1	Apollo Soranus , Lord of the Firewalkers, God of Sun and Prophecy (Lawful)



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2	Bacchus of the Thyrsus , God of Wine and Revelry (Neutral)
3	Cacus the Fire Breather , Demigod of Fire, Giants, and Defiance (Chaotic)
4	Diana , Goddess of the Beasts and the Forest (Neutral)
5	Faunus the Horned One , God of Nature and Wild Passion (Chaotic)
6	Fortuna Faitrix , Goddess of Luck (Chaotic)
7	Janus the Twice-Gazer , God of Beginnings, Gates, and Endings (Lawful)
8	Jupiter of the Thunderbolt , Dius Fidius and Foremost of the Gods (Lawful)
9	Justitia the Blind , Goddess of Law and Justice (Lawful)
10	Mars Ultor , God of War and Bloodshed (Chaotic)
11	Mephitis the Befouler , Goddess of Poison and Vapors (Chaotic)
12	Minerva of the Aegis , Goddess of Wisdom and Protection (Lawful)
13	Neptune , Lord of the Trident, God of Sea Steeds and the Deep (Chaotic)
14	Pluto of the Shadowed Mysteries , God of the Underworld Kingdom (Chaotic)
15	Silvanus , Forest Strider, God of the Fey Forests and Faerie Creatures (Neutral)
16	Vediovis of the Sacrifices , God of Castle Oldskull and the Secrets of the Netherworld (Chaotic)
17	Venus the Ever-Favored , Goddess of Love and Beauty (Neutral)
18	Vesta the Scroll Keeper , Goddess of Hearths and the Sacred Fire (Lawful)
19	Virtus the Courageous , God of Men-at-Arms, Soldiers, and Tactics (Neutral)

20 Another deity of this pantheon, or player's preference



TABLE 3.W
The Sumerian Mythos

<u>D20 Roll</u>	<u>Immortal</u>
1	An the Prime Mover , God of the Heavens (Lawful)
2	Bau (Baba) , Goddess of Healing (Lawful)
3	Dumuzid (Tammuz) the Demon-Sought , God of the Shepherds (Lawful)
4	Enki , God of Knowledge and the Waters (Lawful)



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5	Enlil the Transcendent , Supreme God and Lord of the Elements (Lawful)
6	Ereshkigal (Irkalla) , Queen of Kur, Goddess of the Netherworld (Chaotic)
7	Inanna , Goddess of Love and War (Neutral)
8	Ki , Goddess of Nature (Neutral)
9	Kisunu , the Raging One, Lord of the Underworld (Chaotic)
10	Nammu , Goddess of the Eternal Seas (Chaotic)
11	Nanna-Sin (Nanna-Suen) , God of the Moon (Lawful)
12	Ningal , Goddess of the Reeds and Marshes (Neutral)
13	Ninhursag , Goddess of the Earth (Neutral)
14	Ninlil , Goddess of the Winds (Lawful)
15	Ninsumun (Ninsun) , Goddess of Heroes and Destiny (Lawful)
16	Ninurta , God of Hunting and Farming (Lawful)
17	Nisaba , Goddess of Learning and the Harvest (Lawful)
18	Uttu , Goddess of Weaving and Spiders (Neutral)
19	Utu (Shamash) , God of the Sun (Lawful)
20	Another deity of this pantheon, or player's preference

(Refer also to the Babylonian mythos. In many ways, the Sumerian, Akkadian, and Babylonian mythoi, and more generally Mesopotamian mythology as a whole, are all intertwined with a confusion of names and originations. Here, I have attempted to preserve the elder names and natures of the gods wherever possible.)





Chapter VIII: The Dream-Sendings: Understanding Deific Alignment Languages

(Supplementary to pg. 19)



(Much like the chapter concerning the meaning and use of alignment in the game, this chapter is devoted to a further understanding of an even more cryptic rule: that of the triad of alignment languages, and the implications that universal languages hold for the mortal-driven game world in its entirety. ~K)

If the Game Master would like some assistance in emphasizing the importance of alignment in the game, he can rule that all sentient creatures know and accept that they are capable of speaking a Primal Language in addition to their other languages known.

The primal language is sometimes referred to as an “Alignment Language” or “Alignment Tongue”, but that is an oversimplification of what the concept actually implies. Primal languages are spoken by the higher powers within the dreams of mortal creatures. They are *innately* known languages which resonate in the psyche as delivered by the gods of chaos, law, and neutrality to their subjects. These are the “Mother Tongues,” the ancestral languages which existed in the Ago Time of the ancients, when the immortals first taught mortals how to communicate with voice and the written word. Just as human babies begin to learn language during their time in the womb, mortal creatures primitively and innately comprehend the primal language that is spoken by their god or goddess from the very beginning.

Primal languages, understood in this manner, create some intriguing wrinkles in the game. A chaotic human and a chaotic dragon who could not normally understand one another can communicate in limited fashion, using the sparse words and empathic sendings of the primal language of chaos. This is because the primal languages are partly verbal, partly somatic (hand signals or facial expressions), and partly a matter of instinctive ancestral memory.

The existence of primal languages also allows intelligent creatures to quickly learn the alignments of strangers, too. A chaotic creature, should a lawful PC attempt to communicate with it, will not understand the lawful language spoken but will nevertheless know that the speaker is lawful because of an innate repulsion experienced by hearing another of the three ancient Mother Tongues. Similarly, two strangers who both speak the primal language of neutrality are likely to trust





one another somewhat because they can communicate and know that their philosophies and matters of belief are somewhat the same.

Problematically, primal languages cannot be learned after a person matures and the “gods no longer speak to him.” (Clerics are a special case; they refuse to learn other primal languages because to do so would be a grave offense to the trust of their worshipped immortal.) This means that if a character should ever change alignment, the old primal language can no longer be fully used because the empathic element is lost. Worse, the character could not learn the new primal language for his second alignment, either. For example, a lawful character who later follows the path of neutrality would lose his lawful primal language, and would not gain the neutral primal language as compensation for the change.

Primal languages are not necessarily realistic, but they are mythic, spiritual, and traditional in the old school game. I personally encourage their use, but because they tend to significantly change the nature and effect of communication within the game, I leave the details here as an optional rule for the GM’s consideration.

In interpreting this concept for your games, just be sure to remember: ***Darmok and Jalad, at Tanagra.***

Lastly, it should be noted that the designated term “alignment language” is a game term, not an in-world term. Just as no one living in the fantasy world knows what an “armor class” or a “to hit roll” is, the dream-sent languages are never called “alignment languages” by characters or creatures in the game world. They are referred to as the Infernal Tongue (of Chaos), the Emphyrean Tongue (of Law), and the Primal Tongue (of Neutrality).



The following tables can be helpful for Game Masters who wish to know which types of monsters (in the Advanced rules) can speak and understand various alignment languages:

TABLE 4.A
Speakers of the Infernal Tongue

<u>A</u>
(All Chaotic Non-Player Characters)
<u>B</u>
Bugbear
<u>C</u>
Chimera (can interpret the language, but cannot speak it)
Cyclops
<u>D</u>
Doppelganger
Dragon, Black
Dragon, Green
Dragon, Red
Dragon Turtle
<u>E</u>
Efreeti, Lesser
<u>G</u>
Gargoyle
Ghoul
Giant, Fire
Giant, Frost



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Giant, Hill
Gnoll
Goblin
H
Harpy
Hellhound (can interpret the language, but cannot speak it)
Hobgoblin
K
Kobold
L
Living Statue, Rock (can interpret the language, but cannot speak it)
Lycanthrope, Devil Swine
Lycanthrope, Wererat
Lycanthrope, Werewolf
M
Manticore
Medusa
Minotaur
Mummy
O
Ogre
Orc
S
Salamander, Frost
Shadow (can interpret the language, but cannot speak it)
Spectre (can interpret the language, but cannot speak it)
T
Thoul
Troglodyte
Troll
V
Vampire
W
Wight (can interpret the language, but cannot speak it)
Wraith (can interpret the language, but cannot speak it)



TABLE 4.B
Speakers of the Emyrean Tongue

A
(All Lawful Non-Player Characters)
B
Blink Dog (communicate empathically)
D
Dragon, Gold
G
Giant, Storm
Gnome (if Lawful)
L
Living Statue, Crystal (can interpret the language, but cannot speak it)



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M

Man, Caveman (can interpret the language, but cannot speak it)

T

Treant

U

Unicorn (can interpret the language, but cannot speak it)



TABLE 4.C

Speakers of the Primal Tongue

A

(All Neutral Non-Player Characters)

Ape, White (can interpret the language, but cannot speak it)

C

Centaur

D

Djinni, Lesser

Dragon, Blue

Dragon, Sea

Dragon, White

Dryad

E

Elemental (Any) (can interpret the language, but cannot speak it)

G

Giant, Cloud

Giant, Stone

Gnome (if Neutral)

I

Invisible Stalker

L

Living Statue, Iron (can interpret the language, but cannot speak it)

Lizard Man

Lycanthrope, Werebear

Lycanthrope, Wereboar

Lycanthrope, Weretiger

M

Merman

N

Nixie

P

Pixie

S

Salamander, Flame

W

Warp Beast (can interpret the language, but cannot speak it)

As time passes, the Game Master can add to these primal language lists whenever newly-discovered intelligent peoples or monsters are encountered in the game world.





Chapter IX: Clearer Determination of Known Languages

(Supplementary to pg. 19)



The rules are not entirely clear on when and where characters can learn new languages. Resolution of the puzzle frequently depends not only upon your interpretation, but also on which edition of the rules you happen to be reading. Sometimes, even books belonging to the same edition conflict one another when this matter is addressed; and at other times, the issue is insinuated, but not really addressed at all.

Generally and for clarification, there are three approaches that the Game Master might choose to follow:

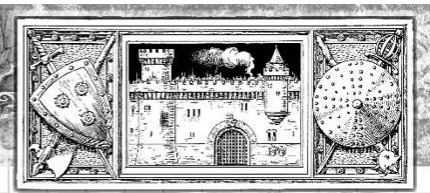
- ❖ **Basic Language Skills:** Each character knows the universal Common Tongue, the appropriate Alignment Language,

and any racially-known languages (for demi-humans), as well as any additional languages that the character might be able to learn due to high Intelligence. This easy approach implies that the character grew up with the languages known, while ignoring the possibility of intelligent people learning additional skills over time as they are exposed to new cultures and situations.

- ❖ **Advanced Language Skills:** Each character knows only the Common Tongue, the Alignment Language, and racially-known languages. Although high Intelligence indicates that the character can learn more in the future, these additional (foreign) languages must be learned in appropriate circumstances after the game begins. This approach gives every character the same background experience, based on race. Future learning is opted for, but the rewards for high intelligence are postponed for the time being.
- ❖ **Oldskull Language Skills:** This is a combination of the two methods above which I've personally developed and use for maximum flexibility. In this approach, each level 1 Player Character knows the following normal languages: Common, the Alignment Language, and (for demi-humans) any racial languages as well. Additionally, the player can – level 1, before play begins – add one or more additional foreign languages to this repertoire, based on the character's personal Intelligence. Any language slots that remain unfilled after this before-play selection can, during play, be filled whenever the character learns a new language in appropriate circumstances.
- ❖ (These approaches do not however address the optional rule of other foreign, and chiefly human, languages in the game world. In that case, any additional known languages based on a character's home realm or nationality



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would be decided upon by the GM, as appropriate to his or her campaign.)

Here is a Basic / Expert table for initial foreign languages which can be known, and their relative commonality:

Depending on the chosen approach your Game Master decides upon, the player can either select preferred additional languages for a starting Player Character, or roll randomly to determine them.

In either case, the player should justify the linguistic knowledge with a brief note in the character's backstory. For instance, a human might know the elvish language because her family was allied with a gray elf enclave. Or, she might know the goblin tongue because she was kidnapped by goblins as a child, and escaped after a time. The details are up to you.

If in justifying languages known you'd rather not come up with something dramatic, history tells us that children pick up other languages very quickly "through osmosis" if they are frequently exposed to speakers in day-to-day life. Therefore, any bustling city, caravansary, or trading post – where many cultures interact using a variety of languages and signs as a matter of course – will be a logical place for "random" languages to be picked up by youths through hearing and witnessing trade deals, storytelling of exotic lands, and various casual modes of friendly conversation.

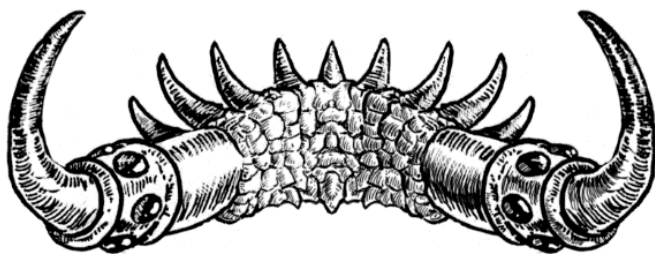


TABLE 5.A Random Language Determination		
D100 Roll	Rarity	Language
01-04	Uncommon	Bugbear (also spoken by goblins)
05-06	Rare	Centaur
07-08	Rare	Draconic (all dragons)*
09-10	Rare	Dryadic (also spoken by centaurs and satyrs)
11-16	Common	Dwarvish
17-22	Common	Elvish
23-24	Rare	Fire Giant
25-26	Rare	Frost Giant
27-28	Rare	Gargoyle
29-32	Uncommon	Giantish (all giants)*
33-36	Uncommon	Gnoll
37-40	Uncommon	Gnomish
41-44	Uncommon	Goblin (also spoken by bugbears and hobgoblins)*
45-50	Common	Halfling
51-52	Rare	Hill Giant
53-58	Common	Halfling
59-62	Uncommon	Hobgoblin (also spoken by goblins and thouls)
63-66	Uncommon	Kobold
67-68	Rare	Lizard Man
69-70	Rare	Lycanthropic (all lycanthropes)
71-72	Rare	Manticore
73-76	Uncommon	Merman
77-80	Uncommon	Ogre
81-86	Common	Orcish*
87-88	Rare	Satyr (can be interpreted, but can



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		only be spoken by elves)
89-90	Rare	Stone Giant
91-92	Rare	Stone Tongue (spoken by cavemen, understood by white apes)
93-94	Rare	Troll
95-00	Very Rare Language: Roll 1D100 again to determine the language type: <ul style="list-style-type: none"> ❖ [01-03] Black Dragon ❖ [04-06] Blink Dog (can be interpreted, but can only be spoken by gnomes) ❖ [07-09] Blue Dragon ❖ [10-12] Cloud Giant ❖ [13-15] Cyclopean ❖ [16-18] Devil Swine (also spoken by wereboars) ❖ [19-21] Djinn ❖ [22-24] Doppelganger ❖ [25-27] Efreet ❖ [28-31] Ghoul Meeping (also spoken by thouls) ❖ [32-34] Gold Dragon ❖ [35-37] Green Dragon ❖ [38-40] Harpy ❖ [41-43] Invisible Stalker ❖ [44-46] Medusa ❖ [47-49] Minotaur ❖ [50-52] Nixie ❖ [53-55] Old Treantish (things take a very long time ... to ... say) ❖ [56-58] Pixie (also spoken by sprites) ❖ [59-61] Red Dragon (can be understood, but not spoken, by chimeras) ❖ [62-64] Salamander (spoken by flame and frost salamanders) ❖ [65-67] Sea Dragon (also spoken by dragon turtles) ❖ [68-70] Sprite (also spoken by pixies) 	

- ❖ [71-73] Storm Giant
- ❖ [74-76] Troglodyte
- ❖ [77-79] Unicorn
- ❖ [80-82] Warp Beast
- ❖ [83-85] Werebear
- ❖ [86-88] Wereboar (also spoken by devil swine)
- ❖ [89-91] Wererat
- ❖ [92-94] Weretiger
- ❖ [95-97] Werewolf
- ❖ [98-00] White Dragon

* These languages are, arguably, some of the most valuable ones that a wandering and well-spoken adventurer can learn.

Duplicate results on this table should either be rerolled, or alternately (at the GM's option) can indicate an enhanced fluency in the double-rolled language in question.

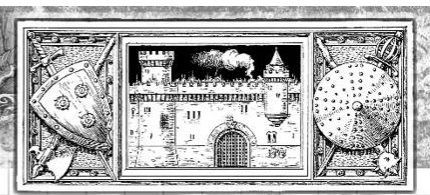


Speakers of the Common Tongue

The Common Tongue is just that; it is a Latin-like language that is preferentially used by many different cultures, particularly in terms of understanding foreigners, glyphs, sigils, and researched scrolls and tomes.



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As such, almost all civilized peoples and most humanoid (or demi-human) cultures know, or at least understand, a smattering of Common. Keep in mind too that 20% of individual intelligent monsters also know and speak the Common Tongue, even if their species is not listed below.

The following monster types always know the Common language:

TABLE 5.B Speakers of the Common Tongue
<u>C</u>
Centaur
<u>D</u>
Djinni, Lesser
Doppelganger
Dragon, Black
Dragon, Blue
Dragon, Gold
Dragon, Green
Dragon, Red
Dragon, White
Dryad
<u>E</u>
Efreeti, Lesser
<u>G</u>
Giant, Hill
Giant, Stone
Gnome
Golem (Any) (can accept simple commands from their creator, but cannot speak)
<u>H</u>
Halfling
<u>L</u>
Living Statue (can interpret the language, but cannot speak it)
Lycanthrope (Any)
<u>M</u>
Manticore (rudimentary)
Merman

Mummy

N

Non-Player Character Clerics (Acolytes, etc.)

Non-Player Character Fighters (Berserkers, Brigands, Buccaneers, Dervishes, Nobles, Nomads, Pirates, Traders, Veterans, etc.)

Non-Player Character Magic-Users
(Mediums, etc.)

Non-Player Character Thieves (Bandits, etc.)

Normal Humans (Merchants, etc.)

S

Shadow (can interpret the language, but not speak it)

Skeleton (can accept simple commands from their creator, but not speak)

Spectre (can interpret the language, but not speak it)

V

Vampire

W

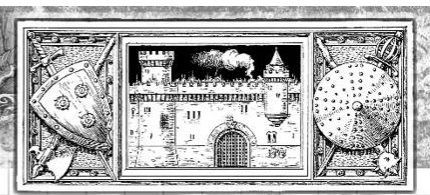
Wight (can interpret the language, but not speak it)

Wraith (can interpret the language, but not speak it)

Z

Zombie (can accept simple commands from their creator, but not speak)





Animals and Monsters Without Languages

The following monster types have no known spoken language:

TABLE 5.C Animals and Monsters Without Languages
<u>B</u>
Basilisk
Bat (Any)
Bear (Any)
Beetle, Giant (Any)
Black Pudding
Boar (capable of accepting commands)
<u>C</u>
Caecilia
Camel (capable of accepting commands)
Carcass Crawler
Cave Locust
Centipede, Giant
Cockatrice
Crab, Giant
Crocodile (Any)
<u>D</u>
Driver Ant
<u>E</u>
Elemental (Any) (capable of accepting commands)
Elephant (capable of accepting commands)
<u>F</u>
Ferret, Giant (capable of accepting commands)
Fish, Giant (Any)
<u>G</u>
Gelatinous Cube
Gorgon (capable of accepting commands)
Gray Ooze
Great Cat (Any) (capable of accepting commands)
Green Slime
Griffon (capable of accepting commands)

<u>H</u>
Hawk (Any) (capable of accepting commands)
Hellhound (capable of understanding the fire giant language)
Herd Animal (Any)
Hippogriff (capable of accepting commands)
Horse (Any) (capable of accepting commands)
Hydra (Any)
<u>I</u>
Insect Swarm
<u>K</u>
Killer Bee
<u>L</u>
Leech, Giant
Lizard, Giant (Any)
<u>M</u>
Mastodon (capable of accepting commands)
Mule (capable of accepting commands)
<u>O</u>
Ochre Jelly
Octopus, Giant
Owlbear (capable of accepting commands)
<u>P</u>
Pegasus (capable of accepting commands)
Pterosaur (Any)
Purple Worm
<u>R</u>
Rat (Any)
Rhagodessa
Rhinoceros (Any)
Robber Fly
Roc (Any) (capable of accepting commands)
Rock Baboon (capable of accepting commands)
Rust Monster
<u>S</u>
Scorpion, Giant
Sea Serpent, Lesser
Shark (Any)
Shrew, Giant





Shrieker
Snake (Any)
Spider, Giant (Any)
Squid, Giant
Stegosaurus
Stirge
<u>T</u>
Titanother
Toad, Giant
Triceratops
Tyrannosaurus Rex
<u>W</u>
Water Termite (Any)
Weasel, Giant (capable of accepting commands)
Whale (Any)
Wolf (Any) (capable of accepting commands)
Wyvern (capable of accepting commands)
<u>Y</u>
Yellow Mold

Additional monster types added to the game can be added to these lists by considering the general guidelines (a monster's alignment, intelligence, and alliances with other races).



Chapter X: Starting Gold Determined by Alignment, Race, and Character Class

(Optional rule, supplementary to pg. 15)



In the Basic rules, all level 1 Player Characters begin the game with 3D6 x 10 (30 to 180) gold pieces to their name. However in the more in-depth Advanced rules, the amount of gold varies according to the character's class.

Game Masters who decide to apply the relevant Advanced rules will note in review that fighters will almost always have enough gold to afford quality weapons and armor, furthering their survivability. Meanwhile, clerics will possess a "normal" amount of gold; magic-users will have a rather limited supply gold (but will always possess their spell books, and will not require purchases of armor or expensive weapons); and thieves will have quite a limited share of gold (thereby explaining perhaps their greed as a result of hardship and life circumstances, while nevertheless making it fairly difficult for them to afford the needed equipment for their trade).

The decision of approach is really up to the GM. The Advanced rule promotes teamwork, but relatively deprived Player Characters may initially suffer on a more individual level.





Regardless of the GM's decision and any circumstances, the players should always be allowed to pool their gold if they wish to do so, for example to ensure that all characters begin play with the best armor they can afford. This team-oriented approach can also make the purchase of specialized equipment (tools, holy water vials, etc.) – and perhaps even mounts or other beasts of burden – more feasible for low-level characters.

TABLE 6

Starting Gold for Player Characters

Starting Gold for Clerics

- ❖ Cleric PCs begin the game with a standard amount of gold ($3D6 \times 10$), 30 to 180 pieces.
- ❖ The average amount of starting gold is 105 gp.

Starting Gold for Dwarves

- ❖ In the Basic game, dwarves are technically demi-human fighters. Therefore, they begin the game with fighter-quality gold.
- ❖ Dwarf PCs begin the game with an increased amount of gold ($5D4 \times 10$), 50 to 200 gold pieces.
- ❖ The average amount of starting gold is 125 gp.

Starting Gold for Elves

- ❖ In the Basic game, elves are technically fighter / magic-users. Per rules clarification, due to their fighter background they begin the game with fighter-quality gold.
- ❖ Elf PCs begin the game with an increased amount of gold ($5D4 \times 10$), 50 to 200 gold pieces.
- ❖ The average amount of starting gold is 125 gp.

Starting Gold for Fighters

- ❖ Fighter PCs begin the game with an increased amount of gold ($5D4 \times 10$), 50 to 200 gold pieces.
- ❖ The average amount of starting gold is 125 gp.

Starting Gold for Halflings

- ❖ In the Basic game, halflings are technically demi-human fighters. Therefore, they begin the game with fighter-quality gold.
- ❖ Halfling PCs begin the game with an increased amount of gold ($5D4 \times 10$), 50 to 200 gold pieces.
- ❖ The average amount of starting gold is 125 gp.

Starting Gold for Magic-Users

- ❖ Magic-user PCs begin the game with a decreased amount of gold ($2D4 \times 10$), 20 to 80 gold pieces.
- ❖ The average amount of starting gold is 50 gp.
- ❖ The magic-user also begins the game with his or her valuable spell book as a gift from a wizardly mentor.

Starting Gold for Thieves

- ❖ Thief PCs begin the game with a decreased amount of gold ($2D6 \times 10$), 20 to 120 gold pieces.
- ❖ The average amount of starting gold is 70 gp.





Chapter XI: First and Given Names for Characters

(Supplementary to pg. 15)

An important question now arises. What will your favored hero or villain soon be called throughout the lands? Naming a character, at times, can be a surprisingly difficult process. For those days when you need inspiration and you're drawing a blank, or none of your deliberated-upon choices really seem to fit, you can fall back on my favorite "old reliable" method ... do some research of myth and history, ignore the bad, remember the good, and come up with a list of real medieval names until you find something that you like. Then roll randomly and see which of the "best" options rises to the surface. As with many tough decisions, you'll always know the right and perfect one when you see it.

Here, much of the research has already been done for you. Name selections from various times and cultures have been simplified in these tables so that you can roll 1D20 to select a name with ease

If you find some of these options to be too mundane, you can use the classic authorial trick of changing the spelling of a common name while keeping the sound; therefore "John" becomes "Jon", "Sarah" can become "Cera", and so forth. This gives you the best of both worlds, with an in-game name that fits and a table name that's easy on the ears. Feel free to modify the spelling a bit until you come up with something that seems perfectly right and just for you.



Names for Non-Human Characters

As a recommendation from the World of Oldskull campaign, I recommend names for demi-human characters as follows:

- ❖ **Dwarves** can use the Norse name table, or a table for a culture that dwells in mountains or highlands (for example, the Scottish name table).
- ❖ **Elves** can use the Celtic name table, or a table for a culture that dwells in glades or forests (for example, the Welsh name table).
- ❖ **Halflings** can use the Shire and Pastoral name table, or a table for a culture that dwells in plains or meadows (for example, the English name table).



TABLE 7.A
Ancient Egyptian Names
(Oldskull Aegyptus, Khom, Stygia)

D20 Roll	Male Name	Female Name
1	Addaya	Aat
2	Ahmes	Amenia
3	Amenhotep	Aya
4	Baqet	Behenu
5	Dagi	Duatentopet
6	Dedi	Gilukhipa
7	Djoser	Hatshepsut
8	Hannu	Hemetre





9	Harkhuf	Herneith
10	Hepu	Hetepheres
11	Imhotep	Iaret
12	Kamose	Iset
13	Kheti	Khensa
14	Meketre	Kiya
15	Meru	Maatkare
16	Osorkon	Meresankh
17	Qenna	Nebtu
18	Raneb	Qalhata
19	Setau	Sitamun
20	Zamonth	Tadibast



TABLE 7.B
Ancient Indian Names
(Oldskull Indus Reaches)

D20 Roll	Male Name	Female Name
1	Abhiru	Amalaa
2	Ashoka	Balaji
3	Bahu	Citrai
4	Candra	Datti
5	Caru	Gayathri
6	Devaki	Girni
7	Ekada	Hamsi
8	Gaur	Kumaradevi
9	Haran	Lakshmi
10	Jagru	Madhu
11	Kalidasa	Nalini
12	Narasimha	Prabhavati
13	Puru	Radhe
14	Ranjit	Rajni
15	Riju	Sharath
16	Samudra	Sumathi
17	Tarun	Talaa
18	Upavi	Urvashi
19	Vasan	Vadavaa
20	Visri	Yashodevi

TABLE 7.C
Classical Greek Names
(Oldskull Achaea, Macedonia, Thracia)

D20 Roll	Male Name	Female Name
1	Acron	Aedesia
2	Arion	Aesara
3	Bolus	Anaxandra
4	Calliphon	Asteria
5	Demetrius	Bromia
6	Euphorion	Caliadne
7	Galen	Eirene
8	Hephaestion	Eudora
9	Iasus	Glauce
10	Karanus	Hesperia
11	Leonidas	Iynx
12	Meleager	Metis
13	Nicander	Nicaea
14	Palladas	Pasitheia
15	Satyros	Phoebe
16	Solon	Thalia
17	Theodorus	Thysa
18	Xenocles	Urania
19	Xenophon	Xanthe
20	Zosimas	Zenobia



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TABLE 7.D
Classical Roman Names
(Oldskull Tyrrhenia)

D20 Roll	Male Name	Female Name
1	Agrippa	Appia
2	Aulus	Aula
3	Decimus	Decima
4	Gaius	Fausta
5	Hostus	Gnaea
6	Lucius	Hostia
7	Manius	Lucia
8	Marcus	Marcia
9	Numerius	Maxima
10	Octavius	Nona
11	Paullus	Numeria
12	Proculus	Octavia
13	Quintus	Prima
14	Septimus	Secunda
15	Servius	Statia
16	Statius	Tiberia
17	Tiberius	Tulla
18	Titus	Vibia
19	Vibius	Volusa
20	Vopiscus	Vopisca

15	Thota	Teema
16	Unika	Tsebo
17	Wanjala	Uloma
18	Watende	Uwimana
19	Xola	Yetunde
20	Yawo	Zuna



TABLE 7.E
Evocative African Names
(Oldskull Afrik)

D20 Roll	Male Name	Female Name
1	Abamu	Akua
2	Alonge	Atosa
3	Chuma	Bahati
4	Ebo	Chiwa
5	Jaramogi	Disebo
6	Kwami	Efura
7	Kwende	Isoke
8	Mbingu	Jata
9	Muthemba	Kifaa
10	Ngozi	Moraa
11	Ngunda	Nyathera
12	Omoredede	Oseye
13	Sokoro	Panyin
14	Tebogo	Sroda

TABLE 7.F
Evocative Native American Names
(Oldskull Terra Nova)

D20 Roll	Male Name	Female Name
1	Ahtola	Adsila
2	Baral	Chapawee
3	Chaska	Cheyoka
4	Chata	Dezba
5	Chuslum	Guyan
6	Hopocan	Kai
7	Idquahon	Liak
8	Kusinut	Mapiya



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9	Minimic	Menasha
10	Nakai	Nakee
11	Nanook	Neche
12	Neshoba	Neenah
13	Quanah	Odina
14	Samaset	Owanah
15	Sawam	Sheauga
16	Tamaque	Sthaga
17	Tekonsha	Talutah
18	Tsela	Walemquela
19	Waunake	Wasula
20	Wawasha	Yanaha



TABLE 7.G
Medieval Aztec Names
(Oldskull Aztlan, Terran Nova)

D20 Roll	Male Name	Female Name
1	Amantalan	Atototl
2	Axolohua	Centehua
3	Cacama	Cihuahon
4	Coatl	Coaxoch
5	Cocozca	Izel
6	Cuapan	Malinche
7	Itzcoatl	Necahual
8	Matlal	Nenetl
9	Pizotzin	Oxomoc
10	Quauhtli	Papan
11	Temoctzin	Tepin
12	Tizoc	Teyacapan
13	Tohil	Tlacoehua
14	Tochtli	Tlacotl
15	Tototl	Tlalli
16	Tzompan	Tonalnan
17	Xochitl	Xiomara
18	Xocoyol	Xoco
19	Yaotl	Yacotzin
20	Zolin	Yoltzin

TABLE 7.H
Medieval Celtic Names
(Oldskull Gallia)

D20 Roll	Male Name	Female Name
1	Agedillios	Adnamu
2	Andosteni	Aduorix
3	Ateponius	Anderica
4	Banui	Borissa
5	Cottius	Cotu
6	Criciro	Dania
7	Dagillus	Eppaxta
8	Epatus	Genna
9	Gabrus	Gnatia
10	Licnos	Inderca
11	Martalos	Leuca
12	Orgetorix	Leucona
13	Remicus	Loucita
14	Sagillus	Mata

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15	Samais	Nama
16	Talius	Rematia
17	Toutio	Sila
18	Velorius	Sumela
19	Vercombogius	Tancorix
20	Vopiscus	Viccu



9	Lung	Ling
10	Lyan	Mei
11	Ming	Nan
12	Peng	Pei
13	Shau	Rwei
14	Syung	Shu
15	Tai	Tan
16	Tsai	Ting
17	Wei	Wan
18	Wu	Yin
19	Yang	Zhye
20	Zhin	Zhywan

TABLE 7.J
Medieval English Names (I)
(Oldskull Britannia)

D20 Roll	Male Name	Female Name
1	Adam	Agnes
2	Alan	Alice
3	Geoffrey	Amice
4	Gilbert	Avice
5	Henry	Beatrice
6	Hugh	Cecily
7	John	Christiana
8	Nicholas	Eleanor
9	Peter	Emma
10	Phillip	Isabel
11	Ranulf	Iseult
12	Reginald	Joan
13	Richard	Juliana
14	Robert	Lucia
15	Roger	Margaret
16	Simon	Margery
17	Stephen	Matilda
18	Thomas	Rohesia
19	Walter	Sabina
20	William	Sara

TABLE 7.I
Medieval Chinese Names
(Oldskull Cathay, Seres)

D20 Roll	Male Name	Female Name
1	An	Bei
2	Bau	Ching
3	Chyang	Dzai
4	Dzu	Feng
5	Fang	Gwei
6	Gan	Hwan
7	Hwang	Jen
8	Jeng	Li



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TABLE 7.K
Medieval English Names (II)
(Oldskull Cambria)

D20 Roll	Male Name	Female Name
1	Adam	Angharad
2	Bleddyn	Dyddgu
3	Cydifor	Eva
4	Cynwrig	Ewerich
5	David	Generys
6	Einion	Gwenhwyfar
7	Griffri	Gwenllian
8	Gronw	Gwerfyl
9	Gwion	Gwladus
10	Gwyn	Hunydd
11	Ieuan	Leweke
12	Ifor	Lleucu
13	Iorwerth	Mabilia
14	Ithel	Madrund
15	John	Morfudd
16	Llylwelyn	Morwith
17	Madog	Perweur
18	Rhryd	Tangwystl
19	Seisyll	Tudgech
20	Ynyr	Wledyr

15	Luukas	Marta
16	Menikko	Miksitar
17	Pentti	Rikitsa
18	Reko	Sigrid
19	Tuokki	Suomi
20	Vamma	Venla



TABLE 7.L
Medieval Finnish Names
(Oldskull Finnia)

D20 Roll	Male Name	Female Name
1	Aarnikka	Adelitsa
2	Asikko	Agnes
3	Aslak	Doratheia
4	Berend	Elin
5	Bertil	Elseby
6	Bjorn	Gertrud
7	Erik	Greta
8	Ervasti	Gudlog
9	Haakon	Ingrid
10	Hasikka	Johanna
11	Heikki	Katariina
12	Henrik	Lapsa
13	Johannes	Lucia
14	Kauppi	Margit

TABLE 7.M
Medieval French Names
(Oldskull Aquitania)

D20 Roll	Male Name	Female Name
1	Abelard	Agnes
2	Adhemar	Alice
3	Alain	Blanche
4	Baudouin	Constance
5	Chretien	Eglantine
6	Emmanuel	Eleanor
7	Galland	Fabrice



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8	Gautier	Gabrielle
9	Geoffroy	Isabeau
10	Guillaume	Isabelle
11	Guy	Jeanne
12	Henri	Marguerite
13	Hugues	Mathena
14	Jean	Matilda
15	Mathieu	Maude
16	Othon	Oisille
17	Pierre	Rixende
18	Rannulf	Serena
19	Robert	Sybilla
20	Valentin	Vuissance

TABLE 7.N
Medieval German Names
(Oldskull Teutonia)

D20 Roll	Male Name	Female Name
1	Albrecht	Adelheid
2	Balthasar	Agnes
3	Conrad	Anna
4	Dietrich	Barbara
5	Eberhard	Christine
6	Friedrich	Elisabeth
7	Georg	Gerhaus
8	Heinrich	Hedwig
9	Hermann	Ilse
10	Johannes	Katharina
11	Konrad	Kirsten
12	Michael	Kunigunde
13	Nikolaus	Lena
14	Peter	Margarete
15	Reinhard	Osanna
16	Siegfrid	Osterhild
17	Ulrich	Sabine
18	Volkmar	Ursula
19	Walther	Veronica
20	Wolfhart	Ysentrude



TABLE 7.O
Medieval Irish Names
(Oldskull Hibernia)

D20 Roll	Male Name	Female Name
1	Aodh	Aine
2	Brian	Bebinn
3	Cathal	Caitlin
4	Concubhnar	Caitriona
5	Conn	Derbail
6	Domhnall	Elinora
7	Donn	Fionnghuala
8	Eoghan	Gormlaith
9	Finghin	Grainne
10	Iomhar	Imag
11	Maol	Maire
12	Niall	Mairghread
13	Ogan	Mor



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14	Parthalan	Nuala
15	Raghnall	Onora
16	Seamus	Sadb
17	Sean	Searlait
18	Tadhgh	Siban
19	Tomaltach	Sorcha
20	Uilliam	Una

6	Damiano	Bruna
7	Francesco	Clara
8	Gherardo	Flore
9	Giovanni	Giana
10	Guido	Isabetta
11	Iacopo	Letitia
12	Lodovico	Lorita
13	Lorenzo	Massaria
14	Orlando	Nicola
15	Piero	Oradina
16	Rafaello	Pelegrina
17	Silvestro	Rosana
18	Tancredi	Sibilia
19	Tomaso	Verde
20	Ugo	Versilia

TABLE 7.P
Medieval Inca Names
(Oldskull Tawantinsuyu, Terra Nova)

D20 Roll	Male Name	Female Name
1	Apo	Anas
2	Atoc	Anta
3	Canchari	Azca
4	Cariapata	Cari
5	Challco	Cava
6	Guacra	Caya
7	Hualpa	Choque
8	Huaman	Cura
9	Illaquitta	Inguill
10	Manco	Machi
11	Maras	Marca
12	Paucar	Ocillo
13	Puya	Ozcollo
14	Quilaco	Pinca
15	Roca	Quenti
16	Ronpa	Rava
17	Tanqui	Runtu
18	Tiso	Siza
19	Uturuncu	Uritu
20	Yamqui	Yaci

TABLE 7.Q
Medieval Italian Names
(Oldskull Tyrrhenia)

D20 Roll	Male Name	Female Name
1	Antonio	Amata
2	Bartolomeo	Antonia
3	Bernardo	Benvenuta
4	Bonacorso	Berta
5	Corso	Bona

TABLE 7.R
Medieval Japanese Names
(Oldskull Nippon)

D20 Roll	Male Name	Female Name	Second D20 Roll
1	Ari-	Ada-	-atsu



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2	Chi-	Ai-	-bumi
3	Fuji-	Cho-	-gane
4	Fuyu-	Fumi-	-hisa
5	Hama-	Hana-	-ishi
6	Haru-	Hiko-	-jiro
7	Hiro-	Jun-	-kado
8	Masa-	Kata-	-kage
9	Michi-	Kei-	-maro
10	Mitsu-	Kuki-	-mune
11	Mochi-	Mai-	-mura
12	Moto-	Mori-	-naga
13	Nobu-	Nami-	-naka
14	Nori-	Natsu-	-saka
15	Sada-	Sumi-	-sato
16	Suke-	Tane-	-taka
17	Taka-	Teru-	-toki
18	Tsugu-	Tsura-	-toyo
19	Uchi-	Yuki-	-tsune
20	Yoshi-	Yuri-	-zumi

15	Thorbjorn	Thorunn
16	Thorgeirr	Ulfrun
17	Thorkell	Valgerthr
18	Thrain	Vigdis
19	Ulfar	Yngvildr
20	Vali	Yrr

(For medieval Japanese names, roll twice on the table, and then combine the two names in hyphenated form.)



TABLE 7.S
Medieval Norse Names
(Oldskull Dania, Islandia, Midgard,
Norvegia, Suecia)

D20 Roll	Male Name	Female Name
1	Asmundr	Asdis
2	Bjorn	Bryndis
3	Einarr	Elfrithr
4	Floki	Freyleif
5	Gellir	Guthrun
6	Grimr	Helga
7	Helgi	Jorunn
8	Ketill	Katla
9	Njall	Myrun
10	Orn	Ormhildr
11	Ragnarr	Rannveig
12	Sigfastr	Solvor
13	Skagi	Svana
14	Steinarr	Thora

TABLE 7.T
Medieval Russian Names
(Oldskull Rus)

D20 Roll	Male Name	Female Name
1	Aleksandr	Alexandra
2	Alexei	Anastasia
3	Andrei	Anya



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4	Boris	Domna
5	Dimitri	Elena
6	Fedor	Galina
7	Georgii	Irinia
8	Grigorii	Ksenia
9	Iakov	Larisa
10	Ivan	Lyudmila
11	Maxim	Natalya
12	Mixail	Nedelika
13	Nikolai	Olga
14	Oleg	Raisa
15	Sergei	Sonya
16	Stepan	Svetlana
17	Vasili	Tamara
18	Vladimir	Tatiana
19	Vladislav	Valentina
20	Yuri	Vera

TABLE 7.U
Medieval Scottish Names
(Oldskull Caledonia)

D20 Roll	Male Name	Female Name
1	Alasdar	Afraig
2	Alexander	Agnes
3	Aonghus	Annabell
4	Andrew	Caitriona
5	David	Cristiane
6	Domhnall	Elizabeth
7	Duncan	Ellen
8	Eoghan	Iosbail
9	Fearghus	Isabel
10	Gilbert	Jonet
11	Griogair	Katherine
12	James	Mairghread
13	John	Margaret
14	Lochloinn	Marion
15	Maghnus	Marjorie
16	Raghnall	Maude
17	Robert	Mor
18	Roibeard	Muirgheal
19	Thomas	Raghnailt
20	William	Sitheag

TABLE 7.V
Pre-Medieval Mayan Names
(Oldskull Terra Nova)

D20 Roll	Male Name	Female Name
1	Ah-Ahau	Ix-Ahau
2	Ah-Baat	Ix-Baat
3	Ah-Balam	Ix-Balam
4	Ah-Cauac	Ix-Cauac
5	Ah-Chacal	Ix-Chacal
6	Ah-Chan	Ix-Chan
7	Ah-Ek	Ix-Ek
8	Ah-Hom	Ix-Hom
9	Ah-Kanal	Ix-Kanal
10	Ah-Lac	Ix-Lac
11	Ah-Moch	Ix-Moch
12	Ah-Muyal	Ix-Muyal
13	Ah-Nohol	Ix-Nohol
14	Ah-Nucuch	Ix-Nucuch
15	Ah-Pacal	Ix-Pacal
16	Ah-Sastun	Ix-Sastun
17	Ah-Tahal	Ix-Tahal
18	Ah-Tzek	Ix-Tzek
19	Ah-Xaman	Ix-Xaman
20	Ah-Yaxal	Ix-Yaxal

TABLE 7.W
Shireborn and Pastoral Names
(Oldskull Halflings)

D20 Roll	Male Name	Female Name
1	Andwise	Adamante
2	Bandobras	Amaranth
3	Belgo	Asphodel
4	Dinodas	Belladonna
5	Drogo	Cammeline
6	Falco	Celandine
7	Ferdibrand	Diamonde
8	Gaffen	Doraline
9	Gerontius	Eglantine
10	Gundal	Esmerelda
11	Halfred	Estella
12	Hamfast	Golde
13	Hildigrim	Lilia





14	Isembold	Lobelia
15	Isengrim	Marigold
16	Lotho	Mirabelle
17	Meriadoc	Primrose
18	Odo	Rosamund
19	Otho	Tanta
20	Saradas	Willow

Chapter XII: Memorable Epithets for Characters

(Supplementary to pg. 15)

Names from other cultures can be easily found in library materials, or online. However, be sure to include the terms “ancient”, “classical” and/or “medieval” to your searches, and do favor historical sites over child naming sites if you want a modicum of accuracy in the results that you will find.



In addition to a given and family name, each character should have a distinctive epithet, or nickname. “Aric” for example does not sound quite as fun and evocative as “Aric the Unready” ... who sounds entirely different from “Aric the Vile.” Adding an epithet is one of the easiest ways to turn an uninteresting and underdeveloped character into a unique and memorable individual.

(You can also research medieval family and clan names if you like, but as this Kelly will tell you from experience you may find the results to be rather uninspiring. Epithets and nicknames are frequently better suited to your individual character, regardless of family name or bloodline.)

You can either opt for a heroic epithet, and hope that your PC endures long enough to live to up to it; or, you could also consider the nicknames and titles that mark a character as flawed, underestimated, or simply cruel and nasty. Remember that an epithet is received from one’s friends, family, companions and enemies ... the nickname is commonly an indicator of how others view the character.

In time, weak epithets can easily be replaced by strong ones as the character proves himself and grows in power.

Random Epithet Selection

In selecting an appropriate epithet for your character, I recommend rolling on three different tables in accordance with the PC’s unique nature:

- ❖ **Admirable Trait:** The table for your character’s highest ability score.





- ❖ **Negative Trait:** The table for your character's lowest ability score.
- ❖ **Behavioral Trait:** The table for your character's chosen alignment.

From the resultant three options, you can then select the one epithet that you find most appealing.

Happy rolling, and do have fun with the naming system. It can be quite entertaining, especially if you're willing to consider the more unusual implications ...



TABLE 8.A
Epithets for High Strength

D20 Roll	Admirable Epithet
1	The Bear
2	The Behemoth
3	The Besieger
4	The Bold
5	The Conqueror
6	The Daunting
7	The Doughty
8	The Fearsome
9	The Foe Cleaver
10	The Hammer
11	The Indomitable
12	The Lion
13	The Maul
14	The Mighty
15	The Mountain
16	The Stalwart
17	The Sunderer
18	The Unconquerable
19	The Vanquisher
20	The Victorious

TABLE 8.B
Epithets for Low Strength

D20 Roll	Negative Epithet
1	The Decrepit
2	The Elder
3	The Enfeebled
4	The Forceless
5	The Fragile
6	The Frail
7	The Gaunt
8	The Impuissant
9	The Incapable
10	The Inferior
11	The Little
12	The Mouse
13	The Old
14	The Powerless
15	The Scraggy
16	The Small

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17	The Strengthless
18	The Unsound
19	The Vulnerable
20	The Weak

15	The Scholar
16	The Sharp-Witted
17	The Shrewd
18	The Wily
19	The Wized
20	The Wondering



TABLE 8.D
Epithets for Low Intelligence

D20 Roll	Negative Epithet
1	The Addlebrained
2	The Baffled
3	The Challenged
4	The Dazed
5	The Dim
6	The Feeble-minded
7	The Forgetful
8	The Half-Wit
9	The Ill-Advised
10	The Insensate
11	The Naïve
12	The Oblivious
13	The Obtuse
14	The Preposterous
15	The Simple
16	The Stolid
17	The Superfluous
18	The Thoughtless
19	The Witless
20	The Woolgatherer

TABLE 8.C
Epithets for High Intelligence

D20 Roll	Admirable Epithet
1	The Adept
2	The All-Knowing
3	The Brilliant
4	The Clever
5	The Contemplator
6	The Cunning
7	The Dreamer
8	The Erudite
9	The Gifted
10	The Learned
11	The Magister
12	The Masterful
13	The Profound
14	The Sagely

TABLE 8.E
Epithets for High Wisdom

D20 Roll	Admirable Epithet
1	The All-Seeing
2	The Ancient Soul
3	The Beholder
4	The Enlightened
5	The Far-Sighted
6	The Hierophantic
7	The Illumined
8	The Inspired



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9	The Judicious
10	The Philosopher
11	The Prophetic
12	The Revelatory
13	The Sagely
14	The Seer
15	The Serene
16	The Sophister
17	The Spirit Walker
18	The Sublime
19	The Visionary
20	The Worldly

16	The Ridiculed
17	The Tomfool
18	The Unaware
19	The Unfound
20	The Unlearned



TABLE 8.F
Epithets for Low Wisdom

D20 Roll	Negative Epithet
1	The Absurd
2	The Astray
3	The Cretin
4	The Daft
5	The Faithless
6	The Fool
7	The Impatient
8	The Imprudent
9	The Incomprehensible
10	The Insolent
11	The Lost
12	The Ludicrous
13	The Misled
14	The Rash
15	The Reckless

TABLE 8.G
Epithets for High Dexterity

D20 Roll	Admirable Epithet
1	The Agile
2	The Archer
3	The Catlike
4	The Fleet-Footed
5	The Hawk
6	The Juggler
7	The Lethal
8	The Lucky
9	The Nimble
10	The Perilous
11	The Serpentine
12	The Skulker
13	The Swift
14	The Unavoidable
15	The Unerring
16	The Viperous
17	The Vorpall
18	The Whirling
19	The Wind Dancer
20	The Zephyr

TABLE 8.H
Epithets for Low Dexterity

D20 Roll	Negative Epithet
1	The Blind
2	The Bumbling
3	The Clumsy
4	The Crooked
5	The Empty-Handed
6	The Gnarled
7	The Graceless
8	The Hamstrung
9	The Hobbling



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10	The Imperiled
11	The Inelegant
12	The Laggard
13	The Maladroit
14	The Mangled
15	The Plodding
16	The Ponderous
17	The Sluggish
18	The Unfortunate
19	The Unlucky
20	The Unsteady

2	The Dauntless
3	The Deathless
4	The Delver
5	The Doughty
6	The Enduring
7	The Hale-Hearted
8	The Intrepid
9	The Invincible
10	The Persevering
11	The Rugged
12	The Staunch-Hearted
13	The Steadfast
14	The Survivor
15	The Unbreakable
16	The Unconquerable
17	The Undaunted
18	The Undying
19	The Unvanquished
20	The Young



TABLE 8.J
Epithets for Low Constitution

D20 Roll	Negative Epithet
1	The Ashen
2	The Bloodless
3	The Broken
4	The Decayed
5	The Doomed
6	The Embrittled
7	The Hag-Ridden
8	The Haggard
9	The Hungerer
10	The Infested
11	The Necrotic
12	The Pale
13	The Pest-Ridden
14	The Ruined
15	The Scabrous
16	The Tortured
17	The Tremulous
18	The Unready
19	The Withered
20	The Worn

TABLE 8.I
Epithets for High Constitution

D20 Roll	Admirable Epithet
1	The Adamant



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TABLE 8.K
Epithets for High Charisma

D20 Roll	Admirable Epithet
1	The Alluring
2	The Awe-Inspiring
3	The Beguiler
4	The Beloved
5	The Bewitcher
6	The Commanding
7	The Ennobled
8	The Entrancer
9	The Exalted
10	The Fair
11	The Gloried
12	The Immaculate
13	The Imposing
14	The Laughing
15	The Persuader
16	The Radiant
17	The Silver-Tongued
18	The Tempter
19	The Unforgettable
20	The Vain

TABLE 8.L
Epithets for Low Charisma

D20 Roll	Admirable Epithet
1	The Abhorrent
2	The Artless
3	The Brute
4	The Charnel
5	The Despised
6	The Dog
7	The Exile
8	The Forgotten
9	The Gruesome
10	The Hunchbacked
11	The Loathsome
12	The Lowly
13	The Repellent
14	The Scarred
15	The Squalid
16	The Unforgiven
17	The Unsought
18	The Unwelcome
19	The Vile
20	The Wretched



TABLE 8.M
Epithets of Chaos

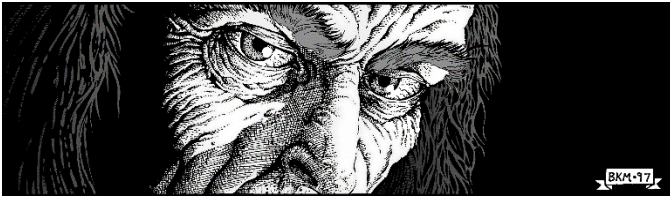
D20 Roll	Behavioral Epithet
1	The Brazen
2	The Charlatan
3	The Cruel
4	The Deceiver
5	The Faceless
6	The Free-Hearted
7	The Idolater
8	The Mad
9	The Manxome
10	The Mysterious
11	The Oath Breaker
12	The Rabble-Rouser
13	The Shadowed
14	The Shrouded One
15	The Storm Bringer
16	The Tempestuous



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- | | |
|----|----------------|
| 17 | The Trickster |
| 18 | The Unbeliever |
| 19 | The Untamed |
| 20 | The Wanderer |



- | | |
|----|-----------------|
| 3 | The Banished |
| 4 | The Conciliator |
| 5 | The Concordant |
| 6 | The Diplomatic |
| 7 | The Emissary |
| 8 | The Equitable |
| 9 | The Evenhanded |
| 10 | The Fair-Minded |
| 11 | The Graymalkin |
| 12 | The Mild |
| 13 | The Outsider |
| 14 | The Pillarine |
| 15 | The Reasonable |
| 16 | The Reconciler |
| 17 | The Redeemed |
| 18 | The Tolerant |
| 19 | The Tranquil |
| 20 | The Undecided |

TABLE 8.N
Epithets of Law

D20 Roll	Behavioral Epithet
1	Of the Edict
2	Of the Order
3	The Adjudicator
4	The Codifier
5	The Diligent
6	The Enforcer
7	The Forbidding
8	The Iconoclast
9	The Inflexible
10	The Just
11	The Justifier
12	The Magisterial
13	The Oath Keeper
14	The Proud
15	The Reverent
16	The Severe
17	The Somber
18	The Unwavering
19	The Vigilant
20	The Zealous

TABLE 8.O
Epithets of Neutrality

D20 Roll	Behavioral Epithet
1	Of the Balance
2	The Anchorite



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Chapter XIII: Adventurer Skills and Trades

(Supplementary to pg. 15)



Skills, when considered in the context of the game, are a double-edged sword. It should be noted that as adventurers, Player Characters will never be as skilled as artisan professionals who reside in a town for life to master their chosen trade. Nevertheless, it can be useful to know the professional or apprenticed skill that a young PC grew up with, for several reasons:

an understanding of character background, a rich source of role-playing opportunities, and as a handy descriptor that the Game Master can quickly consider when evaluating the potential success or failure of heroic efforts during an adventure.

The skills listed here are very general, with no rules attached. A lot of the application of such knowledge is implied, and you can surely think up useful associated traits as you consider what a tradesman actually does with the talents that he possesses. An adventuring character who hails from early experiences with the blacksmithing trade, for example, would certainly have above-average knowledge of ways to repair weapons, or to quickly fashion crude improvised pieces (such as hooks or hammers), and so forth. He or she would also likely be able to appraise the value of metalwork, and so discern the intended purpose of various discovered iron implements and tools.

Skill Sets for Demi-Human Characters

In addition to these human considerations, we should also remember that most demi-humans spend decades of their young lives either living away from humanity, or in mixed environments where human company is limited in preference to the racial enclave. Therefore, to enhance the distinctiveness of each common character race, the following tables are separated into unique thematic selections for dwarves, elves, and halflings, as well as humans.

In using these tables, I recommend that you roll twice for each character, with a duplicated result indicating that you can pick the second skill of your preference using the more extensive Human Skills and Trades Table as presented hereafter.



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TABLE 9.A
Dwarven Skills and Trades

D20 Roll	Skill or Trade
1	Beast Speaker (Animal Handler)
2	Blood Binder (Healing / First Aid)
3	Crystal Speaker (Gem Cutter)
4	Deep Delver (Miner)
5	Dragon Warder (Draconian Lore)
6	Elf-Friend (Diplomat / Linguist)
7	Forge Vigil (Weaponsmith)
8	Giant Killer (Giant Lore)
9	Goblin Slayer (Humanoid Lore)
10	Hammer-Helm (Armorer)
11	Hoard Master (Goldsmith)
12	Ironmonger (Blacksmith)
13	Rune Master (Dwarven History)
14	Sigil Keeper (Jeweler)
15	Silver Master (Merchant / Trader)
16	Spire Climber (Mountaineer)
17	Stone Master (Architect / Builder)
18	Stone Shadow (Roguary / Deception)
19	Venom Warder (Antidote Lore)
20	Wide-Wanderer (Survival Skills) ❖ Alternately, the player may opt to roll on the Human Skills and Trades table.

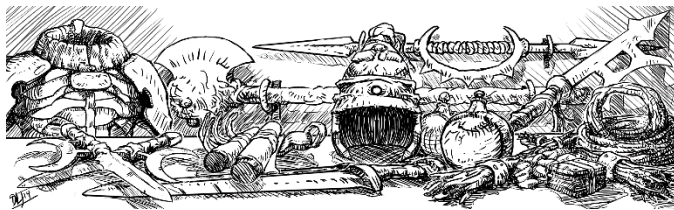


TABLE 9.B
Elven Skills and Trades

D20 Roll	Skill or Trade
1	Aegis Maker (Armorer)
2	Alliance Keeper (Diplomat / Linguist)
3	Arbor Whisperer (Tree Lore)
4	Arcane Artisan (Magic Item Lore)
5	Arcanist (Spell Lore)

6	Archer (Bowyer / Fletcher)
7	Beast Binder (Animal Handler)
8	Emerald Whisperer (Herbalist)
9	Faerie Lorist (Fey Lore)
10	Foe Ender (Humanoid Lore)
11	Griffon Keeper (Magical Beast Lore)
12	Hide Master (Leatherworker)
13	Lore Weaver (Elven History)
14	Mantle Maker (Tailor / Weaver)
15	Path Threader (Forester / Survivalist)
16	Pool Seer (Omens / Prophecies)
17	Salve Singer (Healing / First Aid)
18	Shadowborn (Stealth / Deception)
19	Silver Sword (Weaponsmith)
20	Vine Weaver (Viticulturist) ❖ Alternately, the player may opt to roll on the Human Skills and Trades table.

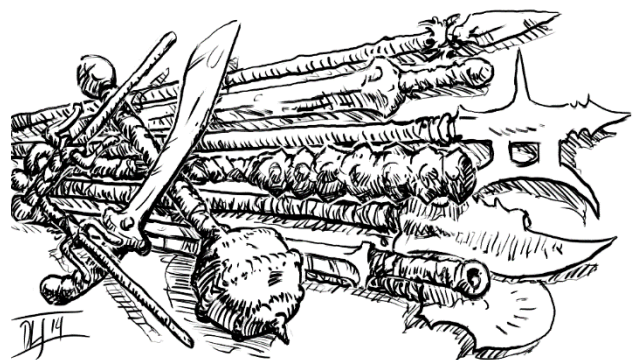


TABLE 9.C
Halfling Skills and Trades

D20 Roll	Skill or Trade
1	Blade Beater (Weaponsmith)
2	Bounder (Scouting / Tracking)
3	Brewer (Drink Making)
4	Burglar (Roguary / Deception)
5	Burrow Builder (Architect)
6	Goodfellow (Merchant / Trader)
7	Goodly Cook (Food Making)
8	Greengrower (Herbalist)
9	Hide Handler (Leatherworker)



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10	Hound Keeper (Animal Handler)
11	Map Scribe (Cartographer)
12	Merryhammer (Blacksmith)
13	Ostler / Goodwife (Rumormongering)
14	Pipeweed Grower (Spice Merchant)
15	River Minder (Navigation)
16	Rows' Minder (Farmer)
17	Shire Reeve Descendant (Law)
18	Storyteller (Halfling History)
19	Stream Keeper (Fishing)
20	Woodcrafter (Woodworker) ❖ Alternately, the player may opt to roll on the Human Skills and Trades table.



11-12	Apothecary / Archiator / Healer
13	Apparitor / Appraiser / Collector / Curiosity Seller
14	Arbalester / Atilliator / Crossbow Maker
15	Arborist / Forester
16	Archaeologist / Relic Seeker / Tomb Hunter
17	Architect / Builder
18-19	Armorer / Armorsmith / Frobisher
20	Artist / Draftsman / Sculptor
21	Astrologer / Astronomer
22-23	Auctioneer / Barterer / Duffer / Fulker / Peddler / Trader
24	Aurifaber / Goldsmith
25	Axeman / Feller / Woodcutter
26	Bagman / Merchant / Merchantman
27	Baker / Baxter / Furner
28	Bargeman / Keeler / Keelman
29	Barrister / Law Keeper / Lawyer / Notary
30-31	Basil Worker / Cordwainer / Leatherworker
32	Binder / Book Maker / Bookbinder
33	Bird Catcher / Bird Lorst / Fowler
34-35	Blacksmith / Forgerman / Hammerman
36-37	Bladesmith / Halberdier / Hansard / Swordsmith / Weaponsmith
38	Bloodletter / Bonesetter / Leechman / Healer
39	Blower / Bottle Maker / Glassblower / Glazier / Verrier
40	Boatmaker / Boatwright / Shipwright
41	Bodger / Club Maker
42	Bodyguard / Guard / Sentry
43-44	Bone Picker / Mudlark / Ragman / Scavenger
45-46	Borler / Seamster / Tailor / Textor / Weaver
47	Bow Maker / Bowyer / Fletcher
48	Braumeister / Brewer
49	Buffoon / Entertainer / Jester

TABLE 9.D
Human Skills and Trades

D100 Roll	Skill or Trade
01	Accipitrary / Falconer
02	Actor / Impersonator
03	Agister / Horse Tamer / Stabler
04	All Spice / Spice Merchant
05	Ambassador / Diplomat / Negotiator
06-07	Amber Cutter / Gem Cutter / Gemner / Lapidary
08	Animal Handler / Drover / Muleteer
09	Animal Keeper / Husbandman
10	Animal Trainer / Bear Ward / Beast Master / Kennel Master



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50	Buryman / Gravedigger / Resurrectionist
51	Butcher / Carnifex / Fleshewer
52	Cafender / Carpenter / Joiner
53-54	Calligrapher / Inker / Scribe
55	Candle Maker / Chandler / Waxchandler
56	Caretaker / Watcher / Watchman
57-58	Cartographer / Mapmaker
59	Carter / Cartwright
60	Charlatan / Deceiver / Fast Talker / Swindler
61	Chaunter / Singer
62	Chef / Cook / Provisioner / Stewer
63	Chowder / Fisherman / Fishmonger / Netter
64	Chronologist / Historian / Lore Master
65	Clayman / Potter
66	Coalman / Delver / Digger / Miner
67	Crystal Gazer / Diviner / Fortune Teller
68	Currier / Furrier / Tanner
69	Dexter / Dyer / Tincter
70	Dream Walker / Dreamlander / Redar
71	Escapist / Funambulist / Legerdemainist / Palmer
72	Farmer
73	Flinter / Knapper / Stone Crafter
74	Freighter / Teamster
75	Gambler / Oddsman / Trickster
76	Gardener / Herbalist
77	Ghost Hunter / Vampire Hunter
78	Guide / Pathfinder / Scout / Tracker
79	Harper / Lutanist / Lyrlist / Musician / Musicker
80	Hunter
81	Illuminator / Limner / Miniaturist / Painter
82	Impersonator / Mimic / Voice Thrower
83	Innkeeper / Ostler / Rumormonger
84	Ivorist / Ivory Worker
85	Jewel Master / Jeweler

86	Laborer / Worker
87	Lutemaker / Luthier
88	Mariner / Navigator / Sailor
89	Mason / Stonecutter / Stonemason
90	Mentor / Teacher / Tutor
91	Pack Handler / Porter / Stevedore
92	Pilot / River Navigator / Riverman
93	Playwright / Researcher / Writer
94	Rope Maker / Roper
95	Scrimmer / Weapons Master / Weapons Trainer
96	Shield Maker / Shieldwright
97	Silversmith
98	Steerer / Wagoner / Wainwright
99	Wood Worker / Woodcarver / Woodmonger
00	Capable Eccentric / Self-Taught (Player's Choice)





Chapter XIV: Social Standing for Beginning Player Characters

(Optional rule, supplementary to pg. 15)

The question of where your character came from can be an uncomfortably contentious one in many circumstances. In many classically-minded games, the wider social backdrop of the fantasy world is largely inconsequential. The unfazed Player Characters simply wander through abstract scenery in between stories, from dungeon to dungeon, or off through the wilderness, while only using towns and cities as places for recovery or bases of operation.

That's a fine way to play, and – truth be told – it's a method that I sometimes prefer because it brings on a lot fewer headaches down the road.

In more immersive campaigns where the group wants more, however, the social aspects of life in the world at large can become very important indeed. If you're in one of those play groups where the Game Master decides to develop a vaster and deeper world for your characters to interact with beyond the dungeons, it becomes very helpful to know precisely what your PC's starting social standing level will be.

(You might want to always be a noble, but once you see just how little adventure nobles really get to experience in the day-to-day, you might well think otherwise ...)

Social standing has no significant impact on the game rules. However, it does answer a lot of potential questions, such as ...

- ❖ What is my character's place in the world?

- ❖ Who are my character's peers?
- ❖ If I improve my character's standing and renown, what is the next-higher tier of respect?
- ❖ If my character performs evil deeds in society, what is the next-lowest tier of respect?
- ❖ How nice is my character's house, if any?
- ❖ How do peasants, yeomen, and nobles regard my character if we've never met before?



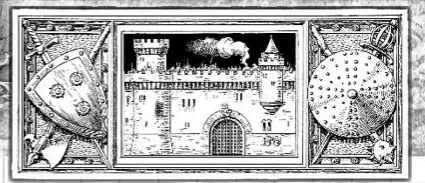
The Initial Social Standing Level

A starting social standing level is basically a prejudicial default, which is based on how your character's alignment, race, and class are collectively regarded by the surrounding culture at large. Your place in the world is fixed based on your familial background and level of wealth, until you decide to change for yourself.

As the game proceeds and you (as the Player Character) gain experience levels, your social



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standing will likely increase quite noticeably as decided by the Game Master. However, be aware that particularly nefarious deeds – such as the murder of innocents, or burning down a village – will decrease your character's standing as word gets out.

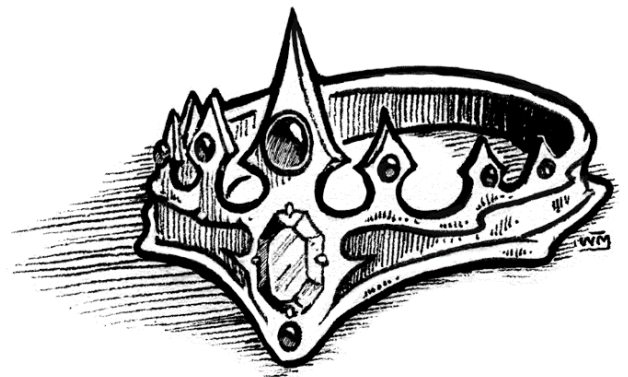


1	The Downtrodden Lower Class (beggars, slaves, and the untouchables)
2	The Struggling Lower Class (laborers, peasantry, and peddlers)
3	The Accepted Lower Class (lesser citizenry, including commoners, farmers, and tradesmen)
4	The Working Middle Class (worthy and enfranchised citizens, including merchants and skilled craftsmen)
5	The Respected Middle Class (gentlefolk and respected citizenry, including skilled artisans and prosperous folk)
6	The Esteemed Middle Class (honored citizenry and worthies, including bankers, magistrates, the priesthood, and some mid-level NPCs of common background)
7	The Upper Class (champions, exemplars, high magistrates, scions, and some high-level NPCs of common background)
8	The Lesser Nobility (baronets, knights, landless nobles, peerage, and some gentry)
9	The Aristocracy (barons, viscounts)
10	The Ruling Elite (counts, dukes, lesser princes, and regents)
11	Royalty (archdukes, emperors, empresses, kings, and queens)

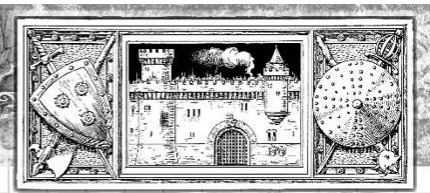
The Twelve Tiers of a Medieval Fantasy Society

The tiers, or hierarchies, of social standing are numbered and titled as follows:

TABLE 10.A The Social Standing Tiers of Society	
Tier	Description
0	The Under-Caste (notorious criminals and the accursed)



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In colloquial and conversational terms, tiers 1 through 3 are considered as “lower class”; tiers 4 through 6 are “middle class”; tiers 7 through 9 are “upper class”; and tiers 10 and 11 are “the elite”. Tier zero is numbered as such because to most law-abiding people, the individuals with that designation are not even considered as worthy members of a society.



Starting Social Standing Levels

The initial social standing tiers of level 1 Player Characters are designated at the beginning of the game based on class, race, and alignment as follows:

TABLE 10.B
Starting Social Standing Levels

<u>Class / Race</u>	<u>Alignment</u>	<u>Social Standing Tier</u>
Cleric	Chaotic	4 (Working Middle Class)
Cleric	Lawful	6 (Esteemed Middle Class)
Cleric	Neutral	5 (Respected Middle Class)
Dwarf	Chaotic	3 (Accepted Lower Class)
Dwarf	Lawful	5 (Respected Middle Class)
Dwarf	Neutral	4 (Working Middle Class)
Elf	Chaotic	4 (Working Middle Class)
Elf	Lawful	6 (Esteemed Middle Class)
Elf	Neutral	5 (Respected Middle Class)
Fighter	Chaotic	2 (Struggling Lower Class)
Fighter	Lawful	4 (Working Middle Class)
Fighter	Neutral	3 (Accepted Lower Class)
Halfling	Chaotic	2 (Struggling Lower Class)
Halfling	Lawful	4 (Working Middle Class)
Halfling	Neutral	3 (Accepted Lower Class)
Magic-User	Chaotic	3 (Accepted Lower Class)
Magic-User	Lawful	5 (Respected Middle Class)
Magic-User	Neutral	4 (Working Middle Class)
Thief	Chaotic	1 (Downtrodden Lower Class)
Thief	Lawful	2 (Struggling Lower Class)
Thief	Neutral	1 (Downtrodden Lower Class)





Individuals in Advantageous Circumstances

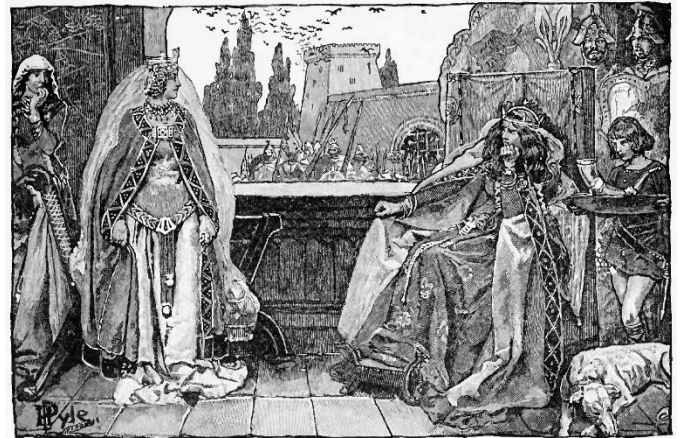
The starting tiers given above will be modified for those fortunate individuals who initially find themselves in advantageous circumstances. This special category only includes those PCs who begin the game with both an above-average amount of starting gold (as noted in the earlier chapter on starting wealth), *and* who also possess a Charisma score of 15 or higher.

For those Player Characters who meet both of these requirements, a +1 starting tier of social standing is granted at level 1 before play begins. For example, a lawful halfling typically begins the game at tier 4 (working middle class). But if the character has above-average gold and also a Charisma score of 16, the +1 bonus for advantageous circumstances would immediately raise that individual's preliminary standing above his or her peers, granting tier 5 (respected middle class).

Therefore, as we review and consider the effects of advantageous circumstances and the given ranges of starting wealth:

- ❖ **Clerics** begin the game at +1 social standing if they have 110+ starting gold and also CHA 15 to 18.
- ❖ **Dwarves** begin the game at +1 social standing if they have 130+ starting gold and also CHA 15 to 18.
- ❖ **Elves** begin the game at +1 social standing if they have 130+ starting gold and also CHA 15 to 18.
- ❖ **Fighters** begin the game at +1 social standing if they have 130+ starting gold and also CHA 15 to 18.
- ❖ **Halflings** begin the game at +1 social standing if they have 130+ starting gold and also CHA 15 to 18.
- ❖ **Magic-Users** begin the game at +1 social standing if they have 60+ starting gold and also CHA 15 to 18.

- ❖ **Thieves** begin the game at +1 social standing if they have 80+ starting gold and also CHA 15 to 18.



For those GMs who have opted to use the Basic starting gold amount of 30-180 pieces for all characters, the average amount of starting gold is then 105, meaning that any character beginning the game with 110 to 180 gp is considered advantaged with a +1 social tier.

Changing Social Standing During Play

As general play-balancing guidelines, the following recommendations are provided to Game Masters in applying social standing:

- ❖ Significant evil deeds should only decrease a PC's standing by 1 tier, per deed.
- ❖ Significant heroic deeds should only increase a PC's standing by 1 tier, per deed.
- ❖ When comparing a character's starting tier to the current tier, a PC should not achieve +1 status until experience level 3, at the earliest.



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- ❖ A PC should not achieve +2 status until experience level 5 or higher.
- ❖ A PC should not achieve +3 status until experience level 7 or higher.
- ❖ A PC should not achieve +4 status until experience level 9 or higher.
- ❖ A PC should not achieve +5 status until experience level 11 or higher.
- ❖ A PC should not achieve +6 status until experience level 13 or higher.
- ❖ Most PCs should not exceed rank 8 unless they build a stronghold.
- ❖ Most PCs who build a stronghold should not exceed rank 9.
- ❖ Most PCs should not attain rank 10 while they are active adventurers. Rank 10 should be reserved for retired or semi-retired PCs who rule a stronghold and a surrounding area.
- ❖ The highest tier is rank 11, always.
- ❖ Social standing rank 11 (Royalty) should never be applied to Player Characters below epic classification (experience level 18+), and might not be applicable at all, depending upon the campaign.



Chapter XV: Coats of Arms and Blazons

(Supplementary to pg. 15)



To give your character a heroic banner to fight under, or a tabard to wear, or a fearless emblem to paint on their shield, you may want to give your character a coat of arms. Not only knights and nobles have a coats of arms; in a classic fantasy world where humans and demi-humans are vastly outnumbered by evil monsters and wars can last for centuries, everyone has them. Even if you're not yet a worthy veteran of the orc wars, an ancestor in your lineage probably was.

However, for some character types (such as assassins and thieves) a character might well be reluctant to identify himself by bloodline. Also, some characters do not know or care for their family's coat of arms, but have their own personal symbol. These personal symbols are here called *blazons* to differentiate them from nobly-recognized coats of arms..





This quick and abstracted sigil generation system works to develop both types of symbols, for any and all types of characters.

To randomly determine a character's symbol, first roll on the following table to determine what general type of symbol will be further developed to form the final blazon.

(Special Note: If you ever feel that the random symbol you create does not have enough detail, you can then roll again beginning with the master beast / charge / ordinary symbol table below. A heraldic shield will typically have between 1 and 4 fields.)

TABLE 11.A
Coats of Arms and Blazons

D100	
Roll	Coat of Arms Element
01	Angel
02	Antlers
03	Anvil
04	Bars (Two Horizontal Bars on Shield)
05	Bear
06	Bee or Beehive
07	Bend (Slashed Bar Across Shield)
08	Bezant (Circle), 1D4 in Number
09	Billet (Vertical Rectangle), 1D4 in Number
10	Boar
11	Book / Grimoire
12	Bordure (Wide-Bordered Symbol on Shield)
13	Bow and Arrow(s), 1D4 in Number
14	Brock (Badger)
15	Bull's Head
16	Chain, 1D6+2 Links
17	Chevron (Upward Arrow on Shield)
18	Chief (Colored Bar on Top of Shield)

19	Clarion / Horn
20	Cross Symbol, Roll 1D8 for Subtype: <ul style="list-style-type: none"> ❖ [1-2] Cross (Perpendicular Bars Dividing Shield) ❖ [3] Cross Botony (Cross with Cloveleaf Ends) ❖ [4] Cross Crosslet (Cross with Smaller Cross Ends) ❖ [5] Cross Flory (Cross with Pointed Ends) ❖ [6] Cross Moline (Cross with Curve-Pointed Ends) ❖ [7] Cross Patonce (Cross with Blossoming Ends) ❖ [8] Cross Potent (Cross with Rectangular Ends)
21	Crown
22	Demon / Devil <ul style="list-style-type: none"> ❖ If Chaotic: Reigning ❖ If Lawful: Slain by Knight ❖ If Neutral: In Chains
23	Draconian, Roll 1D8 for Subtype: <ul style="list-style-type: none"> ❖ [1] Biscione (Child Swallowed by a Dragon) ❖ [2] Dracunculus (Small Dragon) ❖ [3-4] Dragon ❖ [5] Hydra ❖ [6] Two-Headed Dragon ❖ [7] Wyrn (Wingless Dragon) ❖ [8] Wyvern / Lindworm
24	Dragonfly
25	Eagle / Falcon / Hawk
26	Ermine
27	Escarbuncle (Cross with X-Sign Superimposed)
28	Estoile (Star of Wavy Lines), 1D4 in Number
29	Eye
30	Fantastic Beast, Roll 1D12 for Subtype: <ul style="list-style-type: none"> ❖ [1] Basilisk ❖ [2] Centaur ❖ [3] Chimera ❖ [4] Griffon ❖ [5] Harpy



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	<ul style="list-style-type: none"> ❖ [6] Manticore ❖ [7] Owlbear ❖ [8] Pegasus (Winged Horse) ❖ [9] Peryton ❖ [10] Salamander ❖ [11] Sphinx ❖ [12] Unicorn
31	Fess (Horizontal Stripe on Shield)
32	Fist / Gauntlet
33	Flaunches (Half-Circles on Shield Edges)
34	Flower, Roll 1D4 for Subtype: [1-2] Fleur de Lis (Lily) [3] Lotus Blossom <ul style="list-style-type: none"> ❖ If Chaotic: Black Lotus ❖ If Lawful: Blue Lotus ❖ If Neutral: Yellow Lotus [4] Rose <ul style="list-style-type: none"> ❖ If Chaotic: Black with Thorns ❖ If Lawful: White ❖ If Neutral: Red
35	Flower Symbol, Roll 1D6 for Subtype: [1] Trefoil, [2-3] Quatrefoil, [4] Cinquefoil, [5] Sexfoil, [6] Septfoil
36	Fountain (Circle of Wavy Lines), 1D4 in Number
37	Fox
38	Fret (Pattern of Diagonal Bars Dividing Shield)
39	Fruit Tree
40	Gorgon's Head
41	Goutte (Blood Drop)
42	Grapevine
43	Great Cat <ul style="list-style-type: none"> ❖ If Chaotic: Cat-a-Mount (Wildcat) ❖ If Lawful: Lion ❖ If Neutral: Tyger (Wulf Tiger)
44	Gules (Tower of Three Turrets)
45	Gyron (Triangle on Upper Left of Shield)
46	Hammer
47	Hand (Open Palm)
48	Hare

49	Harp
50	Head / Helm / Janus Head
51	Horse / Palfrey / Warhorse
52	Hound
53	Inescutcheon (Shield-on-Shield Symbol)
54	Key
55	King / Prince
56	Knight
57	Label (Interlocked T Symbols on Top of Shield)
58	Lance / Spear
59	Lion's / Monster's Paw
60	Lozenge (Diamond Shape), 1D4 in Number
61	Mariner Icon, Roll 1D10 for Subtype: <ul style="list-style-type: none"> ❖ [1] Anchor ❖ [2] Dolphin ❖ [3] Fish (Stylized) ❖ [4] Hippocampus ❖ [5] Mermaid / Melusine / Siren ❖ [6] Sea Lion (Morse) ❖ [7] Sea Monster ❖ [8] Sea Serpent ❖ [9-10] Ship
62	Moon <ul style="list-style-type: none"> ❖ If Chaotic: Crescent ❖ If Lawful: Full ❖ If Neutral: Man in the Moon
63	Morning Star (Weapon)
64	Mullet (Hollow Six-Pointed Star), 1D4 in Number
65	Orle (Narrow-Bordered Symbol on Shield)
66	Otter
67	Owl
68	Ox
69	Pale (Vertical Stripe on Shield)
70	Pall (Y Symbol on Shield)
71	Pile (Triangle on Shield)
72	Porcupine
73	Portcullis / Gate / Barbican
74	Quarter (Square on Upper Left of Shield)



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75	Queen / Princess
76	Raven / Crow
77	Sacred Tree ❖ If Chaotic: Willow ❖ If Lawful: Oak ❖ If Neutral: Yew
78	Rustre (Circle in a Diamond), 1D4 in Number
79	Saint / Maiden
80	Saltire (X of Diagonal Bars on Shield)
81	Savage / Tribesman / Wildman
82	Serpent (or Amphisbaena)
83	Sickle / Scythe
84	Skull ❖ If Chaotic: Bare ❖ If Lawful: Anointed with Halo ❖ If Neutral: Anointed with Mistletoe
85	Stag / Hart
86	Star (Six-Pointed), 1D4 in Number
87	Sun ❖ If Chaotic: Eclipsed ❖ If Lawful: Sol Invictus (the Man in the Sun) ❖ If Neutral: Full
88	Swan ❖ If Chaotic: Black ❖ If Lawful: White ❖ If Neutral: Gray
89	Sword or Blade, 1D4 in Number
90	Symbol of Reverence ❖ If Chaotic: Unholy Symbol ❖ If Lawful: Holy Symbol ❖ If Neutral: Sacred Symbol (Research or Player's Choice)
91	Thistle
92	Thunderbolt
93	Tower / Rook
94	Tusks
95	Wheat / Grain Sheaf
96	Wings
97	Wolf
98	Wolverine

99	Joined Symbols or Facing Figures (Roll Twice)
00	Player's Choice



Envisioning the Colors of the Blazon

The colors (tinctures) of most symbols can be determined by the player. But for those who prefer unpredictable results, here is another Oldskull randomizer for those times when you need a bit of further inspiration:



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TABLE 11.B
Coats of Arms Tinctures

D100 Roll	Color of Coat of Arms Element
01-05	Argent (silver, light gray)
06-10	Azure (blue)
11-14	Cendree (dark gray)
15-18	Counter-Potent (white grid on blue)
19-22	Counter-Vair (white lozenges on blue)
23-27	Ermine (black furs on white)
28-32	Ermines (white furs on black)
33-37	Erminois (black furs on yellow)
38-42	Gules (royal red)
43-47	Kursch (brown fur scales)
48-51	Murvy (reddish purple)
52-56	Or (gold, yellow)
57-60	Pean (yellow furs on black)
61-64	Potent (blue grid on white)
65-70	Proper (natural colors of a beast, figure or monster; reroll if inappropriate to the design)
71-75	Purpure (purple)
76-80	Sable (black)
81-85	Sanguine (blood red)
86-90	Tenne (tawny orange)
91-94	Vair (blue lozenges on white)
95-99	Vert (green)
00	Unorthodox Hue (pure brown, light red, bright orange, etc.)

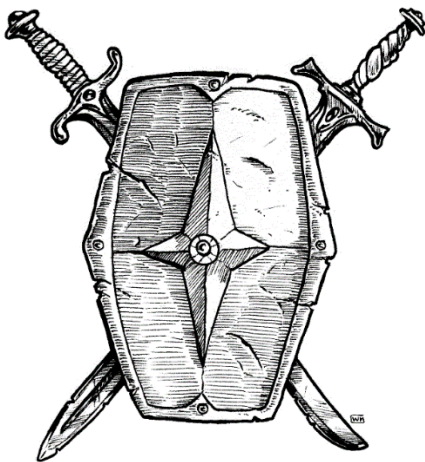
Chapter XVI: Basic Character Backgrounds

(Supplementary to pg. 15)

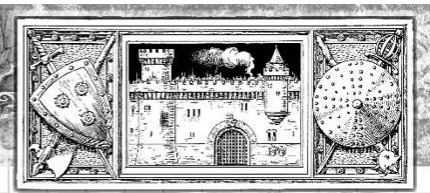


When we are considering the character concept in broad strokes of design, a background is merely a convenient “hook” which gives the imagined person a thematic history in the briefest terms possible. These quite nebulous descriptions can be turned into a timeline-based, or descriptive, historical detail profile as desired (or not).

If you already have a better idea than what the random table, you can safely ignore this chapter. But if you don’t have a clue as to how to proceed, or where to start, this section can be a godsend!



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These backgrounds are very sparse indeed, with the lack of detail being intentional so that players and GMs can feel free to elaborate and tell unique stories about each character. For players, you will probably find that you will want only a brief descriptor when beginning the game, and further details will come forth naturally as you role-play and establish your character's personality.

Game Masters should note that Very Rare backgrounds sometimes tend to be either fairly powerful, fairly limiting, or pivotal in the campaign's future direction. These are always recommended (because they make the game more unusual and interesting), but should be considered with special care.

For most characters, I recommend rolling three times on the following table. Incompatible combinations however should have the second or third (unworkable) result rerolled.



TABLE 12
Basic Character Backgrounds

D100 Roll	Rarity	Background
01-02	Uncommon	Abandoned by Both Parents
03-05	Common	Abandoned by Father
06-08	Common	Abandoned by Mother
09-10	Uncommon	Abused / Tortured
11	Rare	Accidental Killer
12-13	Uncommon	Adopted
14-15	Uncommon	Almost Died
16-19	Common	Apprentice / Journeyman
20-22	Common	Bastard
23-24	Uncommon	Betrayed
25	Rare	Born at Sea
26-27	Uncommon	Born of Slaves
28	Rare	Born Underground
29-30	Uncommon	Both Parents Slain
31	Rare	Fallen Clergy / Noble Bloodline
32-33	Uncommon	Criminal Background
34-35	Uncommon	Deep Dark Secret
36	Rare	Deserter / Lost
37	Rare	Escaped Slave
38-39	Uncommon	Exile / Forsaken
40	Rare	Experienced Vision / Prophecy
41-42	Uncommon	Falsely Accused or Imprisoned
43-45	Common	Father Slain
46-49	Common	Foreigner
50-51	Uncommon	Freed Criminal
52-53	Uncommon	Freed Slave
54-57	Common	Grew Up in a Large Family
58-60	Common	Grew Up in a Small Family
61-62	Uncommon	Grew Up with Another Race
63	Rare	Haunted
64	Rare	Heretic / Unbeliever
65	Rare	Hunted / Pursued
66	Rare	Insane / Perceived as Insane



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67	Rare	Left for Dead
68	Rare	Member of a Secret Society
69-71	Common	Mother Slain
72-73	Uncommon	Nomadic / Tribe-Born
74-77	Common	Only Child
78-81	Common	Orphan
82-83	Uncommon	Outcast / Exile
84-86	Common	Peregrine / Pilgrim
87	Rare	Raised in a Convent / Monastery
88-89	Uncommon	Raised on the Streets
90	Rare	Raised in the Wild
91	Rare	Recovered Plague Victim
92	Rare	Recovering Alcoholic / Addict
93-94	Uncommon	Saved / Rescued
95-96	Uncommon	Survived Animal Attack
97	Rare	Survived Monster Attack
98	Rare	Tortured and Branded
99	Rare	Witnessed Disaster
00	Very Rare Exotic Background (Roll 1D20): [1] Amnesiac, [2] Born in Another World, [3] Born on Another Plane of Existence, [4] Born of Royalty, [5] Cursed, [6] Deposed Ruler, [7] Dreamlander, [8] Enchanted, [9] Faerie Changeling, [10] Feral Child, [11] Last of His / Her Kind, [12] Of Demonic Bloodline (No Powers), [13] Of Diabolic Bloodline (No Powers), [14] Raised by Beasts, [15] Reincarnated Hero (No Powers), [16] Reincarnated Villain (No Powers), [17] Sibling / Twin is Arch-Enemy, [18] Spy / Impostor, [19] Time Traveler, [20] Other (Consult with GM)	

Chapter XVII: Demeanor and Personality Traits

(Supplementary to pg. 15)



Should a character's personality be randomly generated? That depends on who you ask, and your personal opinion in this instance is the only one that matters. By now, you probably





have at least a hazy view of who your character truly is, but reviewing a few personality descriptors can probably aid in crystallizing your view of the imagined individual into something more exotic, more memorable, and more enjoyable to role-play. Some unexpected random combinations, if well-reasoned and well-managed, can result in unforgettable personas. You can have a cruel good character with a daunting flaw, or a kind-hearted evil character that the other players will love to hate. In any case you can use this chapter to figure out precisely under what circumstances those people react in unusual ways, and perhaps even understand why. In justifying personal quirks and oddities, and coming up with solutions to the apparent paradoxes present in his or her psyche, you quickly learn exactly what makes your character tick.

These ideas concerning character motivation and behavior are vague and restrained for the most part. I could have added a lot more detail, but I feel that it is important to provide you only with clues to a character's surprising nature, instead of dictating to you an entire personality concept. Railroadng you in that manner goes against the goals of this gaming supplement! The information in this chapter should serve to inspire you, not to dictate the type of character you're going to play.

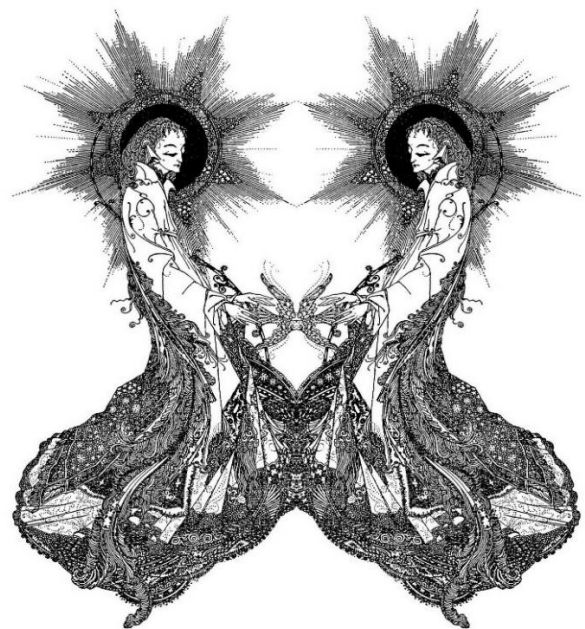
Random Generation of Personality Traits

To create the framework of a unique random personality, roll once on each of the two tables provided below. For a fuller character, you can roll twice on each, or even three times. Be careful however not to burden your initial demeanor description with too many random (as opposed to chosen) selections ... if you exceed six defining traits for a single character, you risk watering down your initial conception

of that individual to the point where it becomes impossible for you to picture the person for later development. And never let the random rolls give you someone to play that you don't like!

Conflicting traits – should the dice decide to dictate them – are actually fine; they just represent different moods, outlooks, and rules of behavior. So if you roll “angry” and “joyful” results for one character, just specify the things (or situations, or people) that make your character angry, and the things that make him or her joyful.

Remember too that you can always write in exceptions / situations that trigger these personality traits! “Abrasive / Crass” can mean the character acts that way all of the time; or, more interestingly, it can only occur when he is made fun of, made to eat something he doesn't like, interrupted while speaking, and so on. Think of your favorite characters in movies and books, and borrow examples shamelessly when the descriptions below bring a particular quirk to mind.





Determination of Trait Type

To roll a trait, you must first determine whether the trait will be negative, balanced, or positive (roll 1D20). Then, roll on the next appropriate table to determine the exact type of trait within that designated category.

TABLE 13.A
Random Trait Selector

D20 Roll	Chaotic Character	Neutral Character	Lawful Character
1	Negative	Negative	Negative
2	Negative	Negative	Negative
3	Negative	Negative	Negative
4	Negative	Negative	Negative
5	Negative	Negative	Negative
6	Negative	Negative	Balanced
7	Negative	Balanced	Balanced
8	Negative	Balanced	Balanced
9	Negative	Balanced	Balanced
10	Balanced	Balanced	Balanced
11	Balanced	Balanced	Balanced
12	Balanced	Balanced	Balanced
13	Balanced	Balanced	Positive
14	Balanced	Balanced	Positive
15	Balanced	Positive	Positive
16	Positive	Positive	Positive
17	Positive	Positive	Positive
18	Positive	Positive	Positive
19	Positive	Positive	Positive
20	Positive	Positive	Positive

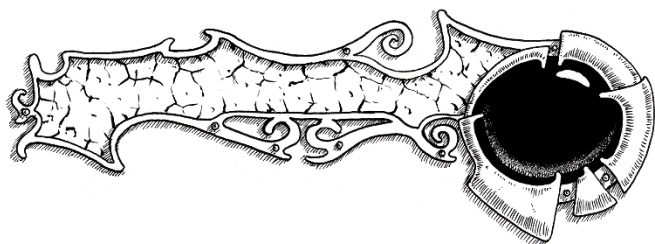


TABLE 13.B
Negative Personality Traits

D100 Roll	Demeanor / Personality
01-02	Abrasive / Boorish / Caustic / Crass
03-05	Aggressive / Destructive / Threatening / Wrathful
06-07	Angry / Hot-Tempered / Irrate
08-10	Apathetic / Uncaring
11-12	Arrogant / Pompous
13-14	Ashamed / Humiliated
15-16	Bitter / Embittered
17-18	Blasphemous / Heretical / Profane
19-21	Callous / Cruel
22-23	Careless / Rash / Thoughtless
24-25	Carousing / Partying
26-27	Compulsive / Neurotic
28-30	Contemptuous / Scornful
31-32	Controlled / Fanatical / Manipulated
33-35	Controlling / Domineering / Overbearing
36-38	Cowardly / Craven / Dastardly
39-40	Culpable / Guilty
41-43	Deceitful / Deceptive / False / Lying
44-45	Dirty / Filthy / Sloppy
46-47	Disrespectful / Foul / Rude
48-49	Disturbed (deluded, exhibitionist, paranoid, pyromaniac, stalker, etc.)
50-51	Drunken / Inebriated
52-54	Envious / Jealous
55-56	Erratic / Random
57-58	Fawning / Scraping / Sycophantic
59-60	Fickle / Indecisive / Unreliable
61-62	Foolhardy / Reckless
63-64	Greedy / Selfish
65-66	Hateful / Vicious
67-68	Headstrong / Stubborn
69-70	Heartbreaker / Treacherous
71-72	Hedonist / Pleasure Seeker
73-74	Hopeless / Resigned
75-76	Hungry for Power
77	Insane / Mad
78-79	Intolerant / Xenophobic



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80-81	Lazy / Slothful
82-83	Lustful / Wanton
84-86	Manipulative / Possessive
87-88	Morose / Pessimistic
89-91	Obsessed / Tormented
92-93	Odious Personal Habits (belching, kleptomaniac, scratching, smoking, spitting, etc.)
94-95	Paranoid / Suspicious / Untrusting
96-98	Self-Absorbed / Self-Centered / Vain
99-00	Self-Destructive / Suicidal

13-14	Black Sheep / Exile / Outsider
15-16	Bookish / Studious
17-18	Bored / Disinterested / Indifferent
19-21	Calm / Unfazed
22-23	Capricious / Mischievous
24-25	Chattering / Garrulous / Loquacious
26-27	Comfort- / Home-Loving
28-29	Competing / Dueling / Gambling
30-31	Complaining / Petulant
32-33	Compliant / Servile
34-35	Confused / Distracted / Perplexed
36-37	Contrary / Opinionated
38-39	Curious / Inquisitive
40-41	Curious Habitual Behavior (humming, name dropping, singing, snacking, writing everything down, etc.)
42-43	Dallying / Flirtatious
44-45	Daredevil / Thrill Seeker
46-47	Delicate / Emotional / Sensitive
48-49	Dramatic / Flamboyant
50-51	Dreaming / Woolgathering
52-53	Emotionless / Unreadable
54-55	Enigmatic / Secretive
56-57	Excitable / Skittish
58-59	Exotic / Unusual
60-62	Extroverted / Gregarious
63-64	Forever Wandering
65-66	Gloomy / Melancholy
67	Harboring a Great Secret (choose, be creative)
68-69	Hungry for Knowledge
70-71	Inattentive / Unaware
72-73	Introverted / Reclusive
74-75	Isolated / Lonely
76-77	Lone Wolf / Solitary
78-79	Miserly / Stingy
80-81	Naive / Trusting
82-83	Pacifist / Peace Seeker
84-86	Proud
87	Regretful / Repentant
88-89	Serious / Taciturn
90-91	Silent / Somber / Grave
92	Sleepwalker / Somnambulist
93	Strange Eating or Sleeping Ritual



TABLE 13.C
Balanced Personality Traits

D100	
Roll	Demeanor / Personality
01-02	Absent-Minded / Forgetful
03-04	Absurd / Ridiculous
05-06	Agreeable / Avoiding Conflict
07-08	Annoyed / Irritable
09-10	Apprehensive / Nervous
11-12	Bizarre / Eccentric



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94-95	Superstitious
96-98	Survivalist
99-00	Tranquil / Unfazed



22-23	Celibate / Sacred Oath (vow of chastity, exile, poverty, repentance, silence, etc.)
24-26	Charitable / Generous
27-29	Cheerful / Optimistic
30-32	Confident / Convicted
33-35	Cordial / Polite / Respectful
36-38	Courteous / Polite
39-41	Decisive / Resolute
42-44	Devout / Pious / Reverent
45-47	Diplomatic / Persuasive
48-50	Energetic / Industrious
51-53	Exacting / Precise
54-56	Forgiving / Merciful
57-59	Gentle / Gentle-Hearted
60-62	Guarding / Protective
63-65	Guiding / Mentoring
66-68	Helpful / Kindly
69-71	Honest / Truthful
72-74	Honorable / Trustworthy
75-77	Humble / Modest
78-82	Loyal to Family
83-87	Loyal to Friends
88-90	Loyal to Mentor / Liege
91-93	Perceptive / Shrewd / Watchful
93-95	Pure / Ascetic
96-98	Self-Sacrificing / Unselfish
99-00	Underdog Champion (stands up for the unlucky and unwanted)

TABLE 13.D
Positive Personality Traits

D100 Roll	Demeanor / Personality
01-03	Adoring / Devoted / Loving
04-06	Ambitious / Determined
07-09	Amicable / Friendly
10-12	Believing / Trusting
13-15	Eloquent
16-18	Brave / Courageous
19-21	Careful / Cautious





Chapter XVIII: Personal Likes and Dislikes

(Supplementary to pg. 15)



To further elaborate upon a character's unique personality, you can randomly determine the character's secret (or not so secret) likes and dislikes. I recommend rolling as follows:

- ❖ **Step 1:** Roll once on Table I, to determine the character's first "like."
- ❖ **Step 2:** Roll once on Table II, to determine the character's second "like."
- ❖ **Step 3:** Roll once again on Table I, to determine the character's first "dislike."
- ❖ **Step 4:** Roll once again on Table II, to determine the character's second "dislike."

Feel free to reroll or justify results which do not make sense. (Some of the random options can be a little creepy if you get a "like" for them, unless the character is evil.)

As one example, if a character happens to both like and dislike gnomes, you can either reroll, or you can make sense of the seeming paradox. Perhaps the character only likes male gnomes, but dislikes female gnomes; or dislikes gnomes

upon first impression, and then grudgingly grows to like them as they become trusted companions which remind the person of a long-lost friend.

The like system can be further elaborated to show desires, fears, secret agendas, and so forth as desired. Very generally, likes and dislikes have no real effect on the game other than to guide the players (and the GM) in determining how PCs (and NPCs) might uniquely react to various situations. They work as follows:

- ❖ **Liked groups** of people will be sought out for companionship, while disliked groups will be avoided or even harmed.
- ❖ **Liked animals** and monsters will be sought out (even if only as tamed guardian beasts), while disliked beasts will be feared or even hunted and killed.
- ❖ **Liked objects** will be collected, while disliked objects will be shunned or even destroyed.
- ❖ **Liked activities** will be frequently performed, while disliked activities will be complained about or even feared.
- ❖ **Likes can either be active, or intellectual.** For example, someone who loves insects doesn't necessarily want to wallow in beetle nests, but may be obsessed with collecting specimens for classification display.

Keep in mind that these random tables are sometimes "dark," reflecting the precepts of old school fantasy in which every person has something unusual or sinister about them. It is entirely possible for an otherwise nice person to have a disturbing preference for something, perhaps even something that they themselves find revolting. In such cases, the like will



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probably be kept a secret ... but nevertheless, the temptation is always there.

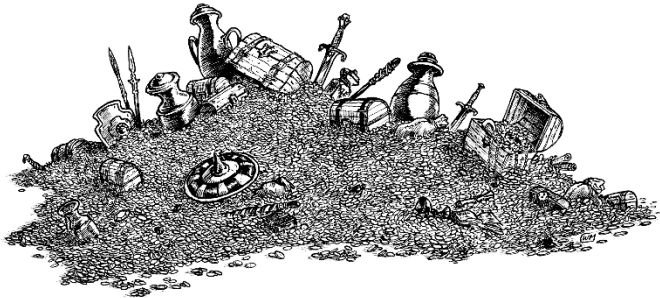


TABLE 14.A
Personal Likes and Dislikes: Part I

D100 Roll	Liked / Disliked Element
01	Animal and Monster Trophies (specify; may be species-specific, or against an alignment)
02-03	Animals (of one species)
04	Another Race (of one demi-human type)
05-06	Antiques and Relics
07	Arachnids (spiders, scorpions, etc.)
08-09	Armor and Clothing
10	Art, Paintings and Music
11-12	Avians (birds, butterflies, bats, etc.)
13	Being Approached by Strangers
14-15	Bitter and Savory Foods
16	Bladed Weapons (swords, knives, etc.)
17-18	Blunt Weapons (clubs, maces, sling stones, etc.)
19	Bones and Skulls
20-21	Books, Maps and Scrolls
22	Caves, Pits and Tombs
23-24	Charity
25	Chastity and Avoiding Indulgences
26-27	Children
28	Chivalry and Honor (or law, customs, etc.)
29-30	Clay, Porcelain and Pottery

31	Cleanliness
32-33	Clothing, Armor and Accessories
34	Cold and Winter
35-36	Cooking and Brewing
37	Crafting and Handiwork
38-39	Crowds, Towns and Cities
40	Day and Light
41-42	Dead Things (or killing, or interesting skeletons)
43	Demons and Devils / Occultism
44-45	Depth, Seas and Oceans
46	Dirt and Messes (or disorder and destruction)
47-48	Dragons and Draconian Beasts
49	Drawing and Map Making
50-51	Dreams and Nightmares
52	Drinking and Feasting
53-54	Dwarves
55	Eccentric Behavior and Dress
56-57	Elves
58	Enclosed Spaces
59-60	Exotica (masks, flowers, glassware, heraldic objects, etc.; pick one)
61	Exploring and Traveling
62-63	Fabrics and Textiles (silk, tapestries, weaving, etc.)
64	Fasting and Disciplined Consumption
65-66	Fear and Thrill Seeking (may specify an activity)
67	Fire
68-69	Food (may specify a genre or type)
70	Fortune Telling and Omens
71-72	Foul Smells
73	Furs, Hides and Pelts
74-75	Gambling and Luck (or superstitions)
76	Gems and Jewelry
77-78	Ghosts and Undead
79-80	Giants, Ogres and Titans
81-82	Gnomes
83-84	Gold and Precious Metals
85-86	Guilds and Secret Societies
87-88	Halflings
89-90	Healing
91-92	Heat and Summer



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93-94	Heights, Hills and Mountains
95-96	Helpfulness (either for one's self, or for others)
97	History and Lore (demi-human)
98-99	History and Lore (human)
00	History and Lore (monstrous)



17-18	Magic
19	Men and Male Companionship
20-21	Mercy
22	Metalwork and Smithing
23-24	Mirrors and Reflections
25	Monsters (of one specified type)
26-27	Night and Darkness
28	Nobility and Authority
29-30	Oaths and Vows
31	The Ocean
32-33	Old People and Aging
34	Open Spaces
35-36	Pain
37	Plants and Trees
38-39	Poverty (or asceticism)
40	Purity (of self, ideas, others, etc.)
41-42	Rain, Lightning and Thunder
43	Ranged Weapons (bows, arrows, slings, etc.)
44-45	Reading and Writing
46	Relics and Antiquities
47-48	Religion and Ceremony
49-50	Repentance
51-52	Reptiles and Amphibians (lizards, salamanders, etc.)
53-54	Rest and Sleep
55-56	Runes, Hieroglyphs and Symbols
57-58	Seeking
59-60	Silence
61-62	Singing and Dancing
63-64	Sleep
65-66	Solitude
67-68	Spices and Perfumes
69-70	Stone Engraving, Masonry and Sculpture
71-72	Stories, Tales and Poetry
73-74	Strangers
75-76	Sweets and Candies
77-78	Swimming and Water
79-80	Tattooing and Body Ornamentation
81-82	Theft and Stealing
83-84	Tools and Unusual Implements
85-86	Trophies and Trophy Hunting
87-88	Unusual Monsters (may specify a type or classification)
89-90	Vengeance

TABLE 14.B

Personal Likes and Dislikes: Part II

D100 Roll	Liked / Disliked Element
01	Honesty
02-03	Humanoids (all, or of one specified type)
04	Humans (may be all, or of a specific trade, alignment, etc.)
05-06	Impaling Weapons (spears, pole arms, lances, etc.)
07	Insects and Vermin (beetles, centipedes, worms, etc.)
08-09	Instruction and Mentorship
10	Jokes and Mischief
11-12	Keepsakes and Souvenirs
13	Loud Noises (or associated events)
14-15	Loyalty and Fealty
16	Luxuries (furs, incense, perfumes, etc.; pick one)





91-92	Wide Open Spaces
93-94	Wine and Beverages
95-96	Women and Female Companionship
97-98	Wood Carving and Carpentry
99	Obsessive (reroll if this is the first roll for this character; otherwise, stop rolling, and any already-rolled likes and/or dislikes are fervent and fanatical)
00	Player's Choice

Chapter XIX: Ability Score Descriptors

(Supplementary to pg. 16)



Consideration of Dislikes and Fears

For this step, the prior two tables are used once again, but this time they are used for dislikes and fears. For NPCs, you can also use this to develop a character phobia, which is a severe dislike which can cause panic or irrational behavior. Players are welcome to create phobias for PCs, but if you have severe claustrophobia, as one example, you will certainly be slowing down everyone else's play while your role-played character deals with issues.



For those players who would like some assistance in envisioning their characters, the following charts can be used to select (or randomly determine) illustrative phrases that turn each abstract number rating into an intuitive descriptor.

For each of your Player Character's ability scores, you can roll 1D6 or select the descriptor that you find most appealing.

Game Masters can use this table to generate descriptions for Non-Player Characters as well.



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The general paradigm used in this system is as follows:

TABLE 15.A
Ability Score Categories

Ability Score 3: Mundane (Human) Minimum
Ability Score 4 or 5: Far Below Average
Ability Score 6 to 8: Below Average
Ability Score 9 to 12: Average
Ability Score 13 to 15: Above Average
Ability Score 16 or 17: Far Above Average
Ability Score 18: Mundane (Human) Maximum

Selecting an Appropriate Descriptor

For each ability (STR, INT, WIS, DEX, CON, and CHA), note the character's ability score, and then either roll 1D6 to determine a descriptor randomly or choose the one which best fits your unique character concept.

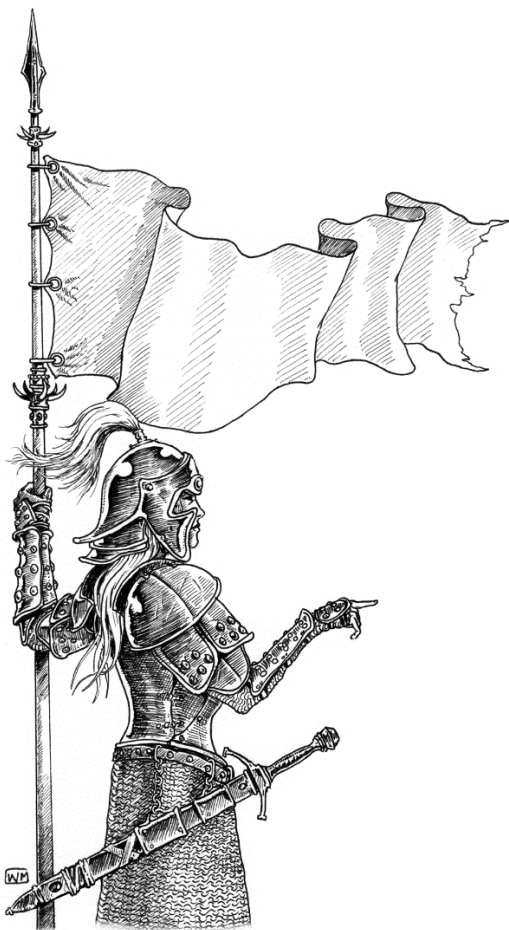


TABLE 15.B
Descriptors for Strength

Strength (STR) 3:

[1] Badly Derepit, [2] Decrepit and Forceless, [3] Defenseless, [4] Helpless, [5] Partially Paralyzed, [6] Powerless

Strength (STR) 4:

[1] Decrepit, [2] Enfeebled and Frail, [3] Feeble and Frail, [4] Forceless, [5] Nearly Helpless, [6] Nearly Powerless

Strength (STR) 5:

[1] Enfeebled, [2] Feeble, [3] Frail, [4] Puny, [5] Scrawny and Infirm, [6] Strengthless

Strength (STR) 6:

[1] Impotent, [2] Ineffectual, [3] Infirm, [4] Scrawny, [5] Shaky and Unprotected, [6] Very Weak

Strength (STR) 7:



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[1] Highly Vulnerable, [2] Faltering and Insubstantial, [3] Incapable, [4] Shaky, [5] Unprotected, [6] Weak

Strength (STR) 8:

[1] Bony and Underweight, [2] Faltering, [3] Flabby, [4] Insubstantial, [5] Short, [6] Vulnerable

Strength (STR) 9:

[1] Bony, [2] Gaunt, [3] Raw-Boned, [4] Soft, [5] Underweight, [6] Unimpressive

Strength (STR) 10:

[1] Average Physique, [2] Average Power, [3] Average Strength, [4] Lean and Underweight, [5] Normal Strength, [6] Tall and Gaunt

Strength (STR) 11:

[1] Capable, [2] Fairly Large, [3] Firm-Shouldered, [4] Good Physique, [5] Lean, [6] Tall

Strength (STR) 12:

[1] Able-Bodied, [2] Broad-Shouldered, [3] Large, [4] Lean and Muscular, [5] Sinewy, [6] Tall and Capable

Strength (STR) 13:

[1] Bulky, [2] Burly, [3] Muscular, [4] Robust, [5] Strong, [6] Substantial

Strength (STR) 14:

[1] Forceful, [2] Huge, [3] Impressive, [4] Potent, [5] Solid, [6] Well-Muscled

Strength (STR) 15:

[1] Heavily Muscled, [2] Huge and Solid, [3] Rugged, [4] Solid and Forceful, [5] Staunch, [6] Strapping

Strength (STR) 16:

[1] Empowered, [2] Heavyweight, [3] Huge and Rugged, [4] Powerful, [5] Rugged and Strapping, [6] Stalwart

Strength (STR) 17:

[1] Daunting, [2] Dominant, [3] Dominating, [4] Immense, [5] Rugged and Powerful, [6] Stalwart and Powerful

Strength (STR) 18:

[1] Fearsome, [2] Gigantic, [3] Heroic, [4] Indomitable, [5] Massive, [6] Mighty



TABLE 15.C
Descriptors for Intelligence

Intelligence (INT) 3:

[1] Instinct-Driven, [2] Mindless, [3] Moronic and Oblivious, [4] Oblivious and Stupefied, [5] Primal and Oblivious, [6] Semi-Intelligent

Intelligence (INT) 4:

[1] Exceedingly Stupid, [2] Idiotic and Preposterous, [3] Moronic, [4] Oblivious, [5] Stupefied, [6] Stupid and Preposterous

Intelligence (INT) 5:

[1] Doltish and Feeble-minded, [2] Idiotic, [3] Preposterous, [4] Stupid, [5] Very Dumb, [6] Witless

Intelligence (INT) 6:

[1] Doltish, [2] Dull-Witted and Forgetful, [3] Dull-Witted and Naive, [4] Dumb, [5] Feeble-minded, [6] Foolish and Naive



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Intelligence (INT) 7:

[1] Dull-Witted, [2] Foolish and Simple, [3] Illogical and Forgetful, [4] Simple and Naive, [5] Thick-Witted, [6] Very Forgetful

Intelligence (INT) 8:

[1] Dim-Witted, [2] Forgetful, [3] Gullible and Distracted, [4] Illogical, [5] Naive, [6] Simple

Intelligence (INT) 9:

[1] Distracted, [2] Gullible, [3] Ill-Advised, [4] Illogical and Somewhat Forgetful, [5] Somewhat Naive, [6] Woolgathering

Intelligence (INT) 10:

[1] Average Intellect, [2] Average Intelligence, [3] Distracted and Dreaming, [4] Rational, [5] Reasonable, [6] Woolgathering yet Logical

Intelligence (INT) 11:

[1] Comprehending, [2] Dreaming, [3] Highly Rational, [4] Logical, [5] Lucid, [6] Very Reasonable

Intelligence (INT) 12:

[1] Contemplative, [2] Creative, [3] Perceptive, [4] Shrewd, [5] Skeptical, [6] Thoughtful

Intelligence (INT) 13:

[1] Bookish, [2] Clever, [3] Fairly Erudite, [4] Inventive, [5] Savvy, [6] Witty

Intelligence (INT) 14:

[1] Analytical, [2] Cunning, [3] Erudite, [4] Scholarly, [5] Sharp-Witted, [6] Studious

Intelligence (INT) 15:

[1] Adept, [2] Calculating, [3] Deductive, [4] Innovative, [5] Intellectual, [6] Scheming

Intelligence (INT) 16:

[1] Brilliant, [2] Calculating and Innovative, [3] Gifted, [4] Innovated and Intellectual, [5] Professorial, [6] Scheming and Calculating

Intelligence (INT) 17:

[1] Brilliant and Gifted, [2] Brilliant and Professorial, [3] Gifted and Scheming, [4] Masterful, [5] Profound, [6] Near-Genius

Intelligence (INT) 18:

[1] Adept and Masterful, [2] Brilliant and Profound, [3] Calculating and Masterful, [4] Genius, [5] Ingenious, [6] Masterful and Profound



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TABLE 15.D
Descriptors for Wisdom

Wisdom (WIS) 3:

[1] Imbecilic, [2] Incomprehensible, [3] Ludicrous and Oblivious, [4] Nonsensical, [5] Utterly Ludicrous, [6] Utterly Ridiculous

Wisdom (WIS) 4:

[1] Ludicrous, [2] Ridiculous, [3] Senseless and Irrational, [4] Utterly Foolish, [5] Utterly Preposterous, [6] Utterly Senseless

Wisdom (WIS) 5:

[1] Foolish and Absurd, [2] Highly Irrational, [3] Preposterous, [4] Senseless, [5] Utterly Absurd, [6] Very Foolish

Wisdom (WIS) 6:

[1] Absurd, [2] Foolish, [3] Highly Impulsive, [4] Impulsive and Unreasonable, [5] Irrational, [6] Very Unwise

Wisdom (WIS) 7:

[1] Imprudent and Misled, [2] Impulsive, [3] Misled and Unaware, [4] Unreasonable, [5] Unwise, [6] Weak-Willed and Unaware

Wisdom (WIS) 8:

[1] Imprudent, [2] Misled, [3] Somewhat Unwise, [4] Sophomoric and Insecure, [5] Unaware, [6] Weak-Willed

Wisdom (WIS) 9:

[1] Insecure, [2] Irresolute, [3] Misled and Inexperienced, [4] Somewhat Weak-Willed, [5] Sophomoric, [6] Unintuitive

Wisdom (WIS) 10:

[1] Average Intuition, [2] Average Understanding, [3] Average Wisdom, [4] Inexperienced, [5] Inspired yet Sophomoric, [6] Uninspired

Wisdom (WIS) 11:

[1] Experienced, [2] Fairly Disciplined, [3] Inspired, [4] Intuitive yet Sophomoric, [5]

Intuitive yet Uninspired, [6] Somewhat Intuitive

Wisdom (WIS) 12:

[1] Disciplined, [2] Highly Experienced, [3] Intuitive, [4] Prudent, [5] Somewhat Reflective, [6] Worldly

Wisdom (WIS) 13:

[1] Far-Sighted yet Insecure, [2] Insightful, [3] Reflective, [4] Understanding, [5] Wily, [6] Wise

Wisdom (WIS) 14:

[1] Far-Sighted, [2] Insightful and Reflective, [3] Judicious, [4] Meditative, [5] Wily and Insightful, [6] Wise and Reflective

Wisdom (WIS) 15:

[1] Erratically Sagacious, [2] Highly Judicious, [3] Nigh Prescient, [4] Philosophical, [5] Sophic, [6] Wise and Meditative

Wisdom (WIS) 16:

[1] Judicious and Wise, [2] zPrescient, [3] zSagacious, [4] zSagely, [5] zSophic and Sagacious, [6] Wise and Philosophical

Wisdom (WIS) 17:

[1] Enlightened, [2] Exceedingly Wise, [3] Nigh Revelatory, [4] Prescient and Sagacious, [5] Prescient and Sagely, [6] Uncannily Prescient

Wisdom (WIS) 18:

[1] Ancestrally Enlightened, [2] Ancient Soul, [3] Illumined, [4] Revelatory, [5] Truly Enlightened, [6] Visionary

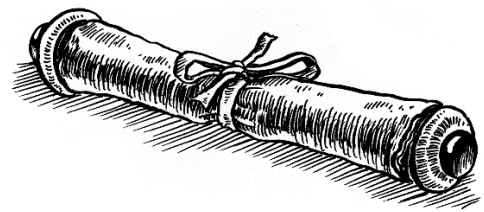




TABLE 15.E
Descriptors for Dexterity

Dexterity (DEX) 3:

[1] Badly Deformed, [2] Crippled, [3] Deformed and Hamstrung, [4] Deformed and Hobbling, [5] Lane and Deformed, [6] Mangled

Dexterity (DEX) 4:

[1] Badly Hamstrung, [2] Deformed, [3] Hamstrung and Hobbling, [4] Lane and Hamstrung, [5] Lane and Hobbling, [6] Slow and Hobbling

Dexterity (DEX) 5:

[1] Hamstrung, [2] Hobbling, [3] Lane, [4] Limping and Deformed, [5] Limping Heavily, [6] Very Sluggish

Dexterity (DEX) 6:

[1] Limping, [2] Slow and Clumsy, [3] Slow and Inept, [4] Sluggish, [5] Ungainly, [6] Very Slow

Dexterity (DEX) 7:

[1] Awkward and Imbalanced, [2] Bumbling, [3] Clumsy, [4] Graceless, [5] Inept, [6] Slow

Dexterity (DEX) 8:

[1] Awkward, [2] Bumbling and Inelegant, [3] Imbalanced, [4] Inelegant and Imprecise, [5] Plodding and Ponderous, [6] Uncoordinated

Dexterity (DEX) 9:

[1] Imprecise, [2] Inelegant, [3] Plodding, [4] Ponderous, [5] Somewhat Imbalanced, [6] Somewhat Slow

Dexterity (DEX) 10:

[1] Average Agility, [2] Average Coordination, [3] Average Dexterity, [4] Average Reflexes, [5] Balanced yet Somewhat Slow, [6] Competent yet Inelegant

Dexterity (DEX) 11:

[1] Balanced, [2] Competent, [3] Decent Reflexes, [4] Fairly Coordinated, [5] Respectable Reflexes, [6] Well-Balanced

Dexterity (DEX) 12:

[1] Alert and Reflexive, [2] Coordinated, [3] Fairly Agile, [4] Quite Deft, [5] Somewhat Agile, [6] Somewhat Dexterous

Dexterity (DEX) 13:

[1] Agile, [2] Deft, [3] Dexterous, [4] Fairly Quick, [5] Hasty yet Coordinated, [6] Rather Nimble

Dexterity (DEX) 14:

[1] Deft and Agile, [2] Deft and Dexterous, [3] Nimble, [4] Precise, [5] Poised yet Hasty, [6] Quick

Dexterity (DEX) 15:



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[1] Accurate, [2] Graceful, [3] Highly Nimble, [4] Nimble and Precise, [5] Poised, [6] Quick and Precise

Dexterity (DEX) 16:

[1] Adept and Nimble, [2] Adroit, [3] Catlike, [4] Finely Poised, [5] Poised and Graceful, [6] Stealthy

Dexterity (DEX) 17:

[1] Acrobatic, [2] Adept and Catlike, [3] Exacting, [4] Nigh Untouchable, [5] Stealthy and Catlike, [6] Uncanny Reflexes

Dexterity (DEX) 18:

[1] Blurred Grace, [2] Blurred Speed, [3] Perfect Agility, [4] Perfect Coordination, [5] Perfect Reflexes, [6] Untouchable



TABLE 15.F

Descriptors for Constitution

Constitution (CON) 3:

[1] Badly Emaciated, [2] Dying, [3] Fully Debilitated, [4] Very Sickly, [5] Wasted and Frail, [6] Wasting

Constitution (CON) 4:

[1] Ailing and Frail, [2] Debilitated, [3] Deteriorating, [4] Emaciated, [5] Frail and Quavering, [6] Sickly

Constitution (CON) 5:

[1] Ailing, [2] Frail, [3] Lethargic and Fragile, [4] Quavering and Fragile, [5] Slothful, [6] World-Worn and Haggard

Constitution (CON) 6:

[1] Fragile, [2] Haggard and Unhealthy, [3] Lethargic, [4] Quavering, [5] World-Worn, [6] Worn and Haggard

Constitution (CON) 7:

[1] Always Inactive, [2] Ashen and Unhealthy, [3] Ashen and Unwell, [4] Haggard, [5] Unhealthy, [6] Worn Down

Constitution (CON) 8:

[1] Ashen, [2] Idle and Lazy, [3] Inactive, [4] Unfit, [5] Unsound, [6] Unwell

Constitution (CON) 9:

[1] Declining Health, [2] Fading Health, [3] Idle, [4] Lazy, [5] Somewhat Ashen, [6] Susceptible

Constitution (CON) 10:

[1] Average Endurance, [2] Average Health, [3] Healthy yet Idle, [4] Healthy yet Lazy, [5] Normal Endurance, [6] Normal Health

Constitution (CON) 11:

[1] Fairly Active, [2] Fairly Fit, [3] Good Health, [4] Healthful yet Idle, [5] Healthy, [6] Lively

Constitution (CON) 12:



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[1] Active, [2] Fairly Energetic, [3] Fit, [4] Fit and Lively, [5] Healthful, [6] Lively and Healthy

Constitution (CON) 13:

[1] Active and Fit, [2] Energetic, [3] Fairly Athletic, [4] Resilient, [5] Resistant, [6] Somewhat Athletic

Constitution (CON) 14:

[1] Athletic, [2] Energetic and Resilient, [3] Good Resistance, [4] Hale, [5] Resilient and Resistant, [6] Vital

Constitution (CON) 15:

[1] Athletic and Resilient, [2] Athletic and Vital, [3] Driven, [4] Hale and Resistant, [5] Tough, [6] Vigorous

Constitution (CON) 16:

[1] Doughty, [2] Staunch-Hearted, [3] Steadfast, [4] Tenacious, [5] Tough and Driven, [6] Tough and Hale

Constitution (CON) 17:

[1] Doughty and Steadfast, [2] Indefatigable, [3] Nigh Unstoppable, [4] Tireless, [5] Tough and Tenacious, [6] Unyielding

Constitution (CON) 18:

[1] Deathless, [2] Impervious, [3] Tireless and Tenacious, [4] Tireless and Unyielding, [5] Unbreakable, [6] Unstoppable

Charisma (CHA) 5:

[1] Badly Scarred, [2] Barbaric, [3] Brutish, [4] Disfigured, [5] Heavily Scarred, [6] Ugly

Charisma (CHA) 6:

[1] Crude and Irritating, [2] Irritating and Unlikable, [3] Irritating and Uncouth, [4] Rude, [5] Scarred, [6] Unpleasant

Charisma (CHA) 7:

[1] Artless and Unlikable, [2] Crude, [3] Homely and Unlikable, [4] Irritating, [5] Uncharismatic, [6] Uncouth

Charisma (CHA) 8:

[1] Artless, [2] Forgettable and Unattractive, [3] Homely, [4] Reserved and Forgettable, [5] Unlikable, [6] Willfully Forgettable

Charisma (CHA) 9:

[1] Average yet Artless, [2] Forgettable, [3] Reserved, [4] Unappealing, [5] Unattractive, [6] Uncommunicative

Charisma (CHA) 10:

[1] Average Appearance, [2] Normal Appearance, [3] Plain, [4] Pleasant yet Forgettable, [5] Pleasant yet Plain, [6] Unalluring

Charisma (CHA) 11:

[1] Agreeable, [2] Good-Looking yet Reserved, [3] Plain yet Pleasing, [4] Mildly Attractive, [5] Pleasant, [6] Somewhat Attractive

Charisma (CHA) 12:

[1] Agreeable and Pleasant, [2] Attractive, [3] Comely, [4] Good-Looking, [5] Occasionally Charming, [6] Pleasing

Charisma (CHA) 13:

[1] Appealing, [2] Charismatic, [3] Charming, [4] Eye-Catching, [5] Likable, [6] Winning

Charisma (CHA) 14:

TABLE 15.G
Descriptors for Charisma

Charisma (CHA) 3:

[1] Disgusting, [2] Exceedingly Repulsive, [3] Grotesque, [4] Terribly Disfigured, [5] Very Nasty, [6] Vile

Charisma (CHA) 4:

[1] Barbaric and Ugly, [2] Brutish and Barbaric, [3] Nasty, [4] Offensive, [5] Repulsive, [6] Ugly and Disfigured





[1] Alluring, [2] Fetching, [3] Impressive, [4] Influential, [5] Persuasive, [6] Stately

Charisma (CHA) 15:

[1] Charming and Influential, [2] Compelling, [3] Immaculate, [4] Imposing, [5] Magnetic Personality, [6] Remarkable

Charisma (CHA) 16:

[1] Authoritative, [2] Beautiful / Handsome, [3] Fascinating, [4] Inspiring, [5] Intimidating, [6] Resplendent

Charisma (CHA) 17:

[1] Beguiling, [2] Bewitching, [3] Commanding, [4] Entrancing, [5] Radiant, [6] Regal

Charisma (CHA) 18:

[1] Awe-Inspiring, [2] Hypnotic, [3] Imperious, [4] Supreme, [5] Transcendent, [6] Unforgettable

Chapter XX: Basic Aspects of Physical Appearance

(Supplementary to pg. 15)

The following steps — determining eye color, hair color and skin color — are provided so that players and GMs alike can create quick, and yet unexpectedly unique, combinations of very basic descriptive elements for any character, regardless of race.

Please note that for demi-human characters, the descriptions provided in old school FRPG monster bestiaries have been carefully adhered to and somewhat restrained, per specific monster descriptions in the various bestiaries. (As one wry example of that in practice, dwarves rarely have blue eyes just because Gary said that that's the way it is.)

You can add more variety to the results given here, if you like, by rolling on the human tables outside of the established orthodoxy of demi-human appearance which I have adhered to.

In regards to human characters, however, “real” racial limitations have been ignored. In a fantasy world, there is no reason why a human might naturally have green eyes, blond hair and black skin for example. Who can say how human genetics and magic would interrelate in another world?

GMs can devise their own combinations of these elements if they so choose, in order to reflect a particular fantasy culture within the game milieu.

(In any instance however, Player Character skin color is a matter to be determined solely by the preference of the player.)



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TABLE 16.A
Dwarven Physical Appearance

D100	
Roll	Aspects of Physical Appearance
01	Blue Eyes, Black and Silver Hair
02	Blue Eyes, Black Hair
03	Blue Eyes, Dark Brown Hair
04	Blue Eyes, Blue Hair
05	Blue Eyes, Light Brown Hair
06	Blue Eyes, Silver Hair

07	Blue Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
08-11	Gray Eyes, Black and Silver Hair
12-15	Gray Eyes, Black Hair
16-19	Gray Eyes, Dark Brown Hair
20-23	Gray Eyes, Gray Hair
24-27	Gray Eyes, Light Brown Hair
28-31	Gray Eyes, Silver Hair
32	Gray Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
33-34	Gray-Green Eyes, Black and Silver Hair
35-36	Gray-Green Eyes, Black Hair
37-38	Gray-Green Eyes, Dark Brown Hair
39-40	Gray-Green Eyes, Gray Hair
41-42	Gray-Green Eyes, Light Brown Hair
43-44	Gray-Green Eyes, Silver Hair
45	Gray-Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
46-50	Green Eyes, Black and Silver Hair
51-56	Green Eyes, Black Hair
57-62	Green Eyes, Dark Brown Hair
63-67	Green Eyes, Gray Hair
68-73	Green Eyes, Light Brown Hair
74-78	Green Eyes, Silver Hair
79	Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
80-81	Hazel Eyes, Black and Silver Hair
82-83	Hazel Eyes, Black Hair
84-85	Hazel Eyes, Dark Brown Hair
86-87	Hazel Eyes, Gray Hair
88-89	Hazel Eyes, Light Brown Hair
90-91	Hazel Eyes, Silver Hair
92-93	Hazel Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
94	Unusual Eyes (Player's Choice of Color), Black and Silver Hair
95	Unusual Eyes (Player's Choice of Color), Black Hair
96	Unusual Eyes (Player's Choice of Color), Dark Brown Hair



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97	Unusual Eyes (Player's Choice of Color), Gray Hair
98	Unusual Eyes (Player's Choice of Color), Silver Hair, Light Brown Hair
99	Unusual Eyes (Player's Choice of Color), Silver Hair, Silver Hair
00	Unusual Eyes (Player's Choice of Color), Silver Hair, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)



TABLE 16.B
Elven Physical Appearance

D100 Roll	Aspects of Physical Appearance
01-02	Amber Eyes, Black and Silver Hair
03-04	Amber Eyes, Black Hair
05-06	Amber Eyes, Coppery Red and Gold Hair
07-08	Amber Eyes, Coppery Red Hair
09-10	Amber Eyes, Dark Brown Hair
11-12	Amber Eyes, Gold and Silver Hair
13-14	Amber Eyes, Gold Hair

15	Amber Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
16	Blue-Green Eyes, Black and Silver Hair
17	Blue-Green Eyes, Black Hair
18	Blue-Green Eyes, Coppery Red and Gold Hair
19	Blue-Green Eyes, Coppery Red Hair
20	Blue-Green Eyes, Dark Brown Hair
21	Blue-Green Eyes, Gold and Silver Hair
22	Blue-Green Eyes, Gold Hair
23	Blue-Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
24	Dark Brown Eyes, Black and Silver Hair
25	Dark Brown Eyes, Black Hair
26	Dark Brown Eyes, Coppery Red and Gold Hair
27	Dark Brown Eyes, Coppery Red Hair
28	Dark Brown Eyes, Dark Brown Hair
29	Dark Brown Eyes, Gold and Silver Hair
30	Dark Brown Eyes, Gold Hair
31	Dark Brown Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
32-33	Gray-Green Eyes, Black and Silver Hair
34-35	Gray-Green Eyes, Black Hair
36-37	Gray-Green Eyes, Coppery Red and Gold Hair
38-39	Gray-Green Eyes, Coppery Red Hair
40-41	Gray-Green Eyes, Dark Brown Hair
42-43	Gray-Green Eyes, Gold and Silver Hair
44-45	Gray-Green Eyes, Gold Hair
46	Gray-Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
47-48	Green Eyes, Black and Silver Hair
49-50	Green Eyes, Black Hair



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51-52	Green Eyes, Coppery Red and Gold Hair
53-54	Green Eyes, Coppery Red Hair
55-56	Green Eyes, Dark Brown Hair
57-58	Green Eyes, Gold and Silver Hair
59-60	Green Eyes, Gold Hair
61	Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
62-63	Hazel Eyes, Black and Silver Hair
64-65	Hazel Eyes, Black Hair
66-67	Hazel Eyes, Coppery Red and Gold Hair
68-69	Hazel Eyes, Coppery Red Hair
70-71	Hazel Eyes, Dark Brown Hair
72-73	Hazel Eyes, Gold and Silver Hair
74-75	Hazel Eyes, Gold Hair
76	Hazel Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
77	Light Brown Eyes, Black and Silver Hair
78	Light Brown Eyes, Black Hair
79	Light Brown Eyes, Coppery Red and Gold Hair
80	Light Brown Eyes, Coppery Red Hair
81	Light Brown Eyes, Dark Brown Hair
82	Light Brown Eyes, Gold and Silver Hair
83-84	Light Brown Eyes, Gold Hair
85	Light Brown Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
86	Unusual Eyes (Player's Choice of Color), Black and Silver Hair
87	Unusual Eyes (Player's Choice of Color), Black Hair
88	Unusual Eyes (Player's Choice of Color), Coppery Red and Gold Hair
89	Unusual Eyes (Player's Choice of Color), Coppery Red Hair
90	Unusual Eyes (Player's Choice of Color), Dark Brown Hair
91	Unusual Eyes (Player's Choice of Color), Gold and Silver Hair

92	Unusual Eyes (Player's Choice of Color), Gold Hair
93	Unusual Eyes (Player's Choice of Color), Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
94	Violet Eyes, Black and Silver Hair
95	Violet Eyes, Black Hair
96	Violet Eyes, Coppery Red and Gold Hair
97	Violet Eyes, Dark Brown Hair
98	Violet Eyes, Gold and Silver Hair
99	Violet Eyes, Gold Hair
00	Violet Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)

TABLE 16.C
Halfling Physical Appearance

D100 Roll	Aspects of Physical Appearance
01-06	Dark Brown Eyes, Blond-Brown Hair
07-12	Dark Brown Eyes, Brownish-Red Hair
13-18	Dark Brown Eyes, Dark Brown Hair
19-24	Dark Brown Eyes, Light Brown Hair
25-30	Dark Brown Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
31-33	Gray Eyes, Blond-Brown Hair
34-36	Gray Eyes, Brownish-Red Hair
37-39	Gray Eyes, Dark Brown Hair
40-42	Gray Eyes, Light Brown Hair
43	Gray Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
44-49	Hazel Eyes, Blond-Brown Hair
50-55	Hazel Eyes, Brownish-Red Hair
56-62	Hazel Eyes, Dark Brown Hair
63-69	Hazel Eyes, Light Brown Hair
70	Hazel Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)



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71-76	Light Brown Eyes, Blond-Brown Hair
77-82	Light Brown Eyes, Brownish-Red Hair
83-88	Light Brown Eyes, Dark Brown Hair
89-94	Light Brown Eyes, Light Brown Hair
95	Light Brown Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
96	Unusual Eyes (Player's Choice of Color), Blond-Brown Hair
97	Unusual Eyes (Player's Choice of Color), Brownish-Red Hair
98	Unusual Eyes (Player's Choice of Color), Dark Brown Hair
99	Unusual Eyes (Player's Choice of Color), Light Brown Hair
00	Unusual Eyes (Player's Choice of Color), Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)

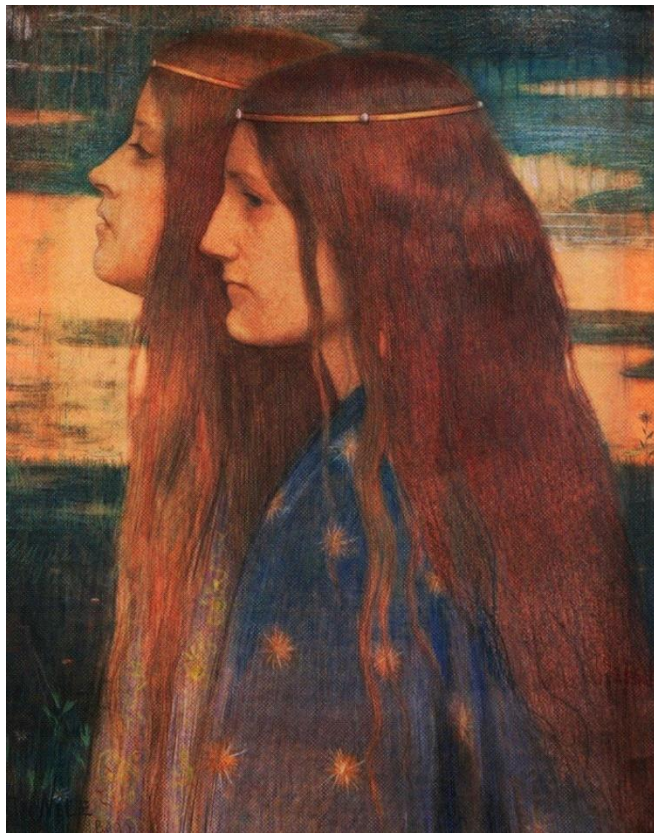


TABLE 16.D
Human Physical Appearance

D100 Roll	Aspects of Physical Appearance
01	Blue or Violet-Blue Eyes, Black and Silver Hair
02	Blue or Violet-Blue Eyes, Black Hair
03	Blue or Violet-Blue Eyes, Blond and Silver Hair
04	Blue or Violet-Blue Eyes, Blond Hair
05	Blue or Violet-Blue Eyes, Blond-Brown Hair
06	Blue or Violet-Blue Eyes, Blond-Red Hair
07	Blue or Violet-Blue Eyes, Brownish-Red Hair
08	Blue or Violet-Blue Eyes, Dark Brown Hair
09	Blue or Violet-Blue Eyes, Light Brown Hair
10	Blue or Violet-Blue Eyes, Red Hair
11	Blue or Violet-Blue Eyes, Silver Hair
12	Blue or Violet-Blue Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
13	Blue or Violet-Blue Eyes, White Hair
14	Blue-Green Eyes, Black and Silver Hair
15	Blue-Green Eyes, Black Hair
16	Blue-Green Eyes, Blond and Silver Hair
17	Blue-Green Eyes, Blond Hair
18	Blue-Green Eyes, Blond-Brown Hair
19	Blue-Green Eyes, Blond-Red Hair
20	Blue-Green Eyes, Brownish-Red Hair
21	Blue-Green Eyes, Dark Brown Hair
22	Blue-Green Eyes, Light Brown Hair
23	Blue-Green Eyes, Red Hair
24	Blue-Green Eyes, Silver Hair
25	Blue-Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
26	Blue-Green Eyes, White Hair
27-28	Brown Eyes, Black and Silver Hair



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29-30	Brown Eyes, Black Hair
31-32	Brown Eyes, Blond and Silver Hair
33-34	Brown Eyes, Blond Hair
35-36	Brown Eyes, Blond-Brown Hair
37-38	Brown Eyes, Blond-Red Hair
39-40	Brown Eyes, Brownish-Red Hair
41-42	Brown Eyes, Dark Brown Hair
43-44	Brown Eyes, Light Brown Hair
45	Brown Eyes, Red Hair
46	Brown Eyes, Silver Hair
47	Brown Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
48	Brown Eyes, White Hair
49	Gray or Gray-Blue Eyes, Black and Silver Hair
50	Gray or Gray-Blue Eyes, Black Hair
51	Gray or Gray-Blue Eyes, Blond and Silver Hair
52	Gray or Gray-Blue Eyes, Blond Hair
53	Gray or Gray-Blue Eyes, Blond-Brown Hair
54	Gray or Gray-Blue Eyes, Blond-Red Hair
55	Gray or Gray-Blue Eyes, Brownish-Red Hair
56	Gray or Gray-Blue Eyes, Dark Brown Hair
57	Gray or Gray-Blue Eyes, Light Brown Hair
58	Gray or Gray-Blue Eyes, Red Hair
59	Gray or Gray-Blue Eyes, Silver Hair
60	Gray or Gray-Blue Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
61	Gray or Gray-Blue Eyes, White Hair
62	Green or Gray-Green Eyes, Black and Silver Hair
63	Green or Gray-Green Eyes, Black Hair
64	Green or Gray-Green Eyes, Blond and Silver Hair
65	Green or Gray-Green Eyes, Blond Hair
66	Green or Gray-Green Eyes, Blond-Brown Hair

67	Green or Gray-Green Eyes, Blond-Red Hair
68	Green or Gray-Green Eyes, Brownish-Red Hair
69	Green or Gray-Green Eyes, Dark Brown Hair
70	Green or Gray-Green Eyes, Light Brown Hair
71	Green or Gray-Green Eyes, Red Hair
72	Green or Gray-Green Eyes, Silver Hair
73	Green or Gray-Green Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
74	Green or Gray-Green Eyes, White Hair
75	Hazel Eyes, Black and Silver Hair
76	Hazel Eyes, Black Hair
77	Hazel Eyes, Blond and Silver Hair
78	Hazel Eyes, Blond Hair
79	Hazel Eyes, Blond-Brown Hair
80	Hazel Eyes, Blond-Red Hair
81	Hazel Eyes, Brownish-Red Hair
82	Hazel Eyes, Dark Brown Hair
83	Hazel Eyes, Light Brown Hair
84	Hazel Eyes, Red Hair
85	Hazel Eyes, Silver Hair
86	Hazel Eyes, Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
87	Hazel Eyes, White Hair
88	Unusual Eyes (Player's Choice of Color), Black and Silver Hair
89	Unusual Eyes (Player's Choice of Color), Black Hair
90	Unusual Eyes (Player's Choice of Color), Blond and Silver Hair
91	Unusual Eyes (Player's Choice of Color), Blond Hair
92	Unusual Eyes (Player's Choice of Color), Blond-Brown Hair
93	Unusual Eyes (Player's Choice of Color), Blond-Red Hair
94	Unusual Eyes (Player's Choice of Color), Brownish-Red Hair





95	Unusual Eyes (Player's Choice of Color), Dark Brown Hair
96	Unusual Eyes (Player's Choice of Color), Light Brown Hair
97	Unusual Eyes (Player's Choice of Color), Red Hair
98	Unusual Eyes (Player's Choice of Color), Silver Hair
99	Unusual Eyes (Player's Choice of Color), Unusual Hair (Player's Choice of Color, or Style, or Bald, etc.)
00	Unusual Eyes (Player's Choice of Color), White Hair

Chapter XXI: Character Height Determination

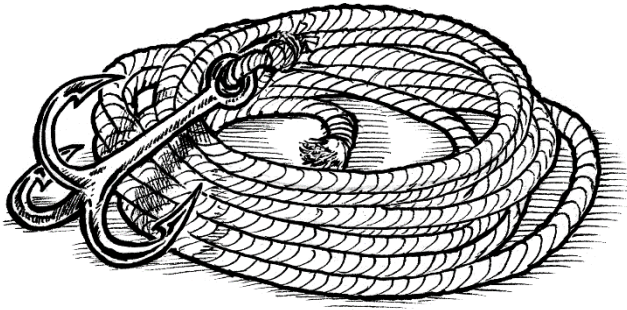
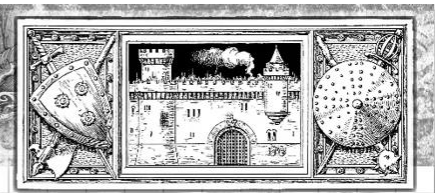
(Supplementary to pg. 15)

There are times where you might want to know a character's height. Here are some examples of in-game situations where height becomes important:

- ❖ Your elven character wants to fit into the stunning ebony plate armor that was worn by a hulking 7'-tall villain. Will it fit now in the dungeon (giving you a much better Armor Class), or do you need to take the time and money to get it professionally refitted by an armorer?
- ❖ Your Game Master is enforcing an Advanced rule that says short characters can't wield pole arms, long bows, or two-handed swords. Can you simply say "I'm a tall dwarf" and get away with it?
- ❖ You're in desperate need to disguise yourself as a noble's bodyguard so that the party can successfully infiltrate a dungeon. The bodyguard is 5' 3". Can you convince the GM that your character should get a bonus to the roll for being close to that height?
- ❖ You and your buddy are both trapped in a 65'-deep pit, surrounded by a horde of starving giant rats. The party members up above are trying to save your lives. They have anchored a 50'-long rope that is now dangling above your head. If you stand on your buddy's shoulders, can you jump and grab the rope? Of equal importance, is your buddy going to die if he can't climb out?



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These situations can be hand-waved, of course. But for those games that feature a deeper level of realism, a character's height can be a very important bit of trivia to know at a moment's notice. Height also directly influences weight, which is a particular we'll dwell upon in the next following chapter.

To randomly determine a character's height, you need to classify four variables: race, sex, Strength, and Constitution. Add the PC's STR and CON together to get a basic "height factor". Then, consult the table below to determine the baseline (average) height that is appropriate to your character's situation.

There is some variability in height figures, of course, since STR and CON don't tell the entire story. Once you've noted your character's baseline height, roll 1D6:

- ❖ **Shorter:** If you roll a 1 or a 2, your character is shorter than average. Roll using the height randomizer column appropriate to your character's race and sex, and *subtract* that many inches from the baseline to determine your character's height.
- ❖ **Average:** If you roll a 3 or 4, your character is of average height, and no variance roll is required.
- ❖ **Taller:** If you roll a 5 or 6, your character is taller than average. Roll using the height randomizer column appropriate to your character's race

and sex, and *add* that many inches to the baseline to determine your character's height.

As an example, let's say that you're playing Almunda (a female dwarf), with STR 13 and CON 14. Her height factor (STR+CON) is 27. Looking at the table for female dwarves, we find that the average baseline height in that range is 3 feet, 11 inches. We then roll 1D6, and a result of 5 indicates that she is taller than average. The height randomizer figure for that bracket is 1D2-1 inches. Therefore we roll 1D2 (or flip a coin, heads = 1, tails = 2), and subtract 1.



A roll of 2, minus one, means that she gets +1 inch added to her height. This gives her a nice, clean height of 4' even, which is rather impressive considering the STR 10 / CON 10 baseline of her lady peers (who average 3' 10" tall). Perhaps we will now name her Almunda the Tall, and woe to any towering humans who might dare to disagree!



**TABLE 17.A****Dwarven Female Character Height**

STR + CON	Baseline Height	Height Randomizers
6-8	3 Feet, 6 Inches	None
9-11	3 Feet, 7 Inches	None
12-14	3 Feet, 8 Inches	None
15-17	3 Feet, 9 Inches	1D2-1 Inches
18-24	3 Feet, 10 Inches	1D2-1 Inches
25-27	3 Feet, 11 Inches	1D2-1 Inches
28-30	4 Feet	1D2 Inches
31-33	4 Feet, 1 Inch	1D2 Inches
34-36	4 Feet, 2 Inches	1D2 Inches

35-36

5 Feet

1D3 Inches

TABLE 17.B**Dwarven Male Character Height**

STR + CON	Baseline Height	Height Randomizers
6-8	3 Feet, 8 Inches	None
9-11	3 Feet, 9 Inches	1D2-1 Inches
12-14	3 Feet, 10 Inches	1D2-1 Inches
15-17	3 Feet, 11 Inches	1D2-1 Inches
18-24	4 Feet	1D2 Inches
25-26	4 Feet, 1 Inch	1D2 Inches
27-28	4 Feet, 2 Inches	1D2 Inches
29-30	4 Feet, 3 Inches	1D2 Inches
31-32	4 Feet, 4 Inches	1D3 Inches
33-34	4 Feet, 5 Inches	1D3 Inches
35-36	4 Feet, 6 Inches	1D3 Inches

**TABLE 17.D****Elven Male Character Height**

STR + CON	Baseline Height	Height Randomizers
6-8	4 Feet, 8 Inches	None
9-11	4 Feet, 9 Inches	1D2-1 Inches
12-14	4 Feet, 10 Inches	1D2-1 Inches
15-17	4 Feet, 11 Inches	1D2-1 Inches
18-24	5 Feet	1D2 Inches
25-26	5 Feet, 1 Inch	1D2 Inches
27-28	5 Feet, 2 Inches	1D2 Inches
29-30	5 Feet, 3 Inches	1D2 Inches
31-32	5 Feet, 4 Inches	1D3 Inches
33-34	5 Feet, 5 Inches	1D3 Inches
35-36	5 Feet, 6 Inches	1D3 Inches

TABLE 17.C**Elven Female Character Height**

STR + CON	Baseline Height	Height Randomizers
6-8	4 Feet, 2 Inches	None
9-11	4 Feet, 3 Inches	1D2-1 Inches
12-14	4 Feet, 4 Inches	1D2-1 Inches
15-17	4 Feet, 5 Inches	1D2-1 Inches
18-24	4 Feet, 6 Inches	1D2 Inches
25-26	4 Feet, 7 Inches	1D2 Inches
27-28	4 Feet, 8 Inches	1D2 Inches
29-30	4 Feet, 9 Inches	1D2 Inches
31-32	4 Feet, 10 Inches	1D3 Inches
33-34	4 Feet, 11 Inches	1D3 Inches





TABLE 17.E
Halfling Female Character Height

STR + CON	Baseline Height	Height Randomizers
6-9	2 Feet, 6 Inches	None
10-13	2 Feet, 7 Inches	None
14-17	2 Feet, 8 Inches	None
18-24	2 Feet, 9 Inches	1D2-1 Inches
25	2 Feet, 10 Inches	1D2-1 Inches
26	2 Feet, 11 Inches	1D2-1 Inches
27	3 Feet	1D2-1 Inches
28	3 Feet, 1 Inch	1D2-1 Inches
29	3 Feet, 2 Inches	1D2-1 Inches
30	3 Feet, 3 Inches	1D2-1 Inches
31	3 Feet, 4 Inches	1D2 Inches
32	3 Feet, 5 Inches	1D2 Inches
33	3 Feet, 6 Inches	1D2 Inches
34	3 Feet, 7 Inches	1D2 Inches
35	3 Feet, 8 Inches	1D2 Inches
36	3 Feet, 9 Inches	1D2 Inches



TABLE 17.F
Halfling Male Character Height

STR + CON	Baseline Height	Height Randomizers
6-9	2 Feet, 9 Inches	None
10-13	2 Feet, 10 Inches	None
14-17	2 Feet, 11 Inches	None
18-24	3 Feet	1D2-1 Inches
25	3 Feet, 1 Inch	1D2-1 Inches
26	3 Feet, 2 Inches	1D2-1 Inches
27	3 Feet, 3 Inches	1D2-1 Inches
28	3 Feet, 4 Inches	1D2-1 Inches
29	3 Feet, 5 Inches	1D2-1 Inches
30	3 Feet, 6 Inches	1D2-1 Inches
31	3 Feet, 7 Inches	1D2 Inches
32	3 Feet, 8 Inches	1D2 Inches
33	3 Feet, 9 Inches	1D2 Inches
34	3 Feet, 10 Inches	1D2 Inches
35	3 Feet, 11 Inches	1D2 Inches
36	4 Feet	1D2 Inches

TABLE 17.G
Human Female Character Height

STR + CON	Baseline Height	Height Randomizers
6	4 Feet, 3 Inches	1D2 Inches
7	4 Feet, 4 Inches	1D3 Inches
8	4 Feet, 5 Inches	1D3 Inches
9	4 Feet, 6 Inches	1D3 Inches
10	4 Feet, 7 Inches	1D3 Inches
11	4 Feet, 8 Inches	1D3 Inches
12	4 Feet, 9 Inches	1D4 Inches
13	4 Feet, 10 Inches	1D4 Inches
14	4 Feet, 11 Inches	1D4 Inches
15	5 Feet	1D4 Inches
16	5 Feet, 1 Inch	2D3-1 Inches
17	5 Feet, 2 Inches	2D3-1 Inches
18-24	5 Feet, 3 Inches	2D3-1 Inches
25	5 Feet, 4 Inches	2D3-1 Inches
26	5 Feet, 5 Inches	1D6 Inches
27	5 Feet, 6 Inches	1D6 Inches
28	5 Feet, 7 Inches	1D6 Inches



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29	5 Feet, 8 Inches	1D6 Inches
30	5 Feet, 9 Inches	1D6 Inches
31	5 Feet, 10 Inches	2D4-1 Inches
32	5 Feet, 11 Inches	2D4-1 Inches
33	6 Feet	2D4-1 Inches
34	6 Feet, 1 Inch	2D4-1 Inches
35	6 Feet, 2 Inches	2D4-1 Inches
36	6 Feet, 3 Inches	1D8 Inches

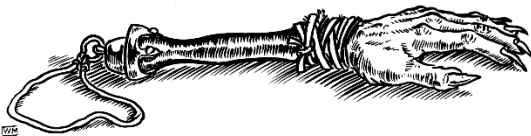
Chapter XXII: Adventurer Weight Calculation

(Supplementary to pg. 15)

TABLE 17.H Human Male Character Height		
STR + CON	Baseline Height	Height Randomizers
6	4 Feet, 7 Inches	1D3 Inches
7	4 Feet, 8 Inches	1D3 Inches
8	4 Feet, 9 Inches	1D4 Inches
9	4 Feet, 10 Inches	1D4 Inches
10	4 Feet, 11 Inches	1D4 Inches
11	5 Feet	1D4 Inches
12	5 Feet, 1 Inch	2D3-1 Inches
13	5 Feet, 2 Inches	2D3-1 Inches
14	5 Feet, 3 Inches	2D3-1 Inches
15	5 Feet, 4 Inches	2D3-1 Inches
16	5 Feet, 5 Inches	1D6 Inches
17	5 Feet, 6 Inches	1D6 Inches
18-24	5 Feet, 7 Inches	1D6 Inches
25	5 Feet, 8 Inches	1D6 Inches
26	5 Feet, 9 Inches	1D6 Inches
27	5 Feet, 10 Inches	2D4-1 Inches
28	5 Feet, 11 Inches	2D4-1 Inches
29	6 Feet	2D4-1 Inches
30	6 Feet, 1 Inch	2D4-1 Inches
31	6 Feet, 2 Inches	2D4-1 Inches
32	6 Feet, 3 Inches	1D8 Inches
33	6 Feet, 4 Inches	1D8 Inches
34	6 Feet, 5 Inches	1D8 Inches
35	6 Feet, 6 Inches	1D8 Inches
36	6 Feet, 7 Inches	1D8 Inches



There's an open secret in the game's history pertaining to character weight: In the age before the Internet, designers made educated guesses about the appropriate weight figures for characters of various height. But even allowing for differences between the races, we have enough statistical data to know that their guesses weren't very good. And unless dwarves





have flesh of adamantite and bones of iron, and halflings possess the proportional physique of Andre the Giant, many of the figures aren't even close.

If you're not a purist, you can easily ignore this chapter without harming anything in the slightest. But the numbers tend to bug me (quite a lot), so I suspect that they might bug other games too.

So what is your character's weight, and what does it matter? Well ...

- ❖ Given your strength, when it suddenly becomes a matter of life and death, can you toss a dwarf?
- ❖ Can you be tossed?
- ❖ What if the dwarf is wearing armor?
- ❖ Oh, and he didn't want to drop the sack of gold?
- ❖ In a different situation, will the carter or his horses notice when you drop down from a low-hanging tree into their wagon, even if you make your stealth roll?
- ❖ And perhaps the most important question of all, can your allies carry your unconscious body out of the dungeon, or are you going to die down there?

Medieval Weight and Sedentary Weight

Speaking of open secrets, it's also widely known that 21st-century humans are the heaviest people to ever have walked the earth. Part of this is because we have amazing protein intakes, and we're taller than ever before. Another part of it, however, is the fact that the average person weighs a lot more than they did before, even when compared to the 1970s and 80s.

This brings up the matter of fit weight vs. sedentary weight, along with the consideration of diet and health in a medieval world that happens to be imbued with lots of magic. After some deliberation, I decided that people in the game world would be taller than real world medieval humans on average, and about as tall as modern humans. However, the weights of adventurers would almost certainly be closer to the relevant fit weight figures than to sedentary ones.

Very generally, it is also known that elves are slender, halflings are plump, dwarves are stocky, and an average adventuring human is stronger than an average sedentary 21st-century gamer. Those traditional archetypes have all been considered here.



Anyone can disagree with my presumptions, and admittedly I'm making a lot of assumptions herein to arrive at a somewhat questionable conclusion. But if we follow those ideas to their logical end, we come up with figures that are roughly equivalent to the data-driven numbers I provide below.





Random Character Weight Determination

This process is similar to the process for height, as detailed in the previous chapter. It's a bit easier to calculate, though, because we've already done some of the number crunching.

To randomly determine a character's height, you need to classify only two variables: race and height. You already know your character's height from the previous chapter. Nothing that figure, consult the table below to determine the baseline (average) weight that is appropriate to your character's classification.

There is variability in weight figures, because everyone has a different build. So once you've noted your character's baseline weight, roll another 1D6 and consult the following:

- ❖ **Lighter:** If you roll a 1 or a 2, your character is lighter than average. Roll using the height randomizer column appropriate to your character's race and sex, and *subtract* that many pounds from the baseline to determine your character's weight.
- ❖ **Average:** If you roll a 3 or 4, your character is of average weight, and no variance roll is required.
- ❖ **Heavier:** If you roll a 5 or 6, your character is heavier than average. Roll using the weight randomizer column appropriate to your character's race, and *add* that many pounds to the baseline to determine your character's weight.

Back to the example of Almunda the Tall, she's a dwarf and she's 4' tall. The dwarf weight table below indicates that on average, she would weigh 82 lbs. We roll 1D6 for weight variance, and a result of 1 indicates that she's lighter than average. The weight randomizer figure

given for a 4'-tall dwarf is 1D6+1D10 lbs. So we roll 1D6 and 1D10, resulting in a 5 and a 6, respectively. This indicates that she's 11 lbs. lighter than average, resulting in a personal weight rating of 71 lbs.

As a real world point of reference, a 4' tall human female child – admittedly much less muscular and bulky than a dwarf – has a 2020 average weight rating of 50 lbs. Similarly, an average child will not weigh 71 lbs. until they are almost 55 inches (4' 7") tall. So Almunda, despite her relative leanness, is quite heavy from a human perspective, and that's directly due to her dwarven heritage.

And there we have it, a rather good compromise between reality and the classic systems. Now, if you'd care to discuss the matter of Almunda's weight and the realism thereof, I'll be over at the bar, observing from a vantage point of relative safety ...

TABLE 18.A
Dwarven Character Weight

<u>Height</u>	<u>Baseline Weight</u>	<u>Weight Randomizers</u>
3' 6"	59 lbs.	1D12 lbs.
3' 7"	62 lbs.	1D12 lbs.
3' 8"	66 lbs.	1D4+1D10 lbs.
3' 9"	70 lbs.	1D6+1D10 lbs.
3' 10"	74 lbs.	1D6+1D10 lbs.
3' 11"	78 lbs.	1D6+1D10 lbs.
4'	82 lbs.	1D6+1D10 lbs.
4' 1"	87 lbs.	1D8+1D10 lbs.
4' 2"	92 lbs.	1D8+1D10 lbs.
4' 3"	96 lbs.	2D10 lbs.
4' 4"	101 lbs.	2D10 lbs.
4' 5"	107 lbs.	1D10+1D12 lbs.
4' 6"	112 lbs.	1D10+1D12 lbs.
4' 7"	117 lbs.	2D12 lbs.
4' 8"	123 lbs.	2D12+1 lbs.
4' 9"	129 lbs.	2D12+2 lbs.



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TABLE 18.B
Elf Character Weight

<u>Height</u>	<u>Baseline Weight</u>	<u>Weight Randomizers</u>
4' 2"	55 lbs.	2D6-1 lbs.
4' 3"	59 lbs.	1D12 lbs.
4' 4"	62 lbs.	1D12 lbs.
4' 5"	66 lbs.	1D4+1D10 lbs.
4' 6"	70 lbs.	1D6+1D10 lbs.
4' 7"	74 lbs.	1D6+1D10 lbs.
4' 8"	78 lbs.	1D6+1D10 lbs.
4' 9"	82 lbs.	1D6+1D10 lbs.
4' 10"	87 lbs.	1D8+1D10 lbs.
4' 11"	92 lbs.	1D8+1D10 lbs.
5'	96 lbs.	2D10 lbs.
5' 1"	107 lbs.	1D10+1D12 lbs.
5' 2"	112 lbs.	1D10+1D12 lbs.
5' 3"	117 lbs.	2D12 lbs.
5' 4"	123 lbs.	2D12+1 lbs.
5' 5"	129 lbs.	2D12+2 lbs.
5' 6"	135 lbs.	2D12+3 lbs.
5' 7"	141 lbs.	2D12+4 lbs.
5' 8"	148 lbs.	4D6+6 lbs.
5' 9"	154 lbs.	4D6+7 lbs.

3' 10"	66 lbs.	1D4+1D10 lbs.
3' 11"	70 lbs.	1D6+1D10 lbs.
4'	74 lbs.	1D6+1D10 lbs.
4' 1"	78 lbs.	1D6+1D10 lbs.
4' 2"	82 lbs.	1D6+1D10 lbs.



TABLE 18.C
Halfling Character Weight

<u>Height</u>	<u>Baseline Weight</u>	<u>Weight Randomizers</u>
2' 6"	30 lbs.	1D6 lbs.
2' 7"	31 lbs.	1D6 lbs.
2' 8"	32 lbs.	1D6 lbs.
2' 9"	33 lbs.	2D4-1 lbs.
2' 10"	34 lbs.	2D4-1 lbs.
2' 11"	36 lbs.	2D4-1 lbs.
3'	38 lbs.	1D8 lbs.
3' 1"	40 lbs.	1D8 lbs.
3' 2"	42 lbs.	1D8 lbs.
3' 3"	44 lbs.	1D4+1D6-1 lbs.
3' 4"	46 lbs.	1D4+1D6-1 lbs.
3' 5"	49 lbs.	1D10 lbs.
3' 6"	52 lbs.	1D10 lbs.
3' 7"	55 lbs.	2D6-1 lbs.
3' 8"	59 lbs.	1D12 lbs.
3' 9"	62 lbs.	1D12 lbs.

TABLE 18.D
Human Character Weight

<u>Height</u>	<u>Baseline Weight</u>	<u>Weight Randomizers</u>
4' 1"	59 lbs.	1D12 lbs.
4' 2"	62 lbs.	1D12 lbs.
4' 3"	66 lbs.	1D4+1D10 lbs.
4' 4"	70 lbs.	1D6+1D10 lbs.
4' 5"	74 lbs.	1D6+1D10 lbs.
4' 6"	78 lbs.	1D6+1D10 lbs.
4' 7"	82 lbs.	1D6+1D10 lbs.
4' 8"	87 lbs.	1D8+1D10 lbs.
4' 9"	92 lbs.	1D8+1D10 lbs.
4' 10"	96 lbs.	2D10 lbs.
4' 11"	101 lbs.	2D10 lbs.
5'	107 lbs.	1D10+1D12 lbs.
5' 1"	112 lbs.	1D10+1D12 lbs.
5' 2"	117 lbs.	2D12 lbs.
5' 3"	123 lbs.	2D12+1 lbs.
5' 4"	129 lbs.	2D12+2 lbs.



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5' 5"	135 lbs.	2D12+3 lbs.
5' 6"	141 lbs.	2D12+4 lbs.
5' 7"	148 lbs.	4D6+6 lbs.
5' 8"	154 lbs.	4D6+7 lbs.
5' 9"	157 lbs.	4D6+8 lbs.
5' 10"	161 lbs.	4D6+8 lbs.
5' 11"	168 lbs.	4D6+10 lbs.
6'	175 lbs.	4D6+11 lbs.
6' 1"	183 lbs.	4D6+13 lbs.
6' 2"	190 lbs.	4D6+14 lbs.
6' 3"	198 lbs.	4D6+16 lbs.
6' 4"	206 lbs.	4D6+17 lbs.
6' 5"	214 lbs.	4D6+19 lbs.
6' 6"	223 lbs.	4D6+21 lbs.
6' 7"	232 lbs.	4D6+22 lbs.
6' 8"	240 lbs.	4D6+24 lbs.
6' 9"	250 lbs.	4D6+26 lbs.
6' 10"	259 lbs.	4D6+28 lbs.
6' 11"	268 lbs.	4D6+30 lbs.
7'	278 lbs.	4D6+32 lbs.
7' 1"	288 lbs.	4D6+34 lbs.
7' 2"	299 lbs.	4D6+36 lbs.
7' 3"	308 lbs.	4D6+38 lbs.

Chapter XXIII: Entertaining Names for Adventuring Fellowships and Mercenary Companies

(Supplementary to pg. 100)



For those groups of players who would like to grant a grandiose name to their party of adventurers, the following system can be quite a lot of fun. As a team exercise and impetus for discussion, I recommend that the play group should collectively roll on the following tables together, and then discuss the results that best suit the party's members, motives, ideals, enjoyment, and future aspirations.

To find an interesting group name, just roll once on Table 1 (adjectives) and once on Table 2 (nouns). Please note that the tables have been contrived to generate the greatest number of unusual combinations possible, not for absolute cohesion.

Some of the combinations you roll ("The Chaos Naysayers," or worse, "The Blinding Treasure Seekers") will be quite terrible, while others ("The Bloodjaw Vigil," or my current favorite, "The Vainglorious Dastards") will be epic, and



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virtually demand that you all strive to live up to the name.

This system is provided as dessert, intended to follow the (occasionally laborious) feast of character creation. These are the tables that I recommend you roll on to pass the time while you're waiting to actually play.

If the system makes you laugh or smile, it has done its duty. Until next time, happy Oldskull gaming, and enjoy!



TABLE 19.A
Adventuring Company Names (I)
Adjectives / Descriptors

D100	Fellowship Name Element
01	The Amber or The Amethyst
02	The Ancient
03	The Arcane
04	The Argent
05	The Astral
06	The Azure
07	The Baneful
08	The Beryl or The Black
09	The Black Death or The Blood
10	The Blinded
11	The Blinding
12	The Bloodied or The Bloodjaw
13	The Brazen or The Bright
14	The Brilliant
15	The Burning
16	The Bygone
17	The Celestial
18	The Chaos
19	The Chosen
20	The Cloud
21	The Cobalt
22	The Crimson
23	The Crystal
24	The Dark or The Darkling
25	The Darkmoor or The Dire
26	The Doom
27	The Doughty
28	The Dread
29	The Dusk
30	The Ebon or The Ebony
31	The Elder or The Elemental
32	The Emerald
33	The Enlightened or The Eternal
34	The Ethereal
35	The Ever-Seeking
36	The Ever-Vigilant
37	The Exalted
38	The Fearless
39	The Forgotten or The Forsaken
40	The Free or The Free-Lance



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41	The Gloom or The Gloom-Wrought
42	The Glorious
43	The Golden
44	The Green or The Grey
45	The Hallowed
46	The Heartless
47	The Hidden
48	The Honored
49	The Hungering
50	The Illustrious
51	The Inner
52	The Iron or The Iron Wolf
53	The Ivory or The Jade
54	The Lightning
55	The Lost
56	The Lunar
57	The Mad or The Mad God's
58	The Masked
59	The Midnight or The Mysterious
60	The Mystic
61	The Night or The Occult
62	The Ochre
63	The Old or The Old Guard
64	The Pale or The Pyre
65	The Quintessential
66	The Radiant
67	The Red or The Relentless
68	The Resplendent or The Rune
69	The Runed or The Sable
70	The Sacred or The Sapphire
71	The Scarlet
72	The Secret or The Serpent
73	The Serpentine or The Shadow
74	The Shadowed or The Shining
75	The Silver or The Singing
76	The Sinister or The Skulking
77	The Skull
78	The Solar
79	The Solemn or The Sophite
80	The Starving
81	The Steel or The Steel-Hearted
82	The Supernal
83	The Thunder or The Thundering
84	The Timeless
85	The Topaz

86	The True
87	The UMBER
88	The Unconquered or The Undaunted
89	The Undeiled or The Undying
90	The Unknown
91	The Vainglorious
92	The Valiant or The Veiled
93	The Vengeful
94	The Vermilion or The Violet
95	The Viridian
96	The Wandering
97	The White or The Whited
98	The Wild
99	The Winter or The Wintry
00	The Yellow



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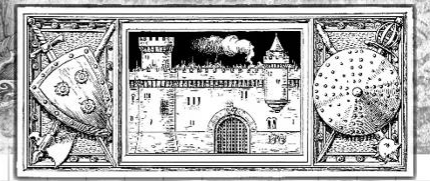
TABLE 19.B
Adventuring Company Names (II)
Nouns / Member Designations

D100	
Roll	Fellowship Name Element
01	Adepts
02	Adventurers
03	Alliance
04	Archers
05	Argonauts
06	Armsmen
07	Avengers
08	Axes or Axemen
09	Backstabbers
10	Band
11	Bandits
12	Battalion or Berserkers
13	Blackguards or Blackhearts
14	Blades or Bounty Hunters
15	Bowmen or Brethren
16	Brigade or Brotherhood
17	Brothers or Cabal
18	Cave Crawlers or Champions
19	Chapterhouse or Children
20	Circle or Clan
21	Claws or Cohort
22	Comitatus or Companions
23	Company or Conclave
24	Condottieri or Contingent
25	Convocation
26	Crew or Crown
27	Crusaders or Cult
28	Cutthroats or Daredevils
29	Dastards or Daughters
30	Deep Delvers or Defenders
31	Defiant or Deliverance
32	Delvers or Demons
33	Destroyers or Devils
34	Disciples or Doomsayers
35	Dragon Slayers or Drunken Lords
36	Dungeoneers or Dweomer Crafters
37	Eagles or Elite
38	Exarchs or Exiles
39	Expeditionary or Explorers
40	Eye(s) or Falcons

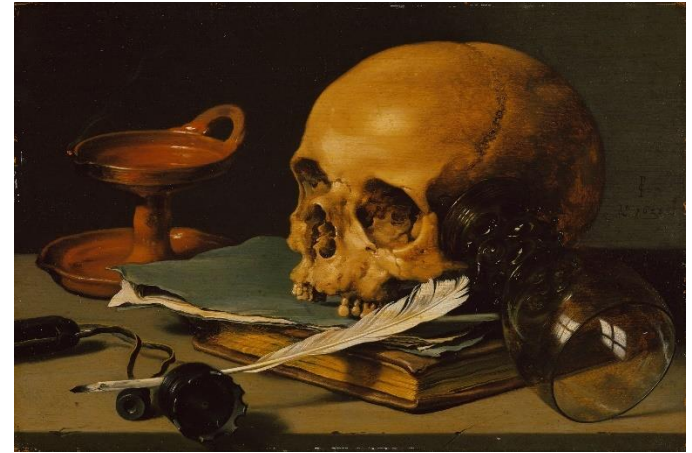
41	Fallen or Fangs
42	Fellowship or Few
43	Fist or Followers
44	Forsaken or Fortune Hunters
45	Freebooters or Furies
46	Gathering or Glaives
47	Goremongers or Grail
48	Grogards or Guardians
49	Guild or Hammers
50	Hand or Harbingers
51	Hawks or Heart
52	Hell Hounds or Hellbound
53	Highlanders or Hirelings
54	Horde or Host
55	Hunters or Iconoclasts
56	Impalers or Inquisitors
57	Irregulars or Jesters
58	Keepers or Knights
59	Lancers or League
60	Legion or Light
61	Lions or Maelstrom
62	Magisters or Manticores
63	Marauders or Mercenaries
64	Naysayers or Ne'er-Do-Wells
65	Orc Slayers or Order
66	Outlaws or Outriders
67	Path or Pathfinders
68	Pikemen or Pillagers
69	Plunderers or Protectors
70	Purifiers or Raiders
71	Rangers or Ravens
72	Reavers or Riders
73	Scimitars or Scorpions
74	Sect or Seekers
75	Sell-Swords or Sentinels
76	Sentries or Serpents
77	Shadows or Shield Bearers
78	Shields or Shroud
79	Silence or Sisterhood
80	Sisters or Skirmishers
81	Slaughterers or Slayers
82	Society or Sons
83	Soul Stealers or Spearmen
84	Spell-Slingers or Storm Lords
85	Striders or Swashbucklers



CASTLE OLDSKULL FANTASY ROLE PLAYING GAMES



About the Author



Beginning play as a chaotic neutral normal human with one measly hit point to his name, KENT DAVID KELLY eventually became apprenticed to a magic-user of ill repute ... a foul man who dwelt in the steamy deeps of the Ivory Cloud Mountain. After this mentor carelessly misplaced an intelligent soul-sucking sword and then died under suspicious circumstances, his former henchman Mr. Kelly escaped to the deeper underground and there began playing Satanic role-playing games. This, the legends tell us, occurred in the year 1981.

Hoary wizard-priests who inspired Mr. Kelly in his netherworldly machinations included the peerless Mr. E. Gary Gyax, Carr, Arneson, Cook, Hammack, Jaquays, Bledsaw, Moldvay, Kuntz, Schick and Ward. Sadly, a misguided made-for-the-basements movie entitled *Mazes and Monsters* gave Mr. Kelly's parents conniptions in 1982. As a result of that blasphemous Tom Hanks debacle (and other more personal lapses in judgment), Mr. Kelly was eventually forbidden from playing his favorite game for a considerable length of time.





Nonplussed but not defeated, he used this enforced exile to escape to a friend's alehouse, and there indulged himself in now-classic computer RPGs such as Zork, Telengard, Temple of Apshai, Ultima, Tunnels of Doom, The Bard's Tale, Phantasie, Pool of Radiance, Wizard's Crown and Wasteland. He then went on to write computer versions of his own FRPGs, which led to his obsession with coupling creative design elements with random dungeons and unpredictable adventure generation.

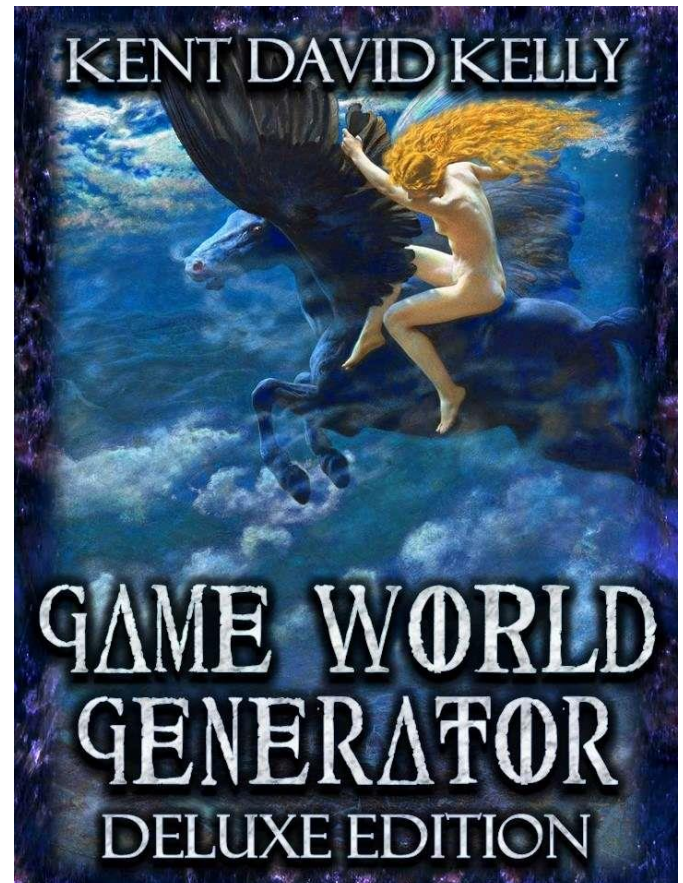
Mr. Kelly wrote and submitted his first adventure for Dungeon Magazine #1 in 1986. Unfortunately, one Mr. Moore decided that his submission was far too "Lovecraftian, horrific and unfair" to ever serve that worthy periodical as a publishable adventure. Mr. Kelly, it must be said, took this rejection as a very good sign of things to come.

In the late 80s and 90s, Mr. Kelly wrote short stories, poems and essays ... some of which have been published under the Wonderland Imprints banner. He wrote several dark fantasy and horror novels as well. Concurrently, he ran Dark Angel Collectibles, selling classic FRPG materials as Darkseraphim, and assisted the Acaeum with the creation of the Valuation Board and other minor research projects.

At this time, Mr. Kelly and his entourage of evil gnomes are rumored to dwell in the dread and deathly under-halls of the Acaeum, Dragonsfoot, ENWorld, Grogard, Knights & Knaves, ODD, and even more nefarious levels deep down in the mega-dungeon of the Web.

There he remains in vigil, his vampiric sword yet shivering in his hand. When not being sought outright for answers to halfling riddles or other more sundry sage advice, he is to be avoided by sane individuals *at all costs*.

Other Helpful Play Aids in the Castle Oldskull Supplement Series



Since 2010, Wonderland Imprints has provided many books celebrating the arts of gaming, dreaming, and enthusiastic overindulgence in the realms of the imagination. Over 70 volumes including novels, novellas, poetry, history books, and role-playing gaming aids have been featured throughout the years. For those intrepid readers who have followed the Castle Oldskull series since 2012, I would like to personally thank you for your steadfast loyalty and patronage. Through your ongoing interest over 120,000 Wonderland Imprints e-books





and print titles have been sold through Amazon, CreateSpace, the popular and occasionally best-selling Gold and Platinum Medal offerings available on DriveThruRPG (2017-present), as well as the esteemed charity-supporting Bundle of Holding. (In 2019 I was honored to raise thousands of dollars for cancer charity in my mother's name, entirely through the fans' enthusiastic support of the Castle Oldskull gaming line. Over 30,000 e-books were sold in March 2019.)

If you would like to browse my other titles, or to leave a review, please feel free to look here:

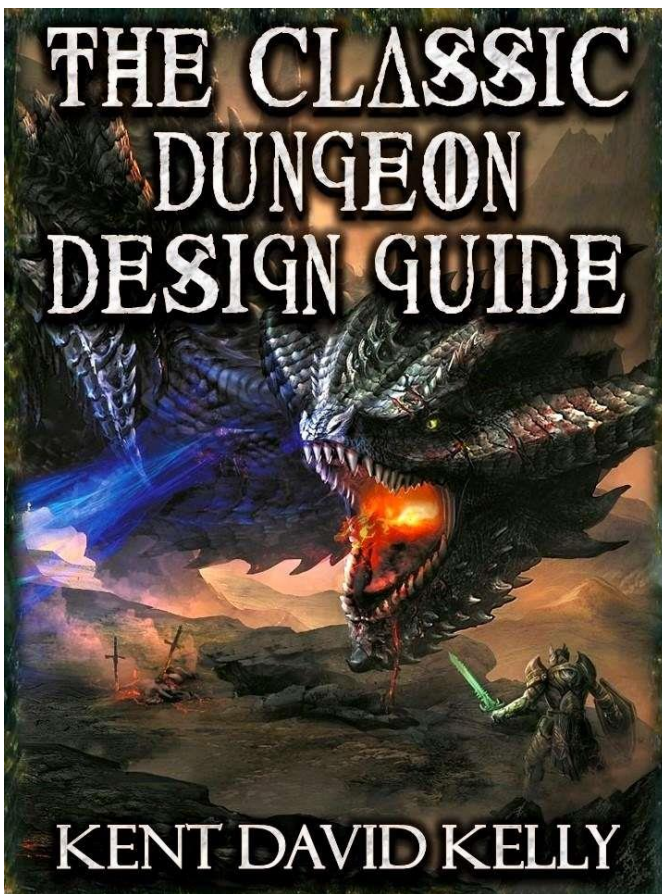
<https://www.drivethrurpg.com/browse/pub/7178/Kent-David-Kelly>

Thank you as always for helping my family with your purchases and devotion. I hope to be able to write for you in the near future once again!

~K

As a sincere Thank You to my readers, the vast majority of my creative game design work is made available for your own fair use through the Open Game License.

Long live the King in Yellow and the OSR!





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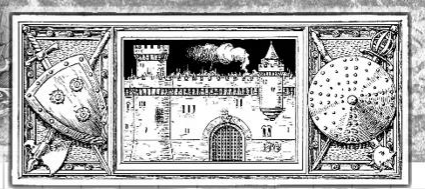
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