

200 STORY-EXPLODING CHARACTER HOOKS



JOHN FOUR ~ ROLEPLAYINGTIPS.COM

200 *Story-Exploding* Character Hooks

Volume I: Fighter, Cleric, Rogue, Wizard

By Johnn Four

Based in part on character hook posts at the [Campaign Mastery blog](#).

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Foreword

If I get one more player who gives me a character that has no family, friends or connections I'm going to scream. Then I'm going to rip up his character sheet. ☺

What's with players afraid to give their characters great plot hooks? Are they trying to provoke us GMs?

This book was born out of a frustration with those dumb orphan-hermit-sad PCs with no great hook to offer the campaign. Rather than put the entire weight of the plot on my shoulders, I give some back by assigning or rolling for a character hook.

These hooks aren't meant to be personality profiles, complete background dossiers or player straightjackets.

Instead, they're grist for our plot mills to help integrate characters into our campaigns and give us a morsel to work with. They're juicy situations or motivations to get players invested quickly into the games we're trying to run.

These hooks always work. You might need to tweak them if a player objects at an angle or detail. But when done, the player now has something to hang their sword belt on. And they love it.

Even if they don't thank you for fleshing their cardboard PC out a bit, you'll see it come through in the game. Like a grain of sand in a clam that turns into a pearl, their PC with a character hook will take on a cool identity, and the player will want to do something more than just break down the door and steal stuff.

It's magic.

Same goes with your NPCs. Ever create one that feels boring? Give them one of these hooks and feast upon the inspiration. Let your NPC run with the hook and see where it leads.

Warning: great gaming lies ahead!

Join the Character Hook Bounty Program

Earn \$1 for each original character hook I use
to expand this book!

200 Story-Exploding Character Hooks is a living book. What you have in your hands now is not the end of the story.

I have 150 more hooks to add (rangers, sorcerers, barbarians). They're just in editing now.

You'll get them all at no charge when I send you updates.

But I want GMs to have even more character hooks, because I'm personally finding them so useful. And I'll pay you for them.



I will PayPal you \$1 for each original character hook you send me that makes it into a future edition of the book. **Send your character hooks in batches of 5 so PayPal doesn't eat away your payment.**

A character hook must be between 50-150 words. It should make the PC the centre of attention, include at least one NPC or faction connection, and leave the player hanging, wanting to game the story out to see what happens.

Send your hooks in multiples of 5 to johnn@roleplayingtips.com

I'll let you know how many of your hooks are going to get accepted and we'll work out the payment transfer.

Now, I don't have infinite funds. If a million great hooks come in, I'm screwed. **So I'll just be accepting the first 200 great hooks that come in.** I'll then see how the bounty program is working and I might extend it again, because I'd love for this book to grow and grow and grow.

So be sure to put your writing cap on soon and get your entries in.

And if you have any questions, [just shout](#).



50 Wizard Hooks

These hooks are written in a briefer format than the others. I debated whether the best hooks were quick and dirty or a little longer-winded. After you check out the rest of the hooks in this book, let me know which format you like best.

Here are 50 quick and dirty wizard character goals:

1. Master's experiment goes wrong, transforming the PC and cursing the master. PC quests for way to save master's plight.
2. To become powerful enough to destroy an evil artifact that has cursed his family for generations.
3. Impress the local village beauty with wizardly power and marry her.
4. Bend a powerful, named demon to his service for 100 years.
5. Seeks immortality, not just for self, but for ailing mother as well.
6. Raised and trained in a horrible wizard school, he yearns to return a hero with great powers and lord it over his teachers and former fellow students.
7. To become a god, but not just any god. He wants to stage a coup against the god of magic and control the entire domain himself.
8. An evil despot enslaved his family. He will pay.
9. To uncover a whole new source of magic (via a rules supplement you've been dying to try out).
10. He does not understand his powers. They seem to happen at random or when he's in great danger. Perhaps he will one day learn to control his gift.
11. To become a benevolent master of several worthy apprentices.
12. To found a significant and powerful school of magi.
13. To master the art of magic item creation and quest for ways to make the process quicker and easier.
14. His master and fellow apprentices were attacked by powerful creatures and whisked away. It's up to the character to find out where they are being kept and to free them.

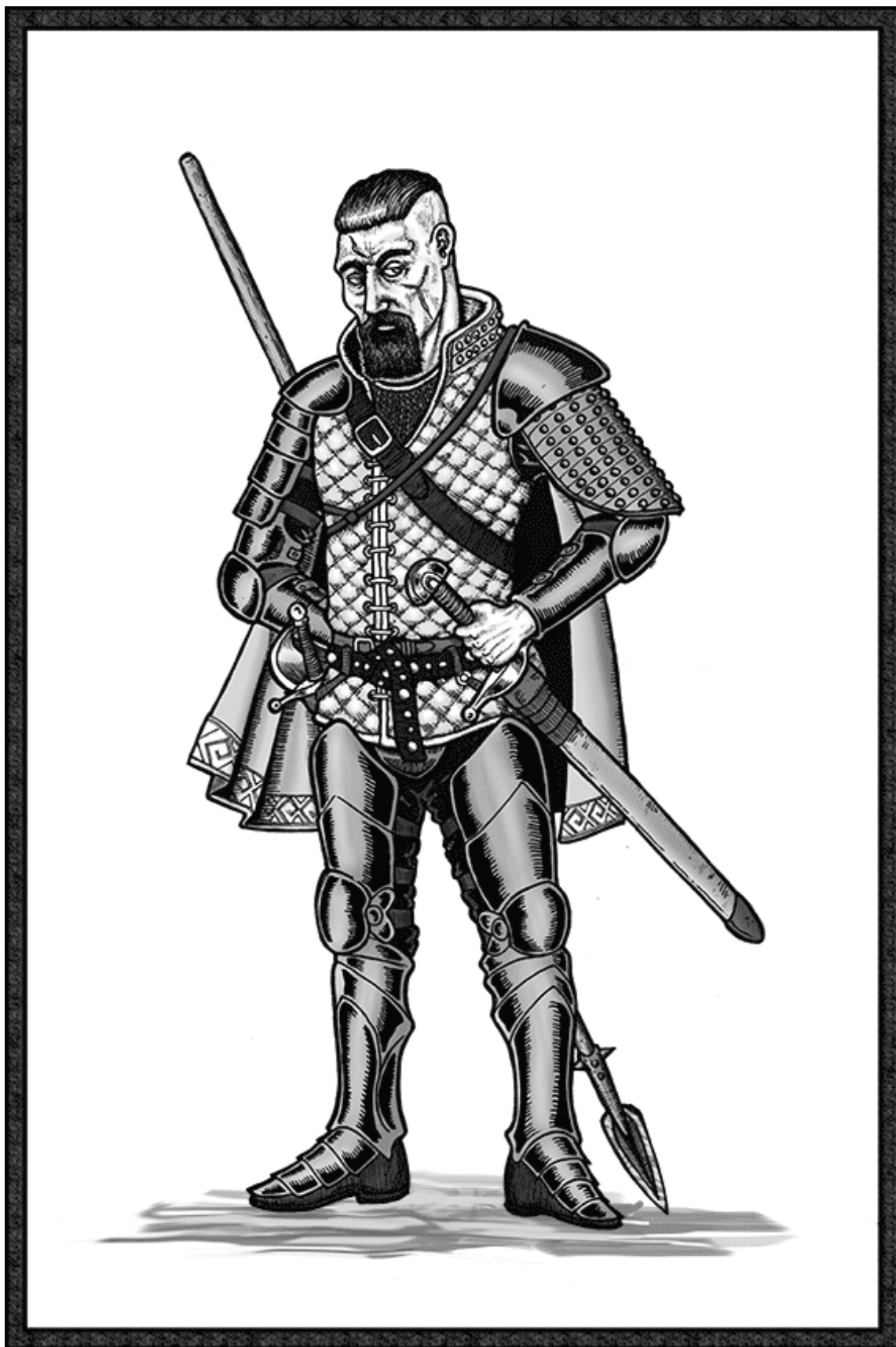
Story-Exploding Character Hooks

15. To attain the power of wish and use it to undo a great wrong the PC has committed.
16. The character desires to master illusion to become a spy for the arch-magi.
17. Magic is dying, fading. The mage must discover the source of magic, learn why it's diminishing and restore it.
18. A race of strange creatures who feed and grow on magic are hunting wizards and magic items for food.
19. A thief broke into the master's tower and stole a powerful item. The PC has been tasked with the item's return.
20. The PC is being forced into marriage. He flees instead, determined to use his wits and growing magic powers to make a name for himself in the world.
21. The character found a scroll long ago with magic writing on it. So far he's been unable to read it, but it promises to reveal incredible secrets and knowledge. The PC searches for a means to read the scroll.
22. A mysterious order has recruited the PC in its fight against a powerful cabal.
23. His family serves a nearby wizard enclave's mundane needs. Now that the character has shown some magical aptitude, he's been assigned the role of ambassador to help with village-magi issues in exchange for ongoing training.
24. The PC has discovered a secret path to a strange realm and wants to explore it, but he cannot do it alone as the realm seems dangerous.
25. The PC has learned of overlaps between planes and dimensions and seeks these areas out to explore possible treasures hidden within.
26. The wizard yearns for fame as the creator of the world's most powerful spells.
27. The identity of the PC's master remains a secret, and the missions he sends the character on are bizarre, but there must be a grand plan behind everything, which the PC is determined to discover.
28. An ancient prophecy predicts a dangerous result but great rewards, and the mage is determined to make the prophecy come true.

29. The PC's bullying brother is also a wizard but much more powerful, and the PC needs to protect his parents and other siblings from the brother's brutal ways.
30. Wants to build a society of scribes who trade knowledge, incantations and scrolls throughout the realm – and to also act as an organization that fights against evil/good/an enemy.
31. Wants to setup a simple alchemist shop, brew potent potions and become a secret power who manipulates the nobility.
32. Quests to learn a whole new type of magic and bring it back to the King to protect the small kingdom from its encroaching enemies.
33. A demon killed the wizard's master and the PC now seeks the creature's identity, its home base and a way to kill it.
34. A cult bearing torches and pitchforks drove the magus out of his village and left him to die in the forest. The PC plans to return some day to drive the cult out so he can be with his family again.
35. With a lust for magic items, the wizard seeks to collect one of every type of magic ring.
36. He longs to start a travelling road show that delights folk with the strange monsters, cruel traps and wondrous magic he encounters in his travels and explorations.
37. He inherited a mighty artifact yet cannot determine how to tap into any of its powers. He must keep the artifact a secret while pursuing all options to learn how to unleash the item's abilities.
38. The fledgling wizard has six powerful spells he desires to someday master (such as invisibility, teleportation, wish) as a matter of personal style (think themed comic book hero or villain).
39. To graduate from the school where the PC has become an exceptional student, custom dictates he duel another graduating student to the death. The PC has exercised an obscure rule that allows him a two-year sabbatical to give him time to gain more power on his own and ponder what he will do.
40. A secret order of magi who serve the emperor has told the PC he will join their ranks, but the PC has no desire to become a magical assassin and has evaded their recruiters...so far.

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41. The wizard's youngest sibling summoned a being from another plane who escaped his shackles and now roams free in the land, killing and sowing misery. The being has sworn vengeance upon the character's entire family.
42. She wishes to just be an entertainer who uses his abilities to amaze audiences, but the Bard's Guild forbids magic use and is watching her carefully.
43. The wizard's noble upbringing gave him the life-long services of a humble servant who is secretly a spy and who has been responsible for many of the PC's conflicts while growing up without the PC realizing it.
44. The wizard's family worships a god who opposes magic, and now the PC is being hunted by his own relatives.
45. The mage is cursed and is one of the rare few who can fumble while casting spells. (While the PC quests for ways to remove the curse, the DM should make up a fumble chart.)
46. A battlemage since birth, he is tired of war and went AWOL a few weeks ago. He is uncertain if the military hunts him, but if so, there will be other battlemages as part of the hunting units.
47. Wants to assemble a great library of arcane knowledge and hire sages and scribes, but agents from the Library of Lore plan to sabotage his efforts and steal away any scrolls and books of value.
48. A villain amasses a strange retinue of monsters the PC has learned consists of thought eaters, rust monsters, disenchanters and other threats to magic, knowledge and lore.
49. An ancient tome has fallen into the PC's hands. It describes the incredible and powerful properties of rare herbs whose locations are remote and dangerous.
50. The mage wishes to make his young warrior companion the King so he can become the power behind the throne.



50 Fighter Hooks

1. The PC seeks out the master warrior of the land to train him. But will his penchant for selfishness and slaughter disqualify him as a disciple?
2. He's inherited a wonderful and powerful magic sword. But then he lost it to the villain's lieutenant in a chance encounter. Now seeks to find the fiend and get the weapon back.
3. Slavers captured his family while he was hunting. Now he searches the land to find, free and reunite his broken tribe.
4. His father was an evil man who did terrible things. Now the son goes forth to do good in the land to set the scales right again. Unfortunately, some of the father's weaknesses are the son's too.
5. A wizard polymorphed his sister into a gorgeous harlot and forced her into his harem. Past attempts to free his sister were feeble. So he must gain strength and power, then return to free his kin.
6. Honest and with a talent for combat, he must free his family and protect his pregnant wife from the villain who's bleeding the region (literally) dry.
7. Each of his three brothers was killed in duels. And the victors were all from that same family of bastards. It's time to get out in the world and learn a few things so he can come back and avenge his kin.
8. He would rather party than parry, woo the ladies than wield his weapon, drink than delve. But when an evil sorcerer curses him with a disease with a deadline, he must stumble into the world and seek his salvation.
9. He was rejected as a squire by a weak-willed knight. Now he's heard the knight has turned evil and is terrorizing the land with bloody banditry, selling victims into slavery and building a small army of hatred. Here's a chance for revenge, plus he knows the knight's weakness that will prove to be his Achilles Heel.
10. Brought up in the caravan life, she always preferred to hang around the guards and learn how to fight. Now she's a capable guard, but her last caravan was torched and nearly everyone slain. Jobless and ashamed she could not save her friends and clients, she looks for new work.

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11. A demon summoning gone awry turned her fighting school into a meat shredder. Barely escaping alive, he now has a fascination with demons and seeks to learn more about them - and learn how to kill them.
12. Formerly a school teacher, he now brandishes a weapon and hunts for the villain who turned his students into evil minions. But will the PC's newfound taste for the bottle make him careless and sloppy seconds for the villain?
13. Once a bully and a braggart, he is learning humility. But the rejection by another group of adventurers still stings and he wants to prove to them what a big mistake they made (by making them cower a little bit as he gets them in a headlock and tells them about his great adventures).
14. For generations her family has been responsible for guarding an important item, waiting for the day the Seeker will appear to relieve them of their duty. But a fortnight ago thieves discovered the hiding place and stole the item. She must now find out who the thieves were (and if anyone hired them) and recover the item before the Seeker comes.
15. A bodyguard by trade, his last three jobs ended up in a dead client. Is this just bad luck or is someone targeting him, perhaps seeing him as an easy obstacle? Regardless, he needs more experience so more clients don't get buried on his watch.
16. She has an exotic weapon of choice. A stranger visiting her home years ago who also used this weapon showed it to her, demonstrated it and told her many stories about it. Since that time it became her preferred weapon. And she's suffered from relentless teasing and become an outcast amongst warrior circles because of it. Driven with a desire to prove the weapon's worth (and hers) she seeks challenges and adventure.
17. He had a vision that one day he would be a legendary warrior who would lead his people out of great danger. But the vision also showed him how much he had yet to learn, and that he had to venture to dangerous places to face trials and tribulations before he could be that great warrior. He suffers a lingering doubt though, about whether his god sent the vision or if it was just a mundane dream.

18. She is actually a former politician! But when ousted by the thieves' guild to the misinformed cheering of many people, she realized she could fight evil and corruption better as a real warrior—one capable of cutting heads off.
19. Bullies tormenting him every day while growing up made him the kindhearted but tough warrior he is today. Wherever there is an abuse of power, he will rise to the challenge and champion the weak. Unfortunately, his [DUMP STAT] puts him at a disadvantage in many situations, and things don't ever seem to work out as hoped for. Often, the weak are worse off after his intervention.
20. The King recently asked for warriors of the land to quest on his behalf. When the PC showed up though, the other applicants laughed at her. And so did the King. Rejected, she now quests on her own, determined to stand before the King again one day and make him see the mistake he's made.
21. Both his parents are addicts, and he had a hard life growing up while taking care of them. In a big fight over their unrepentant ways, he recently left home, leaving his father and mother to fend for themselves. He tells himself he'll find a big treasure some day and come back to save them, but he has a growing doubt that maybe he should've stayed and that now they might be in trouble.
22. His father is a famous hero. Desperate to get out from under that tall shadow and make a name for himself, he has no experience and no idea what to do. How can he hope to survive the adventures everyone admires his father for having?
23. Her best friend has disappeared. A terse note just says something came up, but she thinks it's fake. Whoever—or whatever—took her friend is going to pay big time. She thinks she has a lead, but she'll need some backup if her hunch is right.
24. His father slew a dragon. But the dragon slew him too. Now years later, he has learned the dragon's youngling is out for revenge. Will history repeat itself, or can he learn the art of war and emerge from this fight alive?

25. His family—parents, siblings, aunts, uncles, cousins—all of them keep pushing him to go out in the world and become a wealthy adventurer so he can come back and share with everyone. His family is lazy and poor, and he resents the selfish pushing. But deep down he really would love to have adventures. Question is, when he does become rich and famous, will he return home?
26. His new adventuring buddy just revealed that the weird tattoo on the PC's chest is actually some kind of map! He has no memory of how he got the tattoo, which is part of the mystery. But it looks like those strange small shapes might be some kind of letter-things. It's time to find one of them readin' types to reveal the shapes' message.
27. His parents paid for him to go to a gladiator school, but his father's gambling problem bankrupted them and he could no longer attend. Years later, a letter from a friend he met at that school urgently summons him to the city for a "grand possibility."
28. She was such an unruly and misbehaved child her parents sent her to a monastery. But they expelled her too. A kind monk paid for her to take a fighting class and since that time she's lived on her own, fighting for a living. She's never forgiven her parents, and now the monk has been assassinated, leaving her alone in the world.
29. While always attracted to the arcane arts, he had no aptitude for it. He earns money on the side as a scribe for a cruel merchant, and practices his swordsmanship, quietly plotting to whack the merchant someday. Meantime, some of the merchant's clients (adventurers, apparently) seem like interesting people....
30. He is actually from another plane and brought here for some "great purpose." However, his escort was slain, leaving him stranded here with no information about why he's been brought to this plane or what he's supposed to do. So, he's looking for a way home plus information on who his strange escort was as a way to learn more about what's going on.
31. He had a simple life growing up in a village. Always ready for a fight—and able to hold his own, even with the adult men—he became restless and decided to travel. Now he's spotted someone following him for the last few days. The follower is too elusive to confront, and too wily to ditch. What's going on?

32. She's a treasure hunter. That rare breed with a nose for rumors, lost information and digging up clues where exciting things are buried. However, her first three quests have met with failure. The first time monsters forced her to flee. The second time she was nearly killed by a trap. The third, foes waited at the entrance and robbed her. She needs some treasure soon, because her ailing mother is fading fast.
33. He joined the military at age 11. Stuck in the baggage train, he never got any action. That is, until last night. He finally got a fighting assignment and foul magics wiped out his whole unit. He deserted, because he didn't sign up to be some wizard's target practice. So now he's hiding from every soldier, looking to put his good sword arm to use for food and shelter.
34. A terrible metal ripping and screaming noise woke him up one dark night and he found the entire castle—his life-long home—lay in ruins. The few other survivors were just as mystified about what happened. He left with one group, and the last of them just separated to live with nearby relatives, leaving him alone. What now?
35. The clan's shaman told him he must go out and find a sacred artifact that will one day save the tribe. The thing is, no one has heard of the artifact, and he's not adapting well to civilized ways. He's spent more nights in jail than prowling for the item. The good news is his new cellmate has some adventuring friends who might be able to help.
36. He killed his neighbor, a sour drunk who caused constant violence and problems in the neighborhood. Too bad the crazy wife attacked him with a poison knife, cause she's dead now too. Their son thinks he's been rescued by the PC and follows him everywhere, mimicking the fight that took place for anyone who'll watch.
37. An evil god marked him from birth as an agent of change. The PC's family refused to abandon him, and were exiled as a result. Now, after years of training from his father, who used to be a soldier, he's ready to change his destiny.

38. He is secretly royalty. But as a threat to his older brothers' potential acquisition of the throne, he fled for his own safety and took up the blade to earn a wage and to protect himself from probable future assassination attempts.
39. Her father owned a thriving general store. But the local lord taxed him into poverty and seized the store. This caused her father to hang himself. She and her mother were forced to become menial servants for the lord, and now her mother has been missing for a week. A whisper from another servant told her last night where to find the body, and after a quick confirmation and burial she fled, escaping with the clothes she was wearing and a knife.
40. When his father took him hunting at an early age, the PC killed a boar in heroic fashion. He's been on every hunting trip since, and learned his way around weapons. Now of age to live his own life, he looks for adventure, trusting his warrior instincts to protect him in a dangerous world. Unfortunately, he's recently offended a paladin's honor, and the holy warrior keeps challenging him to duels, and now says he'll just run him down with his steed next time they meet.
41. During his last guard assignment he saw something awful, something incriminating. The other guards on duty with him that night have been murdered, leaving the PC as the only witness. So he's disguised himself and hooked up with a group of explorers for both protection and potential escape.
42. Her village defended themselves from terrible creatures last year. The creatures came again this year, but a cunning leader guided their attacks to victory. Survivors fled to the four winds. Now the PC seeks out lost family members and friends, hoping to find them all right. She also wants to find that leader and kick his ass.
43. His mother was a sorcerer in hiding. One day she meddled with something ancient and unleashed a horrible evil upon the land. Her mother's dying command was to put the evil back in its bottle. Ever since, he's been trying, but he can barely defend himself against determined beggar children and is losing hope he'll ever remedy his family's unwitting curse upon the land.

44. His parents are under royal protection because of a secret great service rendered to the crown. Evil agents recently appeared sniffing around, so he and his brother were sent to an uncle's farm in the country for a few weeks for safety. However, they were attacked en route and his brother was murdered. He made it to his uncle's place intact, only to find the farm in flames and everyone dead. A nearby city was closer than returning home, so he fled there hoping to lose any pursuers in its bustling streets.
45. His former owner lost him in a bet. His new owner is a sadist so he fled with a pretty girl who's pregnant. The slave master easily caught up with them though. While he managed to escape again, after a week of torture, he was forced to leave the poor girl behind. Now he's determined to come back strong enough to kill the master and rescue the girl and the child.
46. He was imprisoned young for a crime he did not commit. Practically raised by inmates and guards, he's learned to fight and defend himself. Last week he took part in an escape masterminded by an old dwarf and a pooled lifetime of bribe fodder. However, one of the guards betrayed them and the group had to split up. At least he's free now, but the dwarf mentioned a secret mine full of gold, so now he's hoping to find the grizzled dwarf to continue the quest.
47. He picked a ship at random to take him to a new place full of adventure. But pirates attacked and enslaved him. Jumping overboard he swam for shore, evading the pirates' missiles. After nearly drowning, he made the beach and shambled to the nearest settlement. He's been working there as a bouncer and has finally saved enough to buy armor and a weapon to become a sellsword. And last night look who walked through the tavern doors but none other than three of the pirates.
48. His employer's wife framed him for murder. Caught and sentenced to death, a mysterious cleric bartered for the PC's life in exchange for a strange assignment. The PC must now journey to a cave, kill the monster inside, and return with what he finds in there. The priest has laid holy penalty on him if he fails to comply. The thing is, locals say the cave monster has killed every warrior sent to fight it. So how can he expect a different fate? And he wants to live, especially so he can settle the score with that wife.

Story-Exploding Character Hooks

49. An employer once showed her a warrior's array of glorious magic items. Family heirlooms he called them. Now she's learned the employer was shot dead by a crossbow bolt, but there's been no news of the items, which surely would have caused a stir if found. The thing is, her family needs her for the harvest. Should she travel and investigate before the opportunity is lost, or stay to help with the food gathering?
50. Cursed with a fear of horses, his dreams of paladinhood are crushed. Still, he's good with arms and armor. Now a beautiful holy warrior has been appointed to guard the local priest and his church because of recent strange attacks. Can the PC overcome his fear to woo the paladin who seems to never stray far from her beloved horse? Maybe he can impress her by rooting out the cause of the attacks.



50 Cleric Hooks

1. Sensing his wanderlust and noting his independent manner, the church asked him to become a holy bounty hunter. There is a long list of foes, rogue priests and heretics who need to be found and brought back for trial and punishment.
2. To become high priest you must be true to your god's ways, be true to yourself, and have accomplished some great feat of good in the world. He aims to be high priest some day and has left his village to perform a miracle.
3. His parents were burned for consorting with devils, which has tainted him in the eyes of the priests and followers. But he has persevered. Recently he stumbled onto a secret door in the back of a storage room that led to a dark place with chalk pentagrams, an altar and drying blood on the floor.

The following days he kept a close eye on the place and saw servants and priests enter and stay for long periods of time. Last night an unconscious man in chains was taken into the room, but the PC was spotted observing by one of the priests. Running for his life he fled and now has no home or food.

This morning he approached a friend gathering supplies at the market and was told he was named as a devil worshipper because a body was discovered in his quarters, an obvious sacrifice, and his disappearance proves his guilt. Now the character is determined to find out what is happening and to clear his name. Perhaps his parents were wrongly convicted as well?

4. He seeks a mighty weapon of righteousness. Every year the church sends out the five best acolytes to go into the world and quest for the item and return with whatever news and rumors they uncover about it. It is day one for him, and life in this world is nothing like the life inside the church!
5. She serves not one god but a whole pantheon and tries to obey them at all times. Now two of the gods are ordering her to spy on the servants of the other gods. How long can she stay neutral, what will happen if she is discovered, and why is there such a rift in the pantheon?

6. The question was never “Who do you serve?” but always “What do you serve?” He sees the spirit in all things and was excommunicated for his heresy. Now things have started speaking to him, and he wonders if he should obey.
7. Compassion and mercy create more of the same. By following this group of adventurers who fight evil and journey into parts unknown, he can offer healing and comfort to others and spread the word of his god’s greatness.
8. He has always been able to cast minor spells of healing and blessing. It is a treasured gift. However, as he experiences more of the world his powers seem to be growing, and he’s become curious about their nature. He is especially worried of doing something that will cause the spells to stop coming, so he seeks to find and understand the source of his miracles.
9. Hand-picked by the shaman to a disciple years ago, casting spells is proving elusive. Try as he might, only the most minor of powers are available to him to help his tribe. Disgusted, the shaman exiled him, warning him not to return until he could summon curtains of fire, shake the ground and bring dead warriors back from the Grey Lands after battle.
10. His role as servant of a powerful noble was determined at birth, and the church has trained him well to serve, protect and advise. However, something awful is happening within the noble’s house. Servants have disappeared, pools of blood discovered in the mornings, and the noble and his chief servants look drawn and haggard. Then the unthinkable happened and the noble disappeared a week ago, but his son has told everyone not to worry and he is in charge now.

The son angers quickly when others suggest forming search parties or divining where his father might be. Servant friends to the character overheard the son saying the character can no longer be trusted and something will have to be done. The servants helped the PC escape, but now he is penniless, on the streets with no idea what to do next.

11. Ancient foes drove his religion underground, and he scratched out a secret existence in the ruins of a buried village. But the signs that were foretold have finally come, and it is time to venture forth and not only re-introduce the world to the religion again, but suss out the old foes to finish the battle.

12. She has always been able to see and speak with spirits. However, this was against the church's teachings so she kept her ability secret. Recently, the spirits have become restless, causing supernatural havoc within the church. The priests are preparing to cast out or slay all the troublesome spirits, and the spirits have come to her with warnings the church is in danger from an old foe long thought dead.

If she delivers the warning she might be revealed and cast out as well. But she feels compelled to save as many of the spirits as she can too, though they do not heed her warnings of the imminent attack by the priests. Torn between loyalties, she must pick a side soon and then somehow deal with the larger threat.

13. The Order of the Red Eye is a secret organization within the church formed to bring retribution against blasphemers. Seen as someone with great promise, the Order has recruited the character and started his secret trainings. He must report all incidents of blasphemy to them or take care of the sinners himself.

Last night, the Order told him to seek out and join a band of mercenaries who have travelled to the area and aid them on their quest. And he must also ensure no blasphemy goes unpunished during the mission.

14. She is but a mere pilgrim, her destination a legendary holy site with no known location. She travels the world looking for this site that promises the devout who pray there will become one with their god.
15. He has been chosen to be a divine freedom fighter, bound to find and free all followers who have been imprisoned by foes, blasphemers and evil forces, and to overthrow tyranny wherever it stains the earth.
16. Formerly a refugee camp volunteer and worker, she realized her ministrations only brought temporary reprieve to suffering, and the larger problems remain unabated. Steeling herself, she has left the camp to find the root cause of the world's sufferings and fix the problems through any means so the pain and sorrow can end for all.
17. A travelling priest arrived just in time to save the character's mother from the plague. The character vowed to take up the same calling, but now that he is old enough he has doubts as his friends learn to fight and are earning great rewards with an evil mercenary captain.
18. She stole the golden chalice from a church to feed her homeless family. Rogues cornered her in an alley, and before they could do their violence the chalice emitted a beam of light and smote them down. She returned the artifact, received training from the church, and now she goes forth to protect the weak.

19. Terrified by dreams as a child, he eventually realized the nightly visions were being unknowingly emitted by a dying god. He must go out now to save the god.
20. His father was a diplomat, and now he plans to use his growing powers of healing to bring two warring nations to peace and prosperity.
21. He discovered a scroll with a dungeon map and instructions on it—a priest need only utter the divine words at the central altar and great power will be his. Now he researches for the location and words, and prepares to battle through and reach the altar.
22. He purchased a book of wisdom from a merchant glad to be rid of the useless tome. The book taught him the power of meditation, peace and harmony. As he mastered these skills he discovered magical forces came under his control. How should he use these new powers? And should he teach anyone else how to access their own?
23. He used to be a pirate and had a reputation amongst his crew for sadism and greed. But after nearly drowning during an attack he's seen the error of his ways. Escaping the ship at the last port, he now seeks to reform outlaws and renegades.
24. He feels ecstasy when his god's power flows through him. But there are so few opportunities to cast spells within the temple. He craves to cast more powerful spells so he may feel even more divine power flow through him. So, he's left the temple to carry out his god's will in the world, looking for excuses to wield more magic.
25. A war broke out in the heavens and gods desperately need followers and souls to fuel their battles. Tasked with spreading the word and bringing new believers into the fold, he has joined a strange group of friends intent on exploring ruins and fighting evil. With their protection, he can travel to new places and hopefully find potential new followers. Converting some of his new friends is always a possibility as well.
26. He became an acolyte with two friends. They grew up serving the church together. But now the worst has happened. One friend has been seduced by an evil woman—a succubus he suspects—and has left the church. His other friend has also been excommunicated for turning to dark side for power and glory the church cannot offer. It's up to him to save the souls of his friends, but how?
27. Gifted with a steady hand and a mind for letters, he quickly rose as top scribe. The others are jealous of him, and he knows at least two plots against him. But last week his entire perspective changed while copying a strange book and its maps. He secretly made a copy for himself and now wonders what he should do with this forbidden knowledge.

28. Once a squire for a proud paladin, he lost his master when an evil knight challenged the paladin to a duel to the death. The knight brought cursed magic to the fight and won handily. Sneering, the knight let the cowering squire live so he could spread the tale. The worst thing is, the character caused the duel in the first place. Poorly suited to a warrior's ways, he's now turned to divine methods for exacting his revenge.
29. His whole family was religious. Problem was, they worshipped the wrong god. He was raised to honor the god of battle, and his brothers and sisters have all done the family proud. But he has always followed the path of healing and travel in his heart, and when he came of age he renounced his family's beliefs, much to their dismay and derision. Now he travels alone, unsure of whether he's made a good decision.
30. Always a devout person, he was destined to serve his church and god. But when a strange family and their beautiful daughter moved into the village, everything changed. He soon found romance and was happy. But then the daughter was murdered, and he dreamt of his god laughing at him, telling him it was his fault for abandoning the church.

Bitter and grieving, he weighs two options as he prepares to leave the village. Should he return to the church and beg forgiveness and prove himself worthy, or should he follow another path, another god, and avenge his former deity's cruelty?

31. When her grandparents rose from their graves and attacked the family, she knew it was going to be a terrible time. And it was. Soon all the dead came back to life. The villagers fled to nearby caves and prayed for salvation and mercy. And it arrived with a holy symbol in his hands and divine words of power on his lips.

It did not take long for the cleric and his friends to mop things up. Unfortunately, they overstayed their heroes' welcome. But even so, from that time onward she knew her calling was to be a powerful cleric like that man who destroyed gammie and granfer with a mere flick of his wrist.

32. A powerful lich holds the region in terror. While life goes on—barely—everyone prays for their lives. The townsfolk are being bled dry. The taxes are heavy. Some people just disappear and then you can hear their screams coming from the castle days later. But the worst is the tithes. The church is profiting greatly from the situation. Instead of attacking the lich, the high priest is working with him. Someone needs to do something before there's no townsfolk left to fight back.

33. When his parents got sick, he prayed for a miracle. And then one day they just got better. This turned him into a fanatic believer and his god's biggest advocate in the region. But when another family got sick and his prayers failed to help them, he started to doubt his faith. Has his god left him and he must earn back approval? Or was his own miracle a just a sham all this time?
34. The village elders needed to make a sacrifice to appease the monsters in the forest. Her family drew the short straw and, after the preparations and rituals made, she was sent into the forest.

Terrified, she wandered down the dark path, sounds of night making her jump every few moments. What gave her the biggest scare though, was the priest who happened upon her. Weeping, she fell to his feet and begged for her life. The priest whisked her away and took her to his village many leagues away.

Grown up now, she wonders what befell her village. She's thought of them every day, the guilt of her abandonment a heavy burden. It's time she went forth to find out her family's fate and to ask for their forgiveness if they are still alive.

35. When the raiders came last month her family fled to the church for protection. The priest and his acolytes repelled the brigands, but at great cost. Her brother joined the fight, as did many others, and lives were lost.

The next morning, she told the priest she would join the church in gratitude. However, it's been hard reining her free spirit in for the daily humdrum life of an acolyte. Sensing this, the high priest has sent her on a mission to find more information about the bandit leader, as several other communities have been attacked recently.

36. When his father died, his will bequeathed the character to the church. Not realizing that could even be done, it was the worst fate he could imagine. And it will take years of service to pay off the past tithes owed by his impoverished family. To his surprise, though, the life of an acolyte is not all that bad. Regular meals, a warm place to sleep and no rat bites come morning.

But something mysterious and dark has happened, and the priest has told him to accompany a mercenary company to fix some great evil. Now he's scared and back to hating his father for the likely early and terrible end to his life.

37. He was raised by druids and showed great promise. Some thought he might join the inner circle one day. However, that all changed when he encountered a wounded priest left behind to die by his companions. The character healed the priest and they became such good friends he decided to leave the forest and follow a different divine path instead. The druids are furious, but they have not given up on him.
38. An evil knight clad in red and black dropped a baby into the arms of scared villagers and then galloped off. Many villagers thought the babe should be killed as it was evil. But one couple—the priest and his barren wife—defended it and raised the character as their own child.

Many in the village make a sign to ward off evil when they see him, and they fear the knight will return someday to collect what's his. Meantime, the character wants to find this strange knight and confront him to learn who his real parents are.

39. She grew up in a sanitarium. The voice in her head drove her crazy. But the monks taught her how to control her mind and focus her thoughts. And then one day clarity struck. She understood the voice, and it was a god.

No longer a threat to herself, the monks released her unto the world. And what a strange place the world turned out to be. She now grapples with massive change, learning about the world and its beings, and devoting herself to the voice, which has a mysterious quest for her.

40. Goblins attacked his people and nearly wiped them out. Those not killed by the bloody creatures were enslaved, like him. He grew up in pain, suffering and fear of his cruel masters. When he learned a powerful shaman was the leader who united the fractious goblin clans into a mighty army, he prayed for the creature's demise. His god heard him and said if he followed a path of faith he would someday have a chance to meet the shaman in a divine battle for the ages.
41. When she was 15 her father cut out her tongue at the dinner table for talking back to him. She fled to the church for sanctuary. They healed her and took her in. Now she champions all abused children, and even some abused adults. But she secretly harbors dark thoughts about her father, and abusers in general, and worries where these recurring murderous fantasies might lead.

42. One day he discovered a passion for music. His rich parents gave him rigid instructors who demanded endless scales and boring practices. He invented his own instrument and played at night in the garden when everyone else slept. During one of these impassioned sessions, a divine voice started to sing. That's when he cast his first spell and he realized the gods were listening.
43. Stories about his father told of a just and righteous man. Unfortunately, a strange creature made of dead flesh bore him away and that was the last time he was heard from. Living in the shadow of such a great man, whose legend only grew after the attack, was difficult. But the character persevered and chose his own path through the temple. He dreams someday of finding his father and being the legendary hero for once.
44. Her mother was high priestess. When her husband's affair became public, it tore her family apart and they nearly lost everything. While the PC and her mother were exiled, her father stayed in the city and found a new wife. Mother and daughter lived in poverty. Then her mother died one cold winter and the character realized their god had abandoned them too. Now her father is a powerful man, and backed by her new deity, she plans her revenge.
45. At his birth, he was declared the reincarnated soul of a powerful holy man. He grew up revered and lacking for nothing. However, the miracles never came. No magic ever escaped his lips. And so his clan booted him out, declaring him a fraud, and they proclaimed a new child as the reincarnation. This was two weeks ago. And now, nearly broke, hungry and lost, he's just cast his first spell....
46. An evil sorcerer terrorized his neighborhood growing up. While most kids only worried about getting beaten up by bullies. He worried about being turned into a slime or getting charmed and made to do things against his will. He turned to a god for protection. This backfired. The sorcerer began targeting him with harmless but humiliating pranks. Still, it was good but tough training as he learned to use his cleric powers to protect himself. And someday he'll get the last spell in....
47. Her parents were rich merchants who kept her locked into her secret cellar room until recently. To help time pass she read—a thousand times—old books that told of the birth of the world and of the god wars.

A few days ago neither ma nor pa came to feed her. She waited until hunger and thirst gave her the strength to escape. To her horror, she discovered her parents dead, though without struggle. She determined it was poison and now she seeks to find the murderer while struggling to understand her scary new life alone.

48. Her grandfather raised her alone. Years later he told her she was an orphan. Together they grew tabbac and sold it to locals and travellers. Four days ago he died in his sleep. She sold the farm to a friend of the family and took a job at the inn. There she met amazing adventurers, and one took her under his wing and taught her how to pray. The travelers had to leave, but now she knows her passion is to travel and adventure and serve her new god.
49. Demons attacked her town. One ripped the roof off her home and ate her parents. Her brother took a brutal injury defending her. Miraculously, the demon got distracted and joined several others to assault the castle. Dying in her arms, she wept and screamed. And then the second miracle happened.

When she touched his wounds the blood stopped leaking out and the flesh mended. Soon he was resting peacefully. Since then other smaller miracles have occurred as she and her brother struggle to survive as street urchins. Where her power comes from she has no idea. And she's afraid of it.

50. The war has impoverished everybody, but no family more than his. It took his father and all his older brothers. It nearly starved them. Its disease took his sister and grandparents. And now it's come to take him.

Fleeing with a small parcel hastily tied together by his mother, he escaped into darkness, only to run into the arms of a medic. Instead of turning him in though, the medic recruited him as a helper. He learned the art of healing, and something a little more as the medic was a devout man. The medic died yesterday from an attack, and now the character is on the run again.



50 Rogue Hooks

1. He has a twin who works for the government. While not identical twins, it takes just a bit of a disguise to pose as each other. They used to hustle townsfolk after their parents gave up on them and kicked them out. With the government angle, they are now discovering all kinds of secrets.
2. His allergies to many types of food kept him bed-ridden growing up. Until he discovered how to sneak out of his room at night and prowl around. And he's just realized breaking into something is just like breaking out—all sorts of possibilities have opened up.
3. She loves animals, especially falcons. The community's falconer mistreats his birds, only caring how much food they bring in. Last week she broke into the mews and rescued an injured falcon, hiding him and catching mice for him. People are searching for the thief now though, and she's considering leaving and taking her new friend with her.
4. He had a truly horrifying childhood tending an orchard of blood oranges for his vampire lord. But it was not always terrible. He often played stealth games, trying to sneak past the supernatural senses of his guardian. Three nights ago his lord told him he was going away, perhaps for a long time, and to keep the orchard safe. Then disaster struck—villagers attacked the orchard this morning, burning it to the ground, and he barely escaped alive. Homeless, without his lord, and armed with just his skills and wits, what should he do next?
5. His sister ran away to join the circus. Then she came back, saying the circus was destroyed by creatures sent to collect debts owed by the owner. She started teaching the PC the things she learned but then the illness struck. Clerics can do nothing, saying it is a supernatural disease from the creatures who attacked. She will die soon unless he can find a cure.
6. His mother was just taken away, accused of treason. While it's true the family likes to pull the occasional con to put bread on the table, they've always veered away from spying and politics. It seems impossible to break her out or clear her name, but if he doesn't do something in the next couple of months, she'll hang for sure.

7. After two nights sleeping in a tree, hiding from the King's guards, he thinks it's safe to sneak back into the city. Who knew so much trouble would be made just from stealing a kiss? He hopes the Princess will think about him for a long time.
8. Her family died of the plague, too poor to buy healing. She got in with the Beggar's Guild and was surviving ok until the war with the Thieves' Guild broke out. She fled the city and started a new life with a Thieves' Guild in another community (the earnings are a lot better), but last night she saw someone from her old guild. They made eye contact and she thinks she was recognized.
9. He was trying to hide as the carriage rolled past. But he was somehow spotted, because the carriage suddenly stopped and the driver and a guard jumped down to seize him. They dragged him to the vehicle, and from within the dark cabin an ancient hand emerged holding a small chest. The chest was shoved into his hands and then the carriage took off, horses screaming. What should he do with this mysterious package?
10. As a priest, his father preached the virtues of living an honest life. But seeing his family mistreated by the Baron for years, and then tithed into poverty by the church, he chose a different path. The path of the night. Now his father is in trouble with both the church and the Baron, and he's not sure why. But if he doesn't fix it, his family will be thrown into the dungeon, into the flames of Hell, or both.
11. The village kids were a rough and tumble lot lead by a half-orc bully. The PC tried to fit in, but his graceful style never matched the gang's clobbering ways. So he became a target instead. Years later, that bully and his cronies are now terrifying the countryside—and something's gotta be done about it.
12. His family was kidnapped for ransom, but the ransom never came. So the kidnappers killed his parents and enslaved him. He's learned a lot of things from his captors over the past few months, and his desire to avenge his kin's death drives him hard.

Figuring the time was right, he escaped last night, stealing a few things in the process. And now he plots his revenge while contemplating how to gain more knowledge and experience before committing the deed.

13. His nasty sister tried to beat him up every day. He learned to hide and sneak his way to safety. Then she left for a "life of adventure," his life finally peaceful. But she came back last week, saddlebags overflowing with copper, silver and gold and a crazy tale of secret ruins.

Everybody thinks she's a hero, but they didn't see the beating she laid on him last night for "old time's sake." So this morning he helped himself to some of those coins, and in the process found a map in a bone tube. He took that too and fled, looking for his own adventure.

14. His neighbor was the one who recruited him. Said he saw great potential. But what he really wanted somebody else to take the fall. And that nearly happened the other day. During a job he was told to stay put and watch for trouble. Alarms went off and he waited. But he waited too long and had to flee when guards spotted him. He couldn't shake their dogs even though it should have been routine. Then he realized his pants were covered in Scent. A setup—and a debt owed he intends to collect one day.
15. His rich father paid the clerics to magically grow back his amputated hands. Because it was the second time he'd been caught, both hands had to go. The pain of the whole ordeal made him vomit several times. They said if they catch him again it'd be his feet and daddy wouldn't be allowed to buy them back. But didn't they know the kingdom was under threat? Nobody listens to a thief though. He will have to go out and try to get proof again, hoping this time not to get caught.
16. His brother went to college and he heard about how great the life of a scholar could be. Almost a guaranteed spot in the Scribe's Guild upon graduation. He decided to take a different path, making underground contacts, learning to read maps and practicing sleight of hand. Now he's ready to get serious. Armed with several leads, he'll need help though. He'll need muscle, a magicker and a healer too if he can swing it.
17. Her parents said children should be seen but not heard. She thought children should not even be seen, especially when rummaging around in other peoples' houses. Never caught, she's cocky now, and more than capable of taking care of herself with the steel pigsticker she just acquired from the butcher. But breaking into bumpkin homes is boring now. She misses the rush of doing something really exciting. What should she do?

18. The shyest girl anyone ever met, she was ignored and left to fend for herself. Now she uses that as her disguise, her shield, because nobody would suspect her for those crimes everyone's talking about, right? The problem is she saw something last night that'll change everything. Should she tell someone, and save the community a lot of grief, or is it an opportunity for her to finally make a big score?
19. Nobody crosses the Thieves' Guild. Everyone knows that. But he's got some secret info accidentally acquired from a noble's pocket, and the guild has been trying to rub him out for ages for acting as an independent. Seems like a good time to settle a score....
20. Her religious parents told her to save herself for marriage. She was expected to raise a large family with the disgusting merchant—it was all arranged. But before the wedding night he got grabby and crossed the line. She gutted him with his own knife—it was pure reflex—and now she's on the road, fleeing authorities. It's not all bad though, because she grabbed some of the merchant's stuff on the way out. And it included a diary with all kinds of interesting information in it.
21. His father travelled the world as an ambassador, and his favorite stories always involved the dashing rogues who sabotaged the enemy and won the hearts of princesses.

He secretly practiced climbing, balancing, running and more. The basement was full of "contraptions" that were his school for mechanical things like locks and traps.

Crushing news just arrived that his father's caravan was attacked and he's disappeared, maybe dead. The PC must do something, starting with going to the attack site and looking for who might've been behind it.

22. Growing up he just wanted to be left alone. That's why he secretly used his father's acting gear so he could walk around unrecognized. But then he found the hidden compartment full of dark clothing and strange tools. That's when life really got interesting.

After many dog bites, sliced fingers and close calls, he's ready to turn pro. And his father has talked a lot over the years about various wealthy nobles and their homes he's given performances in....

23. Recently, the wife of the lender has been giving him long glances. His family is in a lot of debt because of bad crops. So he figured he'd try helping his family out. But it didn't go well. The lender discovered them together in his own bed, and the PC was forced to flee and go into hiding. Thugs are on the lookout for him, and his family is even worse off now.
24. He was sold into slavery because his parents needed the money to support his 12 brothers and sisters. Then his masters were slain when their city was attacked and he was taken prisoner. Then his captors perished when monsters erupted from the ground and started eating people. Now he's on his own. His hard but short life has made him resourceful, though. Does he bother returning home someday, perhaps a hero, or maybe he's decided to champion the weak by stealing from the strong?
25. He was the bully. The younger children feared him but he always had interesting adventures lined up for everyone. But then terrible creatures burst out of the forest and attacked. Several children died. Everyone blamed him, and he was an outcast after that. The creatures had strange markings and one had a map to the village. Should he investigate or just lay low?
26. Elves appeared and their King says he stole their sacred Wooden Staff of Something or Other. Maybe he did, maybe he didn't. Regardless, he had to escape his life-long home and abandon friends and family. And now he's thinking this staff is probably worth a lot of money to the right people.
27. His family has tenants who live upstairs. Queer folk, they seem to be more active in the wee hours than when the sun shines. He used to watch them come and go, and then he started following them around. That didn't last long because they grabbed him and demanded answers. He managed to talk his way into joining them on their nightly excursions because he did show some talent in that area. But now the group is in trouble because they've angered a wizard, putting the operation and his family in jeopardy.
28. His best friend with more than a fair share of charisma got drunk and started a riot that burned a whole district down. Now the friend is on the run and has reached out for help.

29. Wandering alone in the forbidden part of the forest, he once got his head stuck in a hole for three days. During that time something kept taking small bites out of his legs. No amount of kicking or screaming stopped the biting. Ever since that event he's been slightly crazy. And he refuses to go bare legged, even to bed. That said, he shows signs of being a competent delver, and he just heard a rumor that an abandoned mine has been discovered in the same part of the forest as that dreaded hole.
30. Wrong place, wrong time. When he saw the deal go down and who was involved, he knew he possessed life-threatening information. Once the panic wore off though, he realized this information could be quite valuable. Blackmail, sell to third parties, pull a con? That does not even include using the information itself, which involves a certain set of coordinates and rumored treasure. But then an anonymous note slipped under his door last night threatens him to keep the information to himself...or else!
31. Fast with his glib wit and even faster with his hands, he's always been a thorn in the side of townsfolk with his endless pranks. Whenever someone suffered misfortune, they blamed him. Recently his grandfather's health started to decline. He never liked grandad because of his stern ways, but that all changed when he started visiting and listening to the old man's amazing stories. Turns out grandad used to be an explorer. And boy does he have some interesting secrets.
32. Homeless since the age of five, he had to become good at scavenging. He learned to survive by finding stuff in the sewers—especially the places where even other scavengers wouldn't go. Two days ago he found a corpse, which was nothing unusual. But it was what the corpse had on it that was interesting: a waterproof satchel containing papers and gold. And wowsers, did the papers have interesting words and pictures on them.
33. From birth he's never backed down. And as he got older he turned that bravery into more, shall we say, lucrative activities. But now his luck has run out. A new gang has horned in and they either attack him or foil his plans, preventing him from working. It's too bad, because a new target ripe for the picking has just presented itself.

34. Her luck has always been the worst. And talk about clumsy. Always tripping, dropping things and bumping into stuff. But last year she had a growth spurt and things changed. She is lithe and graceful now, which pleases the bad crowd she's gotten herself mixed up with.
35. He was raised by goblins and taught their sneaky ways. Tiring of goblin life, he left to find out what civilization was and learned it is base and corrupt. Fortunately, the skills his humanoid guardians taught him have many uses in the city. Unfortunately, he has caught the attention of the wrong people. He's rebuffed them twice, but they are getting more assertive. Soon we will be forced to make a tough decision.
36. Her love of cards has won her many coins and many enemies. With a knack for strategy and fast fingers, she enjoys a good game as long as she can put the odds in her favor. Yesterday a creepy old man challenged her to a game and she beat him with ease. Yet his parting words were disturbing: "You have won something much bigger than a pile of coppers today, lass." And last night she had strange dreams of adventure. Now her feet are itchy and gambling feels so small-time. What is happening?
37. He has always dreamed of adventure, but lacked the strength to be a warrior and the intelligence to be a magicker. And there's no way in hell he's becoming a priest. Yet, his hopes were rekindled when a traveller told him stories about delvers of nimble finger, a strong sense for danger, and cunning grace with small weapons. After months of training he's ready, but how to get started?
38. A lasting family dispute ruined his childhood. Forced into guerrilla actions against his family's hated foes, he learned the ins and outs of murder and mayhem. His father was recently found dead, body hacked to pieces, throwing the family into chaos and disarray. Tired of the war, and wanting fun and excitement instead of vengeance, he fled into exile to experience the world denied to him during his youth.
39. She joined the army because she believed in the cause. The military made her an urban scout, laying and disarming traps, and breaking and entering to steal, sabotage and spy. She's just received her five year dispensation, and flush with gold she's chosen to go freelance instead of sign up for another term. And the best thing, army buddies around the region have all kinds of interesting jobs for her to do.

40. Her family had to flee their homes as war approached. Finding safety in ruins many leagues away, they've eked out a primitive but happy life with other refugees. The crumbled buildings and deserted streets were the perfect place to skulk, creep, explore and play about. Now a shepherd boy has discovered a hidden stairwell beneath a trap door, with an odious smell oozing out. Everyone agreed to close and seal the door, never to speak of it again. But curiosity of what might be down there is eating away at her.
41. A necromancer turned her family into zombies. Fleeing their lust for mortal flesh, she ran to the nearest town and got work with a simple merchant cleaning his shop. But it turned out the merchant was not so simple after all. He's an underworld bigwig and it didn't take long for him to bring her in on various moonlit jobs, mostly as a lookout. She's been slowly picking up the trade ever since. A new kingpin is fighting for turf though, and it's dangerous on the streets at night now. Very dangerous as it seems the enemy is employing zombies.
42. He lived a typical boring village life. When he finally came of age, he told everyone he was leaving for the city, much to their dismay. Packing up his few possessions, he left showered in his mother's tears and his father's curses.

En route he came upon a caravan devastated by bandit attack. He rescued a survivor and camped while nursing him to health. He and the brawny man became fast friends and decided to continue to the city to find adventure. Unfortunately, the bandits tracked them down, and wanting to wipe out witnesses, they attacked. His new friend died, riddled with arrows, but the brave man delayed the attackers long enough for the PC to escape. Safe in the city now, he plans one day to avenge his friend's sacrifice.

43. She wanted to be a wizard, but to pay off student fees she resorted to thievery at night. At first she stole things from fellow students when the opportunity presented itself. But as her debt grew she became more daring. Her last job was well-planned but suffered bad luck when the high mage bumped into her while sleepwalking. She was immediately expelled and warned to pay off her debts within one month else she'll be turned into a slug.

44. In love, life was grand. Then the aristocrat came to the village and wooed the girl and took her away to the big city. With few skills and no money, he's pursued her, but is struggling to survive the streets as he attempts to find out where she is. He will win her back though. Someday.
45. In the orphanage it was every kid for himself. He learned to take rather than give, to steal rather than earn. Older now, he cannot find employment. The guards say he's too weak, merchants don't trust him, priests can tell when he's lying. What's worse, orphans have started to disappear, and the Orphanmaster is getting fatter—everyone thinks he's eating what he should be protecting. It's time to get out of there and make it on his own.
46. He was raised by his uncle who "hated living amongst the sheep" as he would say when drunk. His aunt would start to tell stories about her husband's grand escapades, but then uncle would lay a hand to her. Still, sneaking into their room and looking at the amazing steel daggers, black leather armor, and strange tools gave him an idea of his guardian's past.

One day, because he showed an aptitude for getting things done, the church tasked him to recover a lost relic—the saint's thumb. Ignoring his uncle's forbiddance, he stole the weapons, armor and tools and hit the road on a quest for the digit. The question is, will he sell the item to the highest bidder, or return it for a modest reward and to gloat to his uncle?

47. She met her true love while on her first gig. She spotted the wealthy merchant and his sloppy guard and decided to steal into the merchant's home and rob the place. On her way out, sacks brimming with gold-plated wares, the merchant's son returned home after a night of carousing. It was love at first sight—for her. For him, it was time to scream for the guard. She fled into the night, laughing over her shoulder, already plotting how to win him over.
48. The blind old man said there were two kinds of thieves. The ones who steal to enrich their lives, and the ones who steal to define their lives. This made no sense to him as a six year old, but it's something he's been mulling over for days now while sitting against the wall, wrists and ankles manacled to the brick. Fortunately, it seems his father has arrived with the right amount of bribes, because the guard is letting him out with stern warnings. So, riches or legacy, what will it be? Why not both!

49. The adventurers seemed so....alive. Laughing and joking, he was envious of their tight-knit comradeship. And when they asked him to come along on their current quest, he jumped at the chance. They gave him some light weapons and armor and put him on point.

Unfortunately, the terrible creature attacked from behind. It swallowed half the party, then killed or maimed the others in a matter of seconds. He barely escaped alive, fortunate he could run faster than the warrior in plate. Alone and dejected, he looks for new friends.

50. His family's culture forbade violence and ownership of worldly possessions. What a stupid religion. There was nothing ever to steal. Caught with the few pitiful things he did manage to purloin under his bed, his family exiled him. Now he regrets his actions, but must live with the consequences. Maybe he can one day return famous and wealthy, to make them jealous and want all that he has so they'll take him back.

Fini

I hope you liked these character hooks. They were a lot of fun to write!

I'm also using them to flesh out key NPCs in my campaign. I want my NPCs to have motivations and purposes other than being frozen in time, waiting for the PCs to come along and animate them. ☺

Remember, I'll be expanding this book in the future. So keep an eye out for updates from me with new versions for download.

Cheers,
Johnn Four

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