

THE FATE STREAM

A BACKGROUND GENERATOR FOR DUNGEONS & DRAGONS FOURTH EDITION



I. INTRODUCTION

Dungeons & Dragons Fourth Edition is an action-adventure roleplaying game designed to preserve a consistent balance between the challenges of combat and the powers of each character. Rather than attempting to be all things to all roleplaying game enthusiasts, it does not attempt to provide mechanics for every aspect of a character's life, nor does it force players to choose between a traditionally "useful" combat character and a more realistic character with a rich life outside the dungeon. Instead, D&D Fourth Edition reserves the dice rolling for adventures and leaves it up to the players to decide whether they want their characters to be defined by something beyond their class powers. This supplement is intended to help players flesh out the [relatively] mundane aspects of their characters' lives. It is a self-contained set of rules that can be appended to the core game without disrupting the carefully crafted economy of character skills and powers. In addition to a detailed background, it provides characters with a set of everyday skills that can be used to craft mundane items and earn wealth, as well as a set of personal relationships that can be used as the basis of compelling story hooks.

This supplement is not, however, intended to increase the core power of player characters. The benefits described here are to be employed solely at the Dungeon Master's discretion. While it does open up a multitude of new avenues for skill challenges, the specialized nature of the skills means their utility in the context of normal, combat-oriented adventures is limited. They are not intended to replace core skills like Diplomacy or Nature unless the challenge specifically calls for it. With that said, these rules *are* intended vastly expand the scope of the game as well as the depth of players' characters.

The skills and relationships described herein are acquired through a process called the Fate Stream. This is a series of tables that help identify the significant events and personalities that have shaped the character prior to becoming an adventurer. You make their way through the Fate Stream by either rolling for their results or choosing the result that best suits a preconceived character concept (alternately, you can go through the Fate Stream first and then pick the race and class combination that best fits the results). When you arrive at a result, write it down. The Fate Stream, like life, can be messy and complex, so be sure to keep track of everything as you go. After completing the Fate Stream, your character will have a set of Relationships as well as a set of Secondary Skills. Both Relationships and Secondary Skills can be further advanced over the course of a campaign.

Using, Advancing, and Acquiring Secondary Skills

Secondary Skills are like the core skills except they are rarely used while dungeoneering or exploring an unknown wilderness. Secondary Skills, rather, are those that a character has picked up during the more mundane periods of their life. They are, for the most part, occupational skills that can be used to craft goods and make money but have limited application for adventuring heroes. That's not to say they will never prove helpful. On the contrary, a unique skill may occasionally end up being just what the party needs in an unusual situation, but it is usually the case that Secondary Skills will simply not be used as often as the core skills. This is why these kind of skills were left out of Fourth Edition's core rules, and for this reason, acquiring and advancing Secondary Skills occurs apart from the acquisition and advancement of the core skills. Secondary Skills constitute their own self-contained section of the rules. They cannot be acquired through the core character advancement mechanisms, nor do they count towards the number of core skills in which a character may be trained.

Using Secondary Skills is very similar to using core skills. When a situation arises that requires a Secondary Skill check, the player rolls a d20 and adds the relevant modifiers. Secondary Skills, however, do not use the same kind of modifiers as core skills, as their advancement occurs apart from the development a heroic character undergoes during the course of adventuring. Just as slaying monsters has no impact on a character's ability to brew a delicious ale, Secondary Skills are not directly enhanced by a character's class level. While each Secondary Skill is associated with a certain ability, a Secondary Skill check does not add either a static 'Trained' bonus or half the character's level. Rather, Secondary Skills involve three levels of training, each of which is associated with a different bonus. These levels are, in ascending order:

Apprentice: +5, Journeyman: +10, Master: +15

Based on these training levels, a Secondary Skill check entails the following:

[d20] + Ability Modifier + Skill Level Bonus

Like core skill challenges, these checks are made against a Difficulty Class set by the Dungeon Master. Secondary Skills use core skill DCs as a general guideline. So, tasks suitable for an

apprentice are usually DC 15-25, tasks suitable for a journeyman are usually DC 25-30, and tasks suitable solely for a master are usually DC 30+.

A character is an Apprentice in every Secondary Skill that she acquires through the Fate Stream. Usually, a character cannot make a Secondary Skill check at all unless she is at least an Apprentice in the relevant skill, though the Dungeon Master can make exceptions if appropriate. In that case, the check simply consists of [d20] + Ability Modifier with no further bonuses, or the DM can just assume that the untrained character automatically takes 10. It is important to keep in mind that, with the introduction of these rules, actions directly related to these Secondary Skills should not be decided with normal ability checks. As much as some would like to believe in the power of innate talent, it is almost always the case that some actions just cannot be competently achieved without some existing experience and knowledge. Accordingly, core ability checks should be reserved for the most simple tasks relevant to normal adventuring, such as pushing a heavy boulder (Str), attempting to understand a cryptic book (Int), charming a stranger (Cha), and so on. Even the most Intelligent character, for example, would likely be unable to properly bake a loaf of bread without some trial and error.

A character receives an opportunity to advance his existing Secondary Skills or take on new Secondary Skills upon reaching a new tier. However, before these advancements can occur, a character must spend a significant amount of downtime (at least a few months, though years would be more realistic) training in the relevant occupation. This usually occurs in the time separating major points of a campaign. Obviously, this downtime must actually be spent training, and in some cases, the DM may require that a character have access to an appropriately skilled mentor.

When a character successfully fulfills the requirements for advancing his Secondary Skills, he may choose to do one of three things:

- a)** He may advance an existing Secondary Skill to the next training level.
- b)** Instead of advancing a Secondary Skill, he may become an Apprentice in a skill listed as an alternative to that skill in the occupation description. For example, a Templar may choose between Letters or Strategy when deciding his initial skills. Let's say a character chooses Letters. Then, upon advancement, instead of becoming a Journeyman in Letters, he may choose to become an Apprentice in Strategy instead. Then, when he advances his occupation again at the Epic Tier, he can again only choose to advance *one* of these Secondary Skills (or if available, take on yet another option at the Apprentice level). The only exception is if an occupation initially involved choosing more than one skill from a group of options. In that case, a character may advance or take on as many Secondary Skills as the occupation initially permitted. However, any Secondary Skill may only be advanced one level at a time.
- c)** If a character has a Secondary Skill that breaks down into specializations, he may take a new specialization instead of advancing his training level in an existing specialization.

A Secondary Skill that breaks down into specializations, such as Craftwork, is actually a group of individual skills. Each individual specialization has its own training level. Being a Master in masonry does not give you any additional skill at carpentry. Thus, when you advance your Craftwork skill, you advance your training level in your specialization, not the skill as a whole. Alternately, you may choose to take a new specialization instead of advancing an existing specialization. If your occupation initially allowed you to pick more than one specialization for a skill, you may advance or acquire as many specializations as the occupation originally allowed. However, any specialization may only be advanced one level at a time. For example, if an occupation allowed you to choose two specializations in a single Secondary Skill, that doesn't mean you can take on one specialization and then immediately advance it to the Journeyman level.

With the Dungeon Master's permission, you may choose to take on a new occupation instead of advancing an existing one. To do this, you need to be able to explain how you came into your new occupation (you cannot, for example, simply become a lord or magister). When taking a new occupation, the character acquires the set of Secondary Skills associated with his new occupation. New skills, of course, are taken at the Apprentice level. If a character's new occupation includes a Secondary Skill that she already possesses from a prior occupation, she may advance that Skill to the next level (or add a new specialization).

Using, Advancing, and Acquiring Relationships

Relationships are purely narrative driven. While relationships should be used as guidelines for determining the DC of certain skill checks, there are no mechanics for 'using' relationships, and in most cases, any developments in a relationship will occur as a result of a campaign's narrative. However, a player may choose to develop personal relationships by randomly rolling on the table listed on the next page. These developments can occur during any downtime in which the character regularly interacts with the character with whom he has a relationship. The amount of downtime required for advancing personal relationships is solely up to the Dungeon Master, though typically, significant changes occur over the course of a few months. If two characters do not see each other, it is up to player whether his character grows distant or more fond, and it's up to the DM to determine how the non-player character reacts.

A player's personal relationship to another character from his life is situated in one of seven levels. These are, in ascending order of mutual fondness: enemy, rival, skeptic, fellow, friend, ally, agent. When a result states that two characters 'grow apart', it means the relationship descends a certain number of levels. Similarly, when two characters 'bond', the relationship ascends a certain number of levels. While 'lover' is obviously a type of personal relationship, it is considered separate from the others due to the involvement of an unusual motivating force. The personal relationship 'levels' can be described as follows:

Enemy: The character despises you with a deeply felt passion and will actively seek to harm you and interfere with your plans.

Rival: The character dislikes you and views you as a competitor, though neither of you are opposed to the other's fundamental goals.

Skeptic: The character distrusts you, though he/she will not seek to undermine you.

Fellow: The character shares your goals and the two of you are on cordial terms, though neither of you feel strongly about the other.

Friend: The character likes you and the two of you get along well.

Ally: You and the character are very close and will actively aid one another when needed.

Agent: You and the character are devoted to one another. The two of you share a unique and special bond. An Agent, however, still retains their own interests and personal goals.

Obviously, the player characters themselves share a strong personal relationship, but the nature of this relationship will become readily apparent through play. If, however, two players wish to see how their characters' relationship develops during some downtime, they may make a shared roll on the relationship development table. Such developments can make for interesting roleplaying opportunities when the characters return to the adventuring life.

New personal relationships can be acquired over the course of a campaign at the Dungeon Master's discretion. However, it is important to keep in mind that these are *normal* personal relationships (i.e., relationships not defined by some unusual motivating force, such as love, patriotism, or a unique goal that one party has no power over). A character may be plagued by a recurring villain, but such a villain is not necessarily an enemy in the personal sense. The relationships that fall outside the scope of normal personal relationships are described below:

Adversary: The character dislikes you because you oppose their goals. Adversaries are like Enemies driven by a greater purpose. You cannot reconcile with an Adversary.

Opponent: The character opposes you out of obligation to some external goal.

Stranger: The character doesn't know you and has no opinion of you.

Contact: The character knows you and may provide aid if offered compensation.

Hireling: The character works for you or feels obligated to serve you.

Lover: The character is emotionally bound to you by romantic love.

Worshipper: The character is selflessly devoted to you in every respect.

When significant NPCs emerge over the course of the campaign, you may add them to your relationships list. In some cases, you have a relationship with an entire organization or group of people instead of an individual. For example, your character may make an Ally out of a town he saves. Of course, it is up to your DM to decide the actual nature of any new relationship, so keep in mind that relationship levels are only a measure of your character's perception of that character or organization. A supposed Ally may actually be an Enemy in disguise! A group of Worshippers may actually be seeking to use your character for their own evil ends!

Relationship Development Table (d20)

| Roll | Consequence |
|---------|--|
| 1 | Death! The character passes away. The death could have been tragic or long expected, emotionally devastating or a welcome relief. |
| 2 - 3 | Betrayal! Either you or the character betrays the other in a very significant way. You grow apart three levels. Or if the character was an Agent, he is now a Skeptic. |
| 4 - 5 | Falling out! You and the character have a vicious fight. You grow apart two levels. Or if the character was an Agent, he is now a Fellow. |
| 6 - 8 | Distancing. You and the character grow colder to one another. If you were on friendly terms, one of you (or both) has simply lost interest in the other. If you were on less than friendly terms, the differences between you now seem even more troubling. You grow apart one level, though if the character is a Rival, he does not become an Enemy. |
| 9 - 12 | No change. Things carry on as expected. |
| 13 - 15 | Understanding. You and the character grow to understand one another better. If you were on friendly terms, your relationship has new depth. If you were on less than friendly terms, tensions ease as the two of you inch towards reconciliation. You bond one level, though if the character is an Ally, he does not become an Agent. Allies already understand one another as deeply as a normal relationship allows. |
| 16 - 17 | Unexpected aid! One of you came to the other's aid unexpectedly, offering vital assistance at a crucial moment. The two of you bond two levels. If the character was an Enemy, the two of you forgive one another for past misdeeds, though you remain skeptical of one another. |
| 18 - 19 | Shared epiphany! Some extraordinary event occurs that causes you to quickly develop a powerful bond with the character. Perhaps it was a shared trauma or perhaps you and a bitter rival finally settled an old score. Regardless, you bond three levels! If the character was already an Agent, your relationship is deeply reaffirmed and may never be altered by any future development short of willful betrayal by the player character. |
| 20 | Empowerment! The character experiences major changes in his life, altering the significance of your relationship. Your relationship level remains the same, but the character takes on a more powerful role. Perhaps he comes into great wealth or acquires great power, or perhaps he takes up the life of an adventuring hero or villain. Obviously, if you are on friendly terms, the character will now be of greater assistance during the campaign, but an unfriendly relationship may now yield a deadly foe... |



A character can roll on the relationship development table for as many relationships as he chooses, though obviously, rolling for more characters will likely simulate an increasingly turbulent time in the character's life. If the player wishes to subject his character to less sweeping changes, he should roll only for those character he is most interested in interacting with.

There are two types of relationship that a player may wish to develop without risking any major alterations. The tables below offer distinct developments for parents and lovers. These types of relationship rarely change at the purely emotional level, though they are subject to events that can dramatically change a character's life.

Parental Relationship Development Table (d20)

| Roll | Consequence |
|---------|--|
| 1 | Horrifying Revelation! You learn a terrible secret about your parent's past. Perhaps you were actually the bastard child of a hated foe, perhaps your parent took part in some foul deed for which you must now pay, or perhaps you were kidnapped as a child... and your parent isn't your parent at all. Whatever the case may be, you grow apart two levels. If your parent was an Agent or an Ally, that parent is now a Skeptic. |
| 2 | New Rival! Someone new comes into your parent's life and changes things for the worse. Perhaps your parent has a new lover who is stirring up familial conflict, or perhaps your parent has fallen under the influence of an overbearing religious guide. Regardless of what happens, you grow apart one level and acquire a new Rival. |
| 3 - 5 | Tragic Death! Your parent dies in some unexpected, tragic incident. Perhaps it was the work of a villain, or perhaps it occurred by your own hand... Either way, you likely receive some sort of inheritance. |
| 6 - 8 | Strains. Differences cause difficulty with your parent. You grow apart one level. |
| 9 - 12 | No change. Things carry on as expected. |
| 13 - 15 | Maturation. Your relationship with your parent grows stronger. You bond one level. |
| 16 - 18 | Natural Death. Your parent passes on peacefully, though you may or may not have expected it. You likely receive some sort of inheritance. |
| 19 | New Ally! Your relationship with your parent has made you a new Ally! If you are on relatively friendly terms, your parent has become close with a powerful organization, a member of which has become your friend and agreed to help you out during the campaign. If you are on hostile terms with your parent, the new Ally is either a fellow rival who has agreed to aid your end of the conflict or a mutual friend of your parent who wants to help the two of you reconcile. Whatever the case may be, you bond one level and acquire a new Ally. |
| 20 | Amazing Revelation! You learn an incredible secret about your parent's past. Perhaps your parent was once a hero also and knows a secret about the party's main foes, or perhaps a reluctant but vital ally is revealed to be a long lost family member. Whatever the case may be, you bond two levels and the character now has an asset will prove very useful for the campaign. If you were Enemies, your parent is now a Fellow. |

Romantic Relationship Development Table (d20)

| Roll | Consequence |
|---------|---|
| 1 | Gone! Your lover disappears! Perhaps he vanished mysteriously, perhaps he was imprisoned by a villain, or perhaps he left you for another. If some individual responsible is responsible for your lover's disappearance, you gain an Enemy. |
| 2 | Tragic Death! Your lover dies, either by a wicked deed or a cruel twist of fate! The cause of your lover's death may dramatically alter your character's motivation to adventure, or it may simply turn you into a disconsolate wreck. |
| 3 - 5 | Stillborn child. You have a child who is born dead. If your lover was the one carrying the child, roll a d10, on a 1-6, your lover dies in childbirth. On a 7 - 10, she survives. |
| 6 - 8 | Strains. Differences cause difficulty within the relationship. Roll a d10, on a 1 - 4, you fall out of love and separate. On a 5 - 10, you work through your problems. |
| 9 - 12 | No change. Things carry on as expected. |
| 13 - 15 | Maturation. Your love grows stronger and deeper. The next time you roll for this relationship, the 'Strains' result instead counts as 'No changes.' |
| 16 - 18 | Child! You have a child! You acquire a new relationship. Roll again and consult the list of results below: 1: The child is born with severe problems, be it sickly or mentally invalid. Roll a d4, on a 1-2, the child is a girl, and on a 3-4, the child is a boy. 2-10: The child is a girl. 11-19: The child is a boy. 20: You have twins! Roll again on this sub-table for each child to determine gender. If you roll a 20 for either twin, you have yet another child and must again until each child has a gender. |
| 19 | Tragic Childbirth! You have a child as above, but if your lover was the one who bore it, she dies. |
| 20 | True Love! An omen or event reveals your love to be true! Nothing may change your relationship from this point on short of willful betrayal on the player character's part. Furthermore, your lover cannot die under normal circumstances, and she will always seek you out if you are believed to be in danger. From now on, anytime you roll for this relationship, 'Tragic Death,' 'Stillborn Child,' 'Strains,' and 'Tragic Childbirth' count as 'No change.' |

A newborn child is considered an Agent, unless, for some reason, you reject it. If you abandon a child, roll a 1d6. On a roll of 1, the child considers you an Enemy upon reaching adulthood and will seek you out to exact revenge. On a 2 - 4, the child is indifferent and will not seek you out. On a roll of 5, the child will seek you out with the intent of becoming a Friend. On a roll of 6, the child is an Agent and will seek you out to aid you.

Finally, it is important to keep in mind that not all results are appropriate for every race (or class, for that matter). Some races are inclined to avoid pursuing personal relationships outside their adventuring party, and some races with long life spans may still have living ancestors, meaning the death of a parent is an occurrence that typically happens only when the character herself is of an extremely advanced age. For this reason, players should be free to ignore those results that are not in accord with the peculiarities of the character's race or culture.

II. THE FATE STREAM

The Fate Stream consists of a series of tables that you use to outline the course of your character's life up to the beginning of the campaign. The Fate Stream provides three things for your character: colorful details that flesh out her background, personal relationships that can potentially impact the campaign narrative, and finally, Secondary Skills. The Fate Stream proceeds through four distinct phases. The first determines the cultural and social circumstances your character was born into. The second determines your character's lineage. The third determines your character's familial relationships and upbringing. The final phase determines your character's adult experience including the means by which she learned her class abilities. Of course, you and your DM can add or alter details or results to create a truly unique background or to better adapt the results to your character class or campaign setting.

a. Culture and Social Class

The first step of the Fate Stream is to determine what kind of culture you came from. There are six generic cultural types, each of which can be adapted to a variety of specific backgrounds. Each race has its own set of possible cultures except for Half-Elves (who may choose to roll either as Elves or Humans).

The Border Kingdoms: You come from a fiercely defended land bordering either an untamed wilderness or a forbidden, evil realm. Your people are the first line of defense for the civilized world, and they look upon their warrior tradition with unending pride. Your lands are ruled over by a powerful caste of feudal lords, though your people's shared trials permit a greater degree of social mobility than what might be found in the middle or great kingdoms. You are used to living under an iron fist, and luxuries and entertainers are a precious commodity. Your people have a reputation for being brutal and joyless, though their courage earns far-reaching respect.



The Forsaken Lands: You come from a place that has been overtaken by evil or primitive forces. It may have once been the location of a great empire or it may have always been a sparse and desolate frontier. Whatever the case, it is now only a harsh, treacherous wasteland where isolated communities struggle daily for survival. Your people are harsh and unforgiving, your life more so. There are no certainties, there is no security, only the ever-present threat of whatever evil lurks in the shadows. If your people aren't nomads, they are either the subjects of an evil power or inhabitants of an ancient, secluded fortress. If your people have a reputation in other lands, it is wrapped in myth and folklore, and whispered with disdain and suspicion.

The Great Kingdoms: You come from a highly advanced kingdom or empire with a rich culture and intricately developed social structure. Your people tend to be more urban and sophisticated with a deep appreciation for technology and the arts. Even those living in the countryside have access to luxuries and knowledge denied to the serfs of the middle kingdoms. Your ruling class is complex and chaotic. If there are feudal lords, they desperately cling to their holdings in the face of a rising aristocracy that seeks to benefit by serving the whims of an extravagantly wealthy royal family. Beyond the borders, your kingdom's cities and fortunes are spoken of with wonderment and envy, though your people are often considered pampered and arrogant.

The Middle Kingdoms: You come from a middle kingdom that lacks the high culture and riches of a great kingdom but still enjoys a security and comfort unknown to the more wild realms. Your people tend to hard working and devout with a strong loyalty to the feudal lords who keep them safe from the barbaric and monstrous forces that continuously threaten them. Your people are often viewed as being torn between two worlds, too backwards for the great kingdoms but too close to the comforts of high civilization to have any deep ties to natural forces.

The Wild Realms: You come from a culture that has only recently been touched by the light of civilization. Your people are rustic and sincere with little concern for the trivialities of the more refined kingdoms. You may have a king, but if you do, he still contends with ancient clans and powerful chieftains who violently resist the rise of higher authorities. Your life is wrought with difficulty and uncertainty, your people sometimes wander from place to place, but you enjoy a degree of freedom that more rigid societies will never know. You value honor and courage, and you mock those who pursue a life of comfort. Others view your people as barbaric, unpredictable, and merciless.

The Woodland Kingdoms: You come from a culture that dwells in the forests. Your people tend to be spiritual and carefree with a close connection to the natural world. Your social structure is far less rigid and defined than what might be found in the middle or great kingdoms, but your people are far from barbaric. While some may pursue a deeper isolation, many are well-acquainted with happenings in the greater world, and as such, your people have little difficulty dealing with the denizens of great cities. Still, your people tend to be skeptical of those who come from the middle and great kingdoms. You value your ability to fend for yourself without the trappings that more sophisticate people tend to crave. However, this willful seclusion from the reach of civilization has earned your people a reputation for being superstitious and mercurial.

Race and Culture (d10)

| Race | Culture |
|------------|---|
| Dragonborn | 1-4: The Forsaken Lands, 5-8: The Wild Realms, 9-10: The Border Kingdoms |
| Dwarf | 1-4: The Border Kingdoms, 5-8: The Forsaken Lands, 9-10: The Wild Reams |
| Eladrin | 1-7: The Great Kingdoms, 8-10: The Woodland Kingdoms |
| Elf | 1-8: The Woodland Kingdoms, 9-10: The Wild Realms |
| Halfling | 1-4: The Middle Kingdoms, 5-7: The Woodland Kingdoms, 8-9: The Great Kingdoms, 10: The Border Kingdoms |
| Human | 1-3: The Middle Kingdoms, 4-6: The Great Kingdoms, 7: The Border Kingdoms, 8: The Wild Realms, 9: The Woodland Kingdoms, 10: The Forsaken Lands |
| Tiefling | 1-4: The Great Kingdoms, 5-7: The Border Kingdoms, 8-9: The Forsaken Lands, 10: The Middle Kingdoms |

The table above presents the most common cases, though any race may come from any culture if a player desires and the DM permits. There are many Dwarves who have made their fortunes in the great cities of human empires, just as there are Eladrin who have earned fame by establishing shining outposts in forsaken lands.

Unusual Circumstances

Next you determine whether you have an unusual familial situation. Roll a d10. A roll of 1 indicates that there is something strange about your parents or upbringing. Consult the table below to determine what it is. If necessary, you may roll a d10 to determine who the unusual situation applies to: 1-3 for your father, 4-6 for your mother, and 7-10 for your parents.

If your unusual situation involves being raised by someone other than your parents, then when you roll to determine class and occupation for your parents, you are actually doing so for the people who raised you. Also, when you determine your familial relations later on, you are determining your relationship with your foster family. Of course, your actual parents and siblings may emerge later in your life as friends or foes.

Foster parents are a good way to explain how a member of a certain race could end up in an unusual class or occupation. Perhaps your Tiefling was raised by Elves or maybe your Dwarf spent his childhood wandering with a Halfling caravan. If you would like your character to be involved in such circumstances, pick the race of your foster parents then reroll to determine what culture you were born into. If your character knows who is actual parents are, you should also roll to determine their culture and social class, though this will have no direct impact on the character's own circumstances. Also, keep in mind that a character's lineage is determined by his actual parents, not his foster parents.

Unusual Family Situation (d20)

| Roll | Circumstances |
|-------|--|
| 1 - 2 | You were abandoned and raised as a foundling. |
| 3 - 4 | You were separated from your parent(s) at a young age by war or disaster and don't know where - or possibly even who - they are. If you are wealthy, you were likely raised by a close relative. If you are not wealthy, you may have been raised an orphan or taken in by a relative of the same or slightly higher social status. |
| 5 - 6 | Your parent(s) sent you to live with relatives. You know who they are, but you haven't seen them. |
| 7 - 8 | Your parent(s) went missing, either in the local wilderness or on a distant journey. |
| 9 | Your parent(s) are in exile, banished by a local ruler. |
| 10 | Your parent(s) are involved in a secret conspiracy or plot to which you have been privy. You have an Ally in the form of the entire organization of which they are a part. |
| 11 | Your parent(s) are involved in a longstanding feud. You gain an Enemy. This Enemy is not an individual but an entire family with which you are on hostile terms. |
| 12 | Your parent(s) were actually spies or agents of a foreign power. Choose their patron in accordance with the DM. One of your parents is automatically a Spy, and you and your parents are automatically of the social class associated with that occupation. |
| 13 | Your parent(s) fled from another region or Culture and live in the Culture you rolled either secretly or under the protection of the local ruler. |
| 14 | Your parent(s) abandoned you and you were raised in a local temple. This may have been on account of poverty, or as a matter of protection. If you have familial relations, it is with the priests who raised you and the fellow orphans who were like your siblings. You only have one 'parent' who is either a Priest or Priestess. This, however, has no effect on your own social class. |
| 15 | Your parent(s) somehow lost you to a criminal or chieftain who forced you to work as a child laborer. You automatically receive a -4 Social Level roll modifier in place of the one you would receive from your birthplace. You do not know who your real parents are. You may take Slave as your occupation, regardless of your culture. |
| 16 | You were abandoned and taken in by an adventuring party. You have no familial relations, but you gain 1d6 Allies, all of whom possess at least one level in an adventuring class. You only have one 'parent' who is an Adventurer. This, however, has no effect on your own social class. |
| 17 | Your parent(s) were accused of practicing dark sorcery and were executed. |
| 18 | Your parent(s) were imprisoned when you were a child. |
| 19 | You were not raised by a standard race at all, but a lesser, intelligent race (such as gnomes or satyrs) who took pity on you after discovering you in the wild. You gain 1d4 Allies of this race, but you automatically receive a -4 Social Level roll modifier in place of the one you would receive from your birthplace. |
| 20 | You were not raised by a standard race at all, but a powerful and intelligent creature (such as a dragon) who found you in the wild. Roll a d4. On a 1 - 2, the creature was benevolent. You gain this creature as an Ally. On a 3 - 4, the creature was malevolent. You gain this creature as an Enemy and may take Slave as your occupation, regardless of your culture. |



Birthplace

Next you determine your place of birth. The table you roll on is determined by your culture, and the result provides you with a Social Level modifier that you will apply to your roll when determining your Social Class.

Border Kingdoms Birthplace (d12)

| Roll | Birthplace | Social Level Modifier |
|------|----------------------|-----------------------|
| 1 | Rebel Camp | Automatically Outlaw |
| 2 | Seaside Hovel | -4 |
| 3 | Inland Village | -3 |
| 4 | Seaside Village | -2 |
| 5 | Crusaders' Monastery | -2 |
| 6 | Small Town | -1 |
| 7 | Small Keep | 0 |
| 8 | Coastal Keep | 0 |
| 9 | Mountain Keep | +1 |
| 10 | Port City | +2 |
| 11 | High Nobleman's Keep | +2 |
| 12 | Royal Citadel | +4 |

Forsaken Lands Birthplace (d12)

| Roll | Birthplace | Social Level Modifier |
|------|--------------------------|-----------------------|
| 1 | Forgotten Ruins | Automatically 'Lost' |
| 2 | Brigand Encampment | Automatically 'Lost' |
| 3 | Solitary Hovel | -4 |
| 4 | Nomadic Caravan | -3 |
| 5 | Mountain Camp | -3 |
| 6 | Fortified Plains Village | -2 |
| 7 | Hill Fort | -1 |
| 8 | Merchants' Outpost | 0 |
| 9 | Crusaders' Outpost | 0 |
| 10 | Hidden Fort | +2 |
| 11 | Hidden Citadel | +3 |
| 12 | Hidden City | +4 |

Great Kingdoms Birthplace (d12)

| Roll | Birthplace | Social Level Modifier |
|------|-------------------------|-----------------------|
| 1 | City Slum | -4 |
| 2 | Woodland Hovel | -3 |
| 3 | Fishing Village | -2 |
| 4 | Mining Village | -2 |
| 5 | Country Village | -1 |
| 6 | Small Town | 0 |
| 7 | Bishop's Castle | 0 |
| 8 | Minor Lord's Castle | 0 |
| 9 | Free City | +1 |
| 10 | Baronial Castle or City | +2 |
| 11 | Ducal Castle or City | +3 |
| 12 | Royal Castle or City | +4 |

Middle Kingdoms Birthplace (d12)

| Roll | Birthplace | Social Level Modifier |
|------|------------------------|-----------------------|
| 1 | Brigand Camp | Automatically Outlaw |
| 2 | Hill-Fort | -4 |
| 3 | Pleasant Country Hovel | -3 |
| 4 | Mining Village | -2 |
| 5 | Port Village | -2 |
| 6 | Riverside Village | -1 |
| 7 | Country Village | 0 |
| 8 | Small Town | 0 |
| 9 | Minor Lord's Hold | +1 |
| 10 | Free City | +2 |
| 11 | High Nobleman's Hold | +2 |
| 12 | King's Hold | +3 |

Wild Realms Birthplace (d12)

| Roll | Birthplace | Social Level Modifier |
|------|----------------------------|------------------------|
| 1 | Brigand Encampment | Automatically Outlaw |
| 2 | Raiders' Coastal Hold | Automatically Outlaw |
| 3 | Nomadic Caravan | -4 |
| 4 | Settled Ruins | -3 |
| 5 | Primitive Country Hovel | -2 |
| 6 | Clan Hold | Automatically Clansman |
| 7 | Fortified Village | 0 |
| 8 | Fortified Hill Town | +1 |
| 9 | Crusader's Citadel | +1 |
| 10 | Tributary Lord's Citadel | +2 |
| 11 | Independent Lord's Citadel | +3 |
| 12 | Royal Citadel | +4 |

Woodland Kingdoms Birthplace (d12)

| Roll | Birthplace | Social Level Modifier |
|------|-----------------------|-----------------------|
| 1 | Bandit Camp | Automatically Outlaw |
| 2 | Forester's Camp | -4 |
| 3 | Forgotten Commune | -4 |
| 4 | Settled Ruins | -3 |
| 5 | Woodland Monastery | -2 |
| 6 | Pleasant Forest Hovel | -2 |
| 7 | Woodland Village | 0 |
| 8 | Woodland Fort | 0 |
| 9 | Small Town | +1 |
| 10 | Small Woodland Castle | +2 |
| 11 | Borderland Castle | +3 |
| 12 | Lord's Hold | +4 |

Social Class and Family Occupations

Next roll a d10 and apply the Social Level modifier from your Birthplace (or Unusual Situation). The result indicated on the table for your culture is the social class your character was born into. From there, roll another d10 to determine your family occupation. In most cases, spouses either share the same occupation or one spouse serves as an assistant to the more skilled of the two.

If your campaign setting does not assume gender equality, occupations suitable for women are listed in **bold**. In this case, if you are playing a female character, roll once and see if the result lists an occupation suitable for women. If it does, this result provides both parents' occupations. If it does not, this result only provides your father's occupation. To determine your mother's occupation, you may choose any suitable occupation from your social class or the one beneath it.

Race puts limits on the social classes available to characters (unless the DM permits a special circumstance). A Dragonborn or Tiefling may only come from the highest social class if his culture is that of the Forsaken Lands. A Halfling may not be part of the highest social class in any culture. An Eladrin may not be part of the lowest social class in any culture unless the player chooses.

As with culture, the social classes and jobs below provide a generic framework that can be adapted to any number of campaign settings. As such, the names of the social classes should be changed appropriately, as well as the titles associated with various occupations (for example, a constable may be called a marshal, a pirate may be called a viking).

Border Kingdoms Social Class (d10)

| Roll | Social Class | Parent's Occupation (d10 Roll) |
|-------|--------------|---|
| 1 | Outlaw | (1 - 2) Bandit , (3 - 4) Beggar , (5) Brigand, (6) Hermit or Witch , (7 - 8) Pirate, (9) Thief , (10) Thug |
| 2 - 4 | Commoner | (1) Fisher , (2) Footman, (3 - 4) House Servant or Midwife , (5) Hunter, (6 - 7) Laborer , (8) Sailor, (9 - 10) Tenant Farmer |
| 5 - 6 | Freeman | (1) Adventurer , (2 - 3) Artisan , (4) Bard or Fortune Teller , (5) Innkeeper , (6) Magician, (7) Scout, (8 - 9) Trader , (10) Warrior (as Mercenary*) |
| 7 - 8 | Watcher | (1) Constable, (2 - 3) Courtesan or Entertainer , (4) Healer , (5) Herald, (6) Horseman, (7) Householder , (8) Sage, (9) Scribe or Cartographer, (10) Spy or Assassin |
| 9+ | Patrician | (1) Guard, (2 - 3) Knight, (4 - 5) Lord or Lady , (6 - 7) Merchant , (8 - 9) Priest or Templar, (10) Seneschal |

Forsaken Lands Social Class (d10)

| Roll | Social Class | Parent's Occupation (d10 Roll) |
|-------|----------------------|---|
| 1 | Lost | (1 - 2) Bandit , (3 - 5) Brigand, (6) Cultist , (7 - 8) Hermit or Witch , (9 - 10) Slave |
| 2 - 4 | Serf | (1) Farmer , (2) Footman, (3 - 4) Herder , (5 - 6) House Servant or Midwife , (7 - 8) Hunter, (9 - 10) Laborer |
| 5 - 6 | Tribesman or Freeman | (1 - 2) Artisan , (3) Bard or Fortune Teller (4) Chieftain, (5) Horseman, (6) Scout, (7) Shaman , (8) War Chief, (9 - 10) Warrior |
| 7 - 8 | Warlord | (1) Adventurer , (2) Alchemist, (3) Constable (as Warlord**), (4) Entertainer , (5 - 6) Householder , (7) Sage, (8) Scribe, (9) Sorcerer , (10) Spy or Assassin |
| 9+ | Nobility | (1 - 2) Guard, (3) Herald, (4 - 5) Legionary, (6 - 7) Noble , (8 - 9) Priest , (10) Seneschal |

Great Kingdoms Social Class (d10)

| Roll | Social Class | Parent's Occupation (d10 Roll) |
|-------|--------------|--|
| 1 | Outlaw | (1 - 3) Bandit , (4) Beggar , (5) Brigand, (6) Fortune Teller or Hermit or Witch , (7) Pirate, (8 - 9) Thief , (10) Thug |
| 2 - 4 | Serf | (1) Fisher , (2) Footman, (3 - 4) Herder , (5 - 6) House Servant or Midwife , (7 - 8) Laborer , (9 - 10) Tenant Farmer |
| 5 - 6 | Commoner | (1 - 2) Artisan , (3) Courtesan or Entertainer , (4 - 5) Farmer , (6) Householder , (7) Innkeeper , (8) Sailor, (9) Trader , (10) Warrior (as Mercenary*) |
| 7 - 8 | Lettered | (1) Alchemist, (2) Aristocrat , (3) Corsair, (4) Healer , (5) Magister, (6 - 7) Merchant , (8) Priest or Inquisitor or Templar, (9) Scribe, (10) Spy or Assassin |
| 9+ | Noble | (1) Constable, (2) Guard, (3) Herald, (4 - 6) Knight, (7 - 8) Lord or Lady , (9) Mage, (10) Seneschal |

Middle Kingdoms Social Class (d10)

| Roll | Social Class | Parent's Occupation (d10 Roll) |
|-------|--------------|--|
| 1 | Outlaw | (1 - 3) Bandit , (4) Beggar , (5 - 6) Brigand, (7) Hermit or Witch , (8) Pirate, (9) Thief , (10) Thug |
| 2 - 4 | Serf | (1) Fisher , (2 - 3) Herder , (4) Footman, (5) House Servant or Midwife , (6 - 7) Laborer , (8) Sailor, (9 - 10) Tenant Farmer |
| 5 - 6 | Commoner | (1 - 2) Artisan , (3) Bard or Courtesan or Entertainer or Fortune Teller or Magician, (4 - 5) Farmer , (6) Hunter or Scout, (7) Householder , (8) Innkeeper , (9) Trader , (10) Warrior (Mercenary*) |
| 7 - 8 | Lettered | (1) Alchemist, (2) Constable, (3) Healer , (4) Magister, (5 - 6) Merchant , (7 - 8) Priest or Templar, (9) Scribe or Cartographer, (10) Spy or Assassin |
| 9+ | Noble | (1 - 2) Guard, (3) Herald, (4 - 7) Knight, (8 - 9) Lord or Lady , (10) Seneschal |

Wild Realms Social Class (d10)

| Roll | Social Class | Parent's Occupation (d10 Roll) |
|-------|--------------|--|
| 1 | Outlaw | (1 - 2) Bandit , (3 - 4) Brigand, (5 - 6) Hermit , (7 - 8) Pirate, (9) Slave , (10) Thug |
| 2 - 3 | Clansman | (1) Chieftain or War Chief , (2 - 3) Horseman, (4 - 5) Hunter , (6) Scout , (7) Shaman or Witch , (8 - 10) Warrior |
| 4 - 6 | Freeman | (1 - 2) Farmer , (3 - 4) Fisher , (5 - 6) Herder , (7) House Servant or Midwife , (8 - 9) Laborer, (10) Trader |
| 7 - 8 | Artisan | (1) Adventurer , (2 - 4) Artisan , (5) Bard or Fortune Teller , (6) Courtesan or Entertainer , (7) Healer , (8) Householder , (9) Magician, (10) Sage |
| 9+ | Citadel Born | (1) Constable (as Warlord**), (2 - 3) Guard, (4) Herald, (5 - 6) Merchant , (7 - 8) Noble , (9) Priest , (10) Sorcerer |

Woodland Kingdoms Social Class (d10)

| Roll | Social Class | Parent's Occupation (d10 Roll) |
|-------|--------------|--|
| 1 | Outlaw | (1 - 3) Bandit , (4) Beggar , (5 - 6) Brigand, (7 - 9) Hermit or Witch , (10) Thug |
| 2 - 3 | Forester | (1 - 2) Fisher , (3 - 4) Herder , (5 - 7) Hunter , (8 - 9) Laborer , (10) Scout |
| 4 - 6 | Commoner | (1) Entertainer or Fortune Teller , (2 - 3) Farmer , (4) House Servant or Midwife , (5) Innkeeper , (6) Magician, (7 - 8) Trader , (9 - 10) Warrior |
| 7 - 8 | Merchant | (1) Adventurer , (2 - 3) Artisan , (4) Bard, (5) Healer , (6) Householder , (7) Merchant , (8) Priest , (9) Sage, (10) Scribe or Cartographer |
| 9+ | Noble | (1) Constable, (2 - 3) Guard, (4) Herald, (5 - 6) Knight, (7 - 8) Noble , (9) Seneschal, (10) Sorcerer |

* In this culture, the 'Warrior' occupation specifically refers to hired mercenaries unaffiliated with any ruler.

** In this culture, the 'Constable' occupation takes the form of autonomous military rulers known as 'warlords.'

b. Lineage and Birth

Your lineage determines what's flowing through your veins, be it the blood of common workmen or forgotten kings. Most characters roll on the common lineage table, though if you are member of your culture's highest social class, you roll on the noble lineage table. Halflings may never roll on the noble lineage table (unless the DM states otherwise), but they may always choose to replace the result of their roll with Blood of Wanderers. Dwarves may always choose to replace the result of their roll with Blood of Stone. Eladrin may always choose to replace the result of their roll with Blood of Citizens. Elves may always choose to replace the result of their roll with Blood of Hunters (Half-Elves may also do this, but only for determining the lineage of their Elven parent). Dragonborn and Tieflings, being the scattered survivors of a fallen empire, may always choose to roll on the noble lineage table, regardless of current social class. In many cases, a lineage may be wholly inappropriate for a character of a certain race. In such cases, either reroll any incongruent results or, if available, simply choose the race's default lineage.

If you are initially rolling on the noble lineage table, roll once for each parent. If you are initially rolling on the common lineage table, first roll a **d4**. On a roll of 1 - 3, roll once and take the result as the lineage for both parents (unless you get a Noble or Exotic lineage, in which case roll again for your second parent). On a roll of 4, you have an uncommonly diverse background for a commoner, so roll once for each parent. If you have a child, roll randomly to determine which lineage you pass on. Lineage may partly shape your character's personality, but it also articulates your family history and, possibly, reputation. Keep in mind, your lineage concerns your actual parents. If your character does not know who his parents are, have your DM determine your character's lineage in secret.

There is a small possibility that someone of common status descends from noble lineage. This means that your family fell in social status at some point. If you want to know why, you may roll on the Noble Blood, Common Life table to determine the reason for your family's decline.

Noble Blood, Common Life (d8)

| Roll | Reason for Decline |
|------|---|
| 1 | Disgraced! A noble ancestor was disgraced and stripped of his title. |
| 2 | Conquered! A noble ancestor was conquered and lost all of his holdings. |
| 3 | Bastard! Someone in your line is the bastard child of a noble. |
| 4 | Lost! Someone in your line was a nobleman's child who got lost and was raised as a commoner. |
| 5 | Ebb and Flow. Your line just gradually declined in power and influence over the course of history. |
| 6 | Walked Away! Someone in your line was a nobleman who chose to live the life of a commoner. |
| 7 | Overthrown! A noble ancestor lost all of his holdings in a peasant uprising. |
| 8 | Usurped! A noble ancestor was denied his rightful inheritance by treacherous relatives. |

Common Lineage (d100)

| Roll | Lineage |
|---------|---|
| 1 - 10 | Blood of the Harvest: You descend from early farmers who devoted themselves to the soil. |
| 11 - 20 | Blood of Hunters: Your ancestors were people of the wild, close to nature and rich in spirit. |
| 21 - 30 | Blood of Seafarers: Your ancestors traveled the ancient seas and made their living on wild coastlines. |
| 31 - 40 | Blood of Shepherds: You descend from the herdsmen who have long dwelled in the countryside. |
| 41 - 50 | Blood of Warriors: You descend from a line of disciplined and proud warriors. |
| 51 - 55 | Blood of Citizens: You descend from inhabitants of the great cities of the ancient world. |
| 56 - 60 | Blood of Riders: You descend from a line of ancient horsemen who ruled the untamed flatlands. |
| 61 - 65 | Blood of Scoundrels: You descend from a line of vagrants and criminals. |
| 66 - 70 | Blood of Slaves: Your ancestors were slaves and servants in the ancient world. |
| 71 - 75 | Blood of Stone: You descend from the rugged and independent inhabitants of the highlands. |
| 76 - 80 | Blood of Wanderers: Your ancestors were wanderers, either nomads or a group displaced by tragedy. |
| 81 - 82 | Blood of Invaders: You bear the features of foreign barbarians who once ruled over your homeland. |
| 83 - 84 | Blood of the Devout: You descend from a subculture known for its religious fanaticism. |
| 85 - 86 | Blood of Story: You descend from a proud minor ethnicity that has thrived within a larger culture. |
| 87 - 88 | Blood of Trials: You descend from a minor ethnicity that dwells in a nearly inhospitable region. |
| 89 | Blood of the Chosen: You descend from a minor ethnicity considered to be blessed by a major deity. |
| 90 | Blood of Song: You descend from a line of folk heroes who are the subject of many local tales. |
| 91 | Blood of the Forgotten: You descend from a minor ethnicity that has nearly died out. |
| 92 | Blood of Guardians: You descend from a people charged with defending a sacred artifact or location. |
| 93 | Blood of Heretics: You descend from a subculture despised for their unorthodox religious practices. |
| 94 | Blood of Outcasts: You descend from a minor ethnicity considered to be cursed. |
| 95 | Blood of Rebels: You descend from a minor ethnicity which has long fought for its independence. |
| 96 | Blood of Secrets: You descend from members of a secret society dedicated to some ancient cause. |
| 97 | Blood of Shame: You descend from a disgraced people who long ago fell from power and nobility. |
| 98 - 99 | <i>fallen nobility (roll on the Noble Lineage table)</i> |
| 100 | <i>roll on the Exotic Lineage table</i> |

Noble Lineage (d100)

| Roll | Lineage |
|----------|---|
| 1 - 10 | <i>new nobility (roll on the Common Lineage table)</i> |
| 11 - 20 | Blood of the Champion: You descend from a great warrior who earned his nobility in combat. |
| 21 - 30 | Blood of the Merchant: You descend from a famous merchant who accumulated a vast fortune. |
| 31 - 40 | Blood of the Seneschal: You descend from a long line of respected advisers and administrators. |
| 41 - 60 | Blood of the Vassal: You descend from a long line of minor but respected lords. |
| 61 - 62 | Blood of the Ancients: You descend from the legendary rulers of ancient kingdoms and empires. |
| 63 - 64 | Blood of the Brigand: You descend from an infamous warlord who earned his rank through force. |
| 65 - 66 | Blood of the Builder: You descend from the founder of a major city or citadel. |
| 67 - 68 | Blood of the Conqueror: You descend from a ruler who came to your homeland as a conqueror. |
| 69 - 70 | Blood of the Counselor: You descend from the famous adviser of a great ruler. |
| 71 - 72 | Blood of the Craftsman: You descend from a legendary craftsman whose works are still treasured. |
| 73 - 74 | Blood of the Crusader: You descend from a great hero who fought in the name of a major deity. |
| 75 - 76 | Blood of the Defender: You descend from a ruler who once drove back from a terrible invasion. |
| 77 - 78 | Blood of the Holy: You descend from a famous religious leader. |
| 79 - 80 | Blood of the Pious: You descend from a ruler responsible for the construction of many temples. |
| 81 - 82 | Blood of the Poet: You descend from a great poet whose works are beloved by your people. |
| 83 - 84 | Blood of the Scholar: You descend from a famous scholar, either a philosopher or theologian. |
| 85 - 86 | Blood of the Slayer: You descend from a hero who defeated a great beast or villain. |
| 87 - 88 | Blood of the Steward: You descend from a great steward who ruled during a king's absence. |
| 89 - 90 | Blood of the Traitor: You descend from a noble who once waged war against his own liege. |
| 91 - 92 | Blood of the Tyrant: You descend from infamous and hated lord. |
| 93 - 94 | Blood of the Usurper: You descend from a ruler who wore the crown illegitimately. |
| 95 - 96 | Blood of the Wizard: You descend from a legendary wizard who gave counsel to many great rulers. |
| 97 - 98 | Blood of Royalty: You are a member of the current ruling family (or if you are a member of a displaced race such as Tieflings, you are a direct descendent of your people's last known ruler). |
| 99 - 100 | <i>roll on the Exotic Lineage table</i> |

Exotic Lineage (d20)

| Roll | Lineage |
|---------|---|
| 1 | Dragon's Seed: You descend from a powerful dragon who took on a lesser form to copulate with a member of your race. |
| 2 | Touch of Death: You descend from a powerful undead creature who reproduced with a living member of your race. Roll a d4. On a roll of 1, a religious sect knows of your lineage and seeks to destroy you. Gain an Adversary. On a roll of 4, the undead creature still exists and now seeks its descendants out for its own ends. Gain an Adversary. |
| 3 | Blood of the Shadowfell: You descend from a creature native to the Shadowfell. |
| 4 | Blood of the Dark Prophet: You descend from a hated religious leader. Roll a d4. On a roll of 1 or 4, your ancestor's cult still exists and seeks you out for their own evil ends. Gain an Adversary. |
| 5 | Blood of the Despot: You descend from a villainous ruler who was overthrown long ago. |
| 6 | Blood of the Fallen: You descend from a divine being who was condemned to mortality. |
| 7 | Blood of the Madman: You descend from an infamous villain known for his depraved madness. |
| 8 | Mark of the Lamb: You descend from a line of people who were bred by a secret cult to produce a perfect mortal vessel for their evil god. Gain an Adversary. |
| 9 | Seafarer's Bastard: You descend from a humanoid sea creature such as a merman. |
| 10 - 12 | Blood of the Orient: Your family originates from a distant and unknown realm. Roll a d4. On a roll of 1 or 4, your family fled to escape a terrible threat. Gain an Adversary. |
| 13 | Blood of the Unlucky: You descend from a long line of unlikely and unwilling adventurers. Roll a d4. On a roll of 1 or 4, some villainous organization blames you for your ancestor's deeds and now seeks revenge. Gain an Adversary. |
| 14 | Blood of the Lost King: You are a direct descendent of a fallen royal line. Roll a d4. On a roll of 1, your line is still hunted by a secret organization. Gain an Adversary. On a roll of 4, your line is the focus of an ancient conflict between two secret organizations. Gain an Adversary and an Ally. |
| 15 | Blood of the Ascendant: You descend from a great hero who ascended to divinity. Roll a d4. On a roll of 1, there is a cult devoted to your ancestor and his descendants. Gain a Worshipper. On a roll of 4, there is a cult devoted to destroying your ancestor's descendants. Gain an Adversary. |
| 16 | Blood of the Forgotten Hero: You descend from a legendary hero whose deeds are remembered only by a select number of scholars. |
| 17 | Blood of the Messiah: You descend from a line that some believe will one day produce a great religious leader. Roll a d4. On a roll of 1 or 4, a secret cult watches over you. Gain an Ally. |
| 18 | Blood of the Feywild: You descend from a creature native to the Feywild (other than an Eladrin). |
| 19 | Touch of the Arcane: One of your ancestors was created by arcane forces. Roll a d4. On a roll of 1, your ancestor's creator still lives and considers you family. Gain an Ally. On a roll of 4, a secret organization knows of your lineage and considers you an abomination. Gain an Adversary. |
| 20 | God's Seed: You descend from a demi-god, a child of a major deity. Roll a d4. On a roll of 1, there is a cult devoted to your ancestor and his descendants. Gain a Worshipper. On a roll of 4, there is a cult devoted to destroying your ancestor's descendants. Gain an Adversary. |

Next, you roll a **1d12** to determine the month of your character's birth. To determine the day of your birth, roll a d100 and reroll any result over 30. After you have determined your birth month, you may see if your birth was marked by an omen. Roll a **1d12**. On a roll of **1**, you are marked by an ill omen. On a roll of **12**, you are marked by a good omen. To determine the general interpretation of the omen, roll on the appropriate table below. However, deciding the actual meaning of the omen will be left up to your DM.

Enigmatic Omens (d8)

| Roll | Omen |
|------|---|
| 1 | The spirit of an ancestor appears at your birth. |
| 2 | An eclipse occurs while your mother is in labor. |
| 3 | A dragon is seen nearby. |
| 4 | As you are born, a nearby hunting party slays a rare and grotesque monster. |
| 5 | Your mother speaks in prophecy during labor. |
| 6 | A two-headed animal is born at the same time you are. |
| 7 | You are unusually self-aware during your birth. Somehow, you still remember it vividly to this day. |
| 8 | You emerge calmly and silently. You do not begin to cry until several days after your birth. |

Good Omens (d12)

| Roll | Omen |
|------|--|
| 1 | You are born with a caul! You are favored by Avandra, goddess of luck. |
| 2 | A comet is seen the sky! You are favored by Bahamut, god of justice and honor. |
| 3 | A rare flower blooms near the site of your birth. You are favored by Corellon, god of beauty and the arts. |
| 4 | A white star flickers with rare intensity! You are favored by Erathis, goddess of civilization. |
| 5 | An owl watches over your birth! You are favored by Ioun, god of knowledge and skill. |
| 6 | You are born as your people emerge victorious in a nearby battle. You are favored by Kord, god of war. |
| 7 | A great stag wanders near the site of your birth. You are favored by Melora, goddess of the wild. |
| 8 | The earth trembles upon your birth! You are favored by Moradin, god of creation and artisans. |
| 9 | Your birth causes your mother no pain! You are favored by Pelor, the merciful god of the sun. |
| 10 | A raven watches over your birth. You are favored by the Raven Queen, the mysterious goddess of death. |
| 11 | A rare fey creature is seen near the site of your birth. You are favored by Sehanine, goddess of trickery. |
| 12 | <i>roll on the Enigmatic Omens table</i> |

III Omens (d10)

| Roll | Omen |
|------|--|
| 1 | A fire rages during your birth! You are marked by Asmodeus, Lord of the Nine Hells. |
| 2 | A terrible storm rages during your birth! You are marked by Bane, the dark god of conquest. |
| 3 | A spider bites your mother during your birth! You are marked by Lolth, Demon Queen of Lies. |
| 4 | Your mother is blinded in one eye upon your birth! You are marked by Gruumsh, god of destruction. |
| 5 | You are born with an emaciated, stillborn twin! You are marked by Tiamat, goddess of greed and envy. |
| 6 | You are nearly strangled by your umbilical cord. You are marked by Torog, god of jailers and torturers. |
| 7 | Dead animals are found near the site of your birth. You are marked by Vecna, god of the undead. |
| 8 | A venomous snake watches over your birth. You are marked by Zehir, god of darkness and poison. |
| 9 | All those present at your birth suffer terrible nightmares for weeks after. You are marked by the Abyss! |
| 10 | <i>roll on the Enigmatic Omens table</i> |

c. Family and Childhood

The third step of the Fate Stream decides the nature of your family life and childhood. If you are an orphan or a foundling, you may decide whether or not you had an actual family life. If you decide not to have any family, treat any result that refers to a parent or sibling as if it referred to yourself, an authority figure, or a close childhood friend. So, for example, ‘Parent Jailed’ could be changed to mean that you spent your childhood in prison, and ‘Sibling Killed’ could be changed to mean that your closest friend was murdered.

To determine the composition of your family, roll a **d10**. A roll of **1 - 5** tells you the number of siblings you have. A roll of **6** means you have a single half-sibling. A roll of **7 - 10** means that you are an only child. Now, roll a **d10** to determine your birth order (1 = first-born, 2 = second-born, etc.). If you roll between a **3 - 6** and that number exceeds the number of children your parents had (your siblings + you), an even number indicates you are the first-born child, and an odd number indicates you are the last born child. On a roll of **10**, however, you are a twin (roll again to determine placement, with further rolls of 10 indicating triplets, quadruplets, etc. until you run out of siblings). Finally, roll a **1d4** to determine each sibling’s gender. **1 - 2** gives you a sister, **3 - 4** gives you a brother. If you are rolling to determine the gender of a twin, rolling an even number that indicates a twin of the same gender means you are identical twins.

Finally, roll on the Family Attitude table for each parent and sibling. If you have an Enemy, roll on the Hatred table to determine the cause of the animus. If you have an Agent among your *siblings* (a parent’s devotion does not need to be explained), roll on the Devotion table to determine the reason for your special relationship.

Family Attitude Table (d10)

| Roll | Relation |
|-------|--|
| 1 | Enemy: The character despises you and actively seeks to do you harm. |
| 2 | Rival: The character competes with you and may be envious, or vice versa. |
| 3 | Skeptic: The character distrusts you, though he/she will not seek to undermine you. |
| 4 - 5 | Fellow: The character is on cordial terms with you but bears no strong affection. |
| 6 - 7 | Friend: The character likes you and the two of you get along well. |
| 8 - 9 | Ally: You and the character are very close and will actively aid one another when needed. |
| 10 | Agent: The character is devoted to you. The two of you share a unique and special bond. |

Hatred Table (d10)

| Roll | One of you... |
|------|---|
| 1 | ... caused the death of a loved one , either by accident or on purpose. |
| 2 | ... made a false accusation against the other , causing trouble with your family, employers, or the law. |
| 3 | ... caused a loss of standing or reputation , whether by gossip or direct action. |
| 4 | ... caused a major humiliation . |
| 5 | ... caused a physical disability . |
| 6 | ... deserted or betrayed the other . |
| 7 | ... caused the exile of the other . |
| 8 | ... foiled the other's plans , be they romantic, business, or military... for caused, sport, or by accident! |
| 9 | ... just plain rubbed the other the wrong way . |
| 10 | ... has no clue . One of you simply has an irrational hatred of the other. |

Devotion Table (d6)

| Roll | One of you... |
|-------|--|
| 1 - 2 | ... always felt obligated to keep the other out of harm's way . |
| 3 | ... shared a traumatic experience with the other . |
| 4 | ... saved the other's life or saved the life of someone the other loves . |
| 5 | ... is responsible for the other finding happiness or fortune . |
| 6 | ... willfully took the heat for the other over some major accusation . |

Now, roll a **d12** to determine the most significant formative event of your childhood. A roll of 1 indicates that you had a generally uneventful childhood. A roll of 2 - 6 indicates that you should roll on the Good Fortune table. A roll of 7 - 11 indicates a roll on the Ill Fortune table. A roll of 12 indicates that you should roll once on each. If you do not want to have an uneventful childhood, you can always reroll a 1!

New Relationships: In the Fate Stream, you may gain new relationships. If nothing is indicated about that character, you determine who they are randomly. First, roll a **1d6**. On a **1-3**, the character comes from your culture and social class, roll to determine their occupation. On a roll of **4-5**, the character comes from your culture but not your class, roll to determine their class and occupation. On a **6**, roll to determine the character's culture, class, and occupation. To make these rolls, you don't have to decide parental occupation, birthplace, etc.. To decide their culture, choose their race then roll a d10 on the Culture table. To decide their social class, just roll a d10 with no modifiers on the social class table. To determine their occupation, just roll a d10 on the occupation table associated with their culture and social class. In some cases, the Fate Stream may indicate that a character of a certain relationship type dies. If this happens, choose an applicable character from your relationship list and remove him.

In some cases, a result may indicate that you have a new relationship with an entire organization instead of an individual character. It is up to your DM to decide the extent of the benefits or problems an organization creates for your character. Also, your relationship with an organization does not change. You can choose to voluntarily leave or betray an allied organization, just as you can attempt to destroy an adversarial organization, but no Fate Stream event can change the nature of your relationship with an organization, nor can an organization 'die' or be 'killed' by a Fate Stream event.

New Occupations: Some Fate Stream events give your character access to occupations that would normally be unavailable. In some cases, these occupations represent opportunities for social advancement. However, ascending through the social ranks like this does not immediately alter your social class. In most societies, you will still be looked down upon by nobles and many freemen who know of your lowly origins. The only universally 'respectable' way of increasing your social standing is by performing heroic deeds and amassing superhuman powers. The Fate Stream does not offer such opportunities, so you'll have to actually kill some monsters if you want to prove yourself in that way. If you are playing an outsider in a foreign culture (such as a member of a rare race), reactions are more complex. Some delight in the idea of a true outsider rising through the ranks of society, whereas others would rather crown a beggar than see a member of another species attain a position of honor and prominence.

If you are playing a female character in a campaign setting without gender equality, any occupation that becomes available through a Fate Stream is not restricted due to your gender. Instead, you have broken through social mores and have established yourself as the exception to the rule. This is also the case if you are granted access to an occupation far above your actual social class.

Childhood Ill Fortune Table (d20)

| Roll | Ill Fortune |
|------|---|
| 1 | Accident. You were involved in an accident that either left you briefly disabled or killed another child. |
| 2 | Maltreatment. You were mistreated at the hands of a heartless adult, perhaps even a parent. Roll a d4. On a 1, that person still lives and you gain an Enemy (or if you choose, a parent becomes an Enemy). |
| 3 | Disease. You survived a brush with a fever or plague. |
| 4 | Parental Loss. One or both parents died during your childhood. Roll a d10. On a 1 - 4, your father died. On a 5 - 8, your mother died. On a 9 - 10, both parents died. |
| 5 | Family Loss. One or more siblings died during your childhood. Roll a d4 to determine the number. |
| 6 | Torment. You were tormented and mocked by other children. |
| 7 | Homeless. Your childhood home was destroyed either by natural disaster or war. Roll a d4 and subtract 1 from the result. That number of siblings die. When choosing your occupation at the beginning of the 'Adulthood' phase, you do not get to take your mother or father's occupation. Instead, you must roll for an occupation in the social class beneath yours or take an occupation opened up by a Fate Stream event. |
| 8 | Monster. You had a traumatic encounter with a monster. |
| 9 | Witness. You witnessed a terrible crime or atrocity. Roll a d4. On a roll of 1 or 4, the crime's perpetrator knows and you gain an Adversary. |
| 10 | Parent(s) Jailed. One or both of your parents were jailed for alleged crimes. Roll a d10. On a 1-7, your father was jailed. On an 8-9, your mother. On a 10, both. Then, roll a d4. On a roll of 1 or 4, your parent [s] was falsely accused. You take on their accuser as an Enemy. |
| 11 | Tyrant. Your community was oppressed by a tyrant. Gain a Lord, Noble, or Sorcerer as an Adversary. |
| 12 | Family Disgraced. Your entire family was disgraced. You grew up as pariahs in your community. Roll a d4. On a roll of 1 or 4, you were unfairly persecuted, and you gain the accuser as an Enemy. |
| 13 | Parent Murdered. One or both parents were murdered during your childhood. Roll a d10. On a 1 - 4, your father was murdered. On a 5 - 8, your mother was murdered. On a 9 - 10, both parents were murdered. Roll a d4. On a 1 - 2, the killer still lives and you gain an Enemy. |
| 14 | Sibling Killed. One of your siblings was murdered. Roll a d4. On a 1 - 2, the killer still lives and you gain an Enemy. |
| 15 | Kidnapped. You were kidnapped and held for ransom. Roll a d4. On a 1, the person responsible still lives and you gain an Enemy. You may take Slave as your occupation, regardless of your culture. |
| 16 | Possessed. You were briefly possessed by a malevolent supernatural entity. Roll a d4. On a 1, the entity still hunts you, seeking to use you or a loved one as a vessel. Gain an Adversary. |
| 17 | Parental Departure. One but not both of your parents left your family to pursue an unknown endeavor. |
| 18 | Nightmares. You were troubled by visions of a bleak and terrible future. |
| 19 | Lost. You were lost in the wilderness for an extended period of time and forced to fend for yourself. You may take Scout as your occupation, regardless of your culture. |
| 20 | Coma. You fell into a coma, during which your soul ventured through the Shadowfell. |

Childhood Good Fortune Table (d20)

| Roll | Good Fortune |
|------|---|
| 1 | Active Youth. You were an active, physical young person. Depending on what is available to your culture, you may choose Hunter, Warrior, or Scout as your occupation. |
| 2 | Dreamer. You were a precocious, creative, and inquisitive child. Depending on what is available to your culture, you may choose Bard, Entertainer, Magician, or Shaman as your occupation. |
| 3 | Apt Pupil: You were an attentive and responsive student. Depending on what is available to your culture, you may choose Alchemist, Healer, Magister, Sage, or Scribe as your occupation. |
| 4 | Clever. You were a clever, ambitious, and quick-witted child. Depending on what is available to your culture, you may choose Householder, Merchant, or Trader as your occupation. |
| 5 | Childhood Patron: You attracted the attention of strong forces and patrons in your culture. You may choose any occupation from the next higher social class. You gain an Ally from that same social class. |
| 6 | Saved a Life. Your quick actions and thinking saved someone's life. You gain a Friend. |
| 7 | First Love. You found love early. Roll a d4. On a 2 -4 , that person is still involved in your life. Roll another d4. On a 1 - 2, you gain a Lover. On a 3 - 4, you gain a Friend. |
| 8 | Childhood Friend. You had a childhood best friend with whom you are still close. You gain a Friend. |
| 9 | Temple Assistant. You were chosen to assist the priests or priestesses of a local temple. You may choose to be a Priest or Priestess when determining your occupation. |
| 10 | Wizard's Assistant. You were hired as an assistant by a Wizard who taught you the arcane arts in depth. You may choose to be a Mage, regardless of your culture. |
| 11 | Rare Talent. You had a rare talent for a certain craft. You may choose Artisan as your occupation. |
| 12 | Mentor. You had a wise and generous mentor with whom you are still close. You gain an Ally. |
| 13 | Visions. You had visions of the future and learned how to interpret them. You may choose Fortune Teller as your occupation, regardless of your culture. |
| 14 | Fey Touched. You have an unusually strong connection to the arcane and the natural world. You may choose Shaman as your occupation, regardless of your culture. |
| 15 | Child Hero. You killed a deadly monster while on a hunt and were treated as a hero in your community. You may choose Warrior or Hunter as your occupation, regardless of your culture. |
| 16 | Heroic Sibling. An older sibling or cousin was an adventurer who took you along on his exploits from time to time. You may choose Adventurer as your occupation, regardless of your culture. If you don't have an older sibling, you gain an Ally. |
| 17 | Charity. You performed a charitable deed that earned you a loyal friend. You gain an Ally from your culture's lowest social class. |
| 18 | Messenger. You worked as a messenger for powerful individuals. You gain 1d4 Contacts. |
| 19 | Golden Age. You grew up during a time of rare peace and prosperity. You gain 1d4 Friends. |
| 20 | Lucky. Chance events caused you to rise through society with ease. You may choose any occupation from your culture's highest social class except Mage or Sorcerer. You gain 1d4 Allies. |

d. Adulthood

The final step of the Fate Stream decides what happened to you after you became an adult. First, you choose your adult occupation. If you are male, you may take your father's occupation. If you are female, you may take your mother's. If you gained access to an occupation through childhood events, you may also choose from those. Alternately, you can try to 'make it on your own' and roll for an occupation in the social class beneath yours (if you're already in the lowest social class, you can't sink any further, so just roll in your own). If you roll in this manner, you *must* take the result. Some occupations are restricted to characters trained in a certain core skill (occupations are described in appendix I). If all available occupations are restricted to your character (even after rolling to 'make it on your own'), roll on the occupation table for the social class beneath yours until you arrive at an occupation accessible to you. After you've arrived at an initial occupation, add 1 Rival, 1 Skeptic, 1 Fellow, 1 Friend, and 1 Ally to your relationships list. Each must be from your original social class or the social class of your initial occupation.

After you've chosen your occupation and added your adult relationships, you determine the major events of your adult life. Roll a **d12** five times on the Fate Stream Event table below. Then, for each result, roll again on the table indicated. This lays out the chronological development of your adult life. Five rolls is considered appropriate for a character in early adulthood. If your character is middle-aged or older, you may wish to roll for more events. You may only receive the same result from the Minor Good Fortune, Minor Ill Fortune, Major Good Fortune, Major Ill Fortune, and Great Adventure table once. If you roll the same result again on any of those tables, reroll on that table until you get an entirely new event.

After you have determined your Fate Stream events, if you are dissatisfied with where your character ended up, you may roll once on the event table associated with your character's class. This determines how your character came to discover his extraordinary abilities. Rolling on this final table is strictly optional. If you already have an occupation that adequately explains how you developed your class features, you do not have to roll on your class table. You may have an opportunity to change your occupation over the course of these events. If you do so, the occupation you change into determines what Secondary Skills you possess.

Fate Stream Events (d12)

| Roll | Event | Roll | Event |
|-------|--------------------|------|--------------------|
| 1 - 2 | Nothing Happened | 9 | Friends and Foes |
| 3 - 4 | Minor Good Fortune | 10 | Major Good Fortune |
| 5 - 6 | Minor Ill Fortune | 11 | Major Ill Fortune |
| 7 - 8 | Romance | 12 | Great Adventure |

Minor Good Fortune (d20)

| Roll | Event |
|------|--|
| 1 | Advisor. You meet a local wise man. Gain a Sage or Fortune Teller as a Friend. |
| 2 | Outcast Ally. You provide aid or charity to a grateful outcast. Gain a Beggar or Hermit Ally. |
| 3 | Outlaw Contact. A local gang takes a liking to you. Gain a Bandit, Brigand, or Thief Contact. |
| 4 | Beloved Pet. You gain a small animal, such as a dog or cat, as an Agent. |
| 5 | Friendly Half-Sibling. You befriend a half-sibling that you didn't know you had. Gain a friend from your social class or the social class beneath yours. |
| 6 | Group Contact. You gain the attention of a powerful group - a guild, Temple, Order, etc. The group as a whole is now considered a Contact. |
| 7 | Visitor. You meet a traveler from another culture. Gain a Contact from a different culture. |
| 8 | Aid Adventure. You play a small role in a minor adventure. Gain an adventurer as a Contact. |
| 9 | Threat Vanquished. You participate in a hunt that rids your community of a group of minor monsters. Gain two Fellows, either of whom can be a Hunter or Warrior. |
| 10 | Good Reputation. You earn a reputation as an important part of your community. Gain two Contacts. |
| 11 | Apprentice. You tutor a youth. Gain a friend of your current occupation. |
| 12 | Memorable Achievement. You excel at your occupation and achieve minor fame with the creation or achievement of something unique or memorable. Gain two Contacts from your occupation. |
| 13 | Heirloom. You are entrusted with a precious family heirloom. For now, it appears mundane, but at the DM's discretion, it may possess some hidden magical potential. |
| 14 | Standing Offer. You were invited to join an adventuring party but you declined. You gain an Adventurer as a Contact. |
| 15 | A Favor. A highborn member of your culture owes you a favor. You gain a Contact from a member of your culture's highest social class. |
| 16 | Family Friend. You grow close to a cousin or nephew. Gain a friend from your social class. |
| 17 | Military Contact. You provide aid to a mercenary or soldier. Gain a Warrior or Footman Contact. If you are a member of your culture's highest social class, you may instead choose a Guard. |
| 18 | Merchant Contact. You meet a business owner. Gain an Innkeeper, Merchant, or Trader Contact. |
| 19 | Musical Contact. Depending on your culture, you gain a Bard, Courtesan, or Entertainer as a Contact. |
| 20 | The Best of Times. You have a joyous and prosperous year. Gain two Friends. |

Minor Ill Fortune (d20)

| Roll | Event |
|------|---|
| 1 | Financial Loss. You lost a small amount of money, either through a bad investment, gambling, or carelessness. Roll a d4. On a 1, you were conned, and you gain a Thief as an Enemy. |
| 2 | Crime Victim. You are waylaid and robbed by a bandit, brigand, thief, or trickster. Roll a d4. On a 1, they stole something of tremendous sentimental value, and you gain a Bandit, Brigand, Pirate, or Thief as an Enemy. |
| 3 | Illness. You suffer from a minor disease. |
| 4 | Gossip. You are (falsely?) accused of something: bad behavior, a crime, an accident, etc. |
| 5 | Bitter Half-Sibling. You discover that you have a half-sibling who despises your family. Roll a d4. On a 1-2, you gain a Rival. On a 3-4, you gain an Enemy. |
| 6 | Scarred. You were injured or wounded in a particularly nasty way. Roll a d4. On a 1, you were wounded in a fight with an Enemy, or if you have no Enemy, gain a Rival. |
| 7 | Family Loss. A member of your family dies of natural causes. |
| 8 | Nightmares. You are afflicted with visions of a bleak and terrible future. |
| 9 | Faux Pas! You commit a social blunder. Lose a Contact (this <i>can</i> be an organization). If you have no Contacts, a Fellow becomes a Skeptic. |
| 10 | Competitor. Someone at your job begins to compete for power or profit. Gain a Rival. |
| 11 | Lose a Friend. A Friend, Lover, Fellow, Ally, or Agent dies of natural causes. |
| 12 | Injury. You are disabled by a major injury for a short time. Roll a d4. On a 1, you were wounded in a fight with an Enemy, or if you have no Enemy, gain a Rival. |
| 13 | Community Attacked. A group of minor monsters raids your community, but no one you know dies. |
| 14 | False Friend. You make a close friend only to discover that you are being used as part of some petty ploy. Gain a Rival. |
| 15 | Slighted. You offend a nobleman. Gain a Rival from your culture's highest social class. |
| 16 | Bully. You cross paths with an extortionist who intimidates others for personal gain. Depending on what's available to your culture, gain a Footman, Guard, Knight, Legionary, Thug, or Warrior as a Rival. |
| 17 | Corrupted. A friend or beloved family member is pulled into a life of crime. A Friend or Ally becomes a Bandit, Brigand, Cultist, or Pirate. |
| 18 | Cruelty. Knowingly or unknowingly, you commit an act of cruelty against a stranger. Gain a Rival from your culture's lowest or second lowest social class. |
| 19 | Cursed. A local witch puts a hex on you and insists you will meet a tragic fate. |
| 20 | The Worst of Times. You suffer from a year of bad luck and crumbling relationships. You lose two non-familial relationships, each of which must have been with a Contact, Fellow, or Friend. |

Romance (d10)

| Roll | Event |
|------|---|
| 1 | Busy Year. You are very active socially this year, but your affairs are of little lasting consequence. Gain d4 Contacts and d4 Skeptics. |
| 2 | Short Affair. You had a short affair that was enjoyable but didn't really go anywhere. Gain a Fellow. |
| 3 | Bad Affair. You had an affair that ended in heartbreak for the other person. Gain an Enemy (either the person you had an affair with or someone close to that person). |
| 4 | Fine Affair. You had a pleasant affair that ended amicably. Gain a Friend. |
| 5 | Competition. You had an affair that seemed to be going well but ended when another suitor stepped in. Roll a d4. On a 1 - 2, your former lover is still your Friend. On a roll of 3 - 4, you moved on. If your former lover is still your Friend, you gain a Rival. |
| 6 | Tragic Affair. You had an affair with someone that you greatly loved, but it ended tragically. Either they died or somehow the two of you were permanently separated. Roll a d4. On a 1, someone else was responsible for the tragedy and you gain an Enemy. |
| 7 | Loved. You have an affair with someone who genuinely loves you. You gain a Lover. |
| 8 | Love a Rival. You have an intense affair with someone that becomes a competitor. Gain a Rival. |
| 9 | Two-Timed. You gain a Lover who cheats on you with a friend or family member. Choose an Ally, Fellow, or Friend, then roll a d4. On 1 - 2, that character is now a Rival. On a 3 - 4, that character is now an Enemy. You may choose whether or not you wish to discard or keep your Lover. |
| 10 | Great Love. You fall deeply in love. You gain a Lover. Roll a d4 for all other remaining Lovers. On a 1 - 2, they become Rivals, On a 3 - 4, they become Friends. If you roll again on the Fate Stream Events table and receive the 'Romance' result, treat it as 'Nothing Happened' unless your Lover has died. |

Friends and Foes (d10)

| Roll | Event |
|-------|---|
| 1 | Pushed Too Far! A bad situation boils over. A Rival becomes an Enemy, or a Skeptic becomes a Rival. |
| 2 | Betrayal. You are betrayed by the actions of someone close to you. An Ally, Friend, or Fellow becomes an Enemy. |
| 3 | Traitor. You betray someone close to you, either accidentally or on purpose. A Friend, Ally, or Agent becomes an Enemy. |
| 4 - 5 | Falling Out. Choose a relationship other than an Enemy or Rival. You grow apart one level. |
| 6 - 7 | Understanding. Choose a relationship other than Enemy, Ally, or Agent. You bond one level. |
| 8 | Duel! Either you or an Enemy challenges the other to a duel. Roll a d4. On a 1 - 2, you lose but survive, and the Enemy becomes a Skeptic. On a 3 - 4, you kill your Enemy, but one of his family members or allies now seeks revenge, you gain an Enemy of the same culture and social class! |
| 9 | Poetic Justice. An Enemy or Rival is killed by accident or natural causes. |
| 10 | Change of Heart. Due to some extraordinary event, an Enemy or Rival becomes a Friend. |

Major Good Fortune (d20)

| Roll | Event |
|-------|--|
| 1 - 2 | Group Invitation. You are invited to join a powerful group - a guild, Temple, Order, etc. If you accept, that group becomes an Ally. |
| 3 - 4 | Mentor. You meet a 'Master' of your occupation who takes a deep interest in your future. Gain an Ally of your occupation. If you change occupations again before you have completed the Fate Stream, you may change this Ally's occupation to match your own. |
| 5 - 6 | Friend Rises. A Fellow, Friend, or Ally rises in stature. Choose an occupation in the social class above the one the character currently occupies. That character now holds that occupation. You also gain 1d4 Contacts from the character's new social class. |
| 7 | Inherit Land. You come into possession of a piece of property. You may immediately become a Farmer. |
| 8 | Outlaw Ally. A local outlaw gang has made a blood pact with you. A group of Bandits, Brigands, or Pirates becomes an Ally. |
| 9 | Noble Ally. A highborn member of your culture has taken an interest in your future. You gain an Ally from your culture's highest social class. |
| 10 | Religious Experience. You have a profound spiritual experience and develop a close relationship with a spiritual guide. You gain a Priest or Priestess as an Ally. You may also immediately become a Priest or Priestess yourself. If it is available to your culture, you may also become a Templar or Inquisitor. |
| 11 | Visiting Friend. You gain the trust of a foreigner. Gain a Friend from another Culture. |
| 12 | Long Lost Sibling! An older sibling who had been presumed dead returns. Gain a family Friend. |
| 13 | Arcane Contact. A wizard or warlock takes an interest in you. Gain an arcane spellcaster as a Contact. |
| 14 | Local Hero. You commit a heroic deed and bring pride to your community. Any Skeptics among your personal relationships become Fellows. You gain an Ally (the person you saved). |
| 15 | Foundling. You find an abandoned child or infant and decide to help. You gain a [very young] Agent. |
| 16 | Investment Opportunity. You befriend an ambitious entrepreneur who immediately finds success. You gain a Householder as an Ally. You may immediately become a Householder. |
| 17 | Evil Vanquished. An evil entity threatens your community but with a divine hero's help, it is defeated. You gain a cleric or paladin as a Contact. Roll a d4. On a 1, the entity somehow survived and now plots its revenge. Gain a supernatural Adversary. |
| 18 | Salvation. You prevent a despondent friend from committing a self-destructive act. One of your Friends or Allies becomes an Agent. |
| 19 | Leader. After earning a reputation as someone willing to confront powerful forces, you come to be viewed as a leader and advocate for members of your occupation. You gain d4 Allies, all of whom share your occupation. You also, however, gain an Enemy (someone whose business you've disrupted). |
| 20 | Great Year. Luck smiles upon you. You may immediately roll for an occupation in the social class above your original social class (you may choose whether or not you want to take it). You gain 1 Friend and 2 Contacts in the social class above your original social class. |

Major Ill Fortune (d20)

| Roll | Event |
|-------|---|
| 1 - 2 | Lose a Friend to the Enemy. A Lover, Agent, Ally, Friend, or Fellow other than a family member is killed at the hands of an Enemy. If you don't have an Enemy already, gain one. |
| 3 - 4 | Family Loss to Enemy. A member of your family is killed at the hands of an Enemy. If you don't have an Enemy already, gain one. |
| 5 | Suicide. A Lover, Friend, Fellow, or Agent commits suicide. |
| 6 | Disgraced. You fail to uphold the duties of your occupation. You must take a new occupation by rolling on the occupation for your culture and the social class <i>beneath</i> your prior occupation. |
| 7 | Convicted. You are (falsely?) convicted of a crime, and you are either jailed or forced to pay a penalty. Roll a d4. On a 1, you were falsely accused and you gain your accuser as an Enemy. |
| 8 | Accident. You cause an accident that injures or kills someone. Gain an Enemy. |
| 9 | Madness! You are briefly afflicted with some sort of madness, be it mere melancholia or full blown hallucinatory mania. Some lose faith in you. 1d4 Fellows and/or Friends become Skeptics. |
| 10 | Botched. You fail at some important task, causing great misfortune for an Ally. An Ally becomes a Skeptic. You may apply this result to an organization. In that case, an Ally becomes a Contact. |
| 11 | Invasion. Your community is invaded by a minor horde of raiders or monsters. You participate in the fight against them, but the conflict bears a terrible cost. A Fellow, Friend, Ally, Agent, or Lover dies. |
| 12 | Shamed. You commit an immoral act that disappoints your friends and family. Any personal relationship higher than Skeptic is reduced by one level. |
| 13 | Tyrant. Your community is terrorized by an evil ruler. Gain a Lord, Noble, or Sorcerer as an Adversary. If you've already received the 'Tyrant' or 'Rebellion' result, this is either the same tyrant or an heir. |
| 14 | Cursed. You run afoul of a minor spellcaster. Gain a Witch, Magician, or Shaman as an Enemy. |
| 15 | Captured. You are held captive by a group of outlaws. Roll a d4. On a 1 - 2, they were killed during your rescue. On a 3 - 4, they're still active, and you gain a group of Brigands or Pirates as an Enemy. |
| 16 | Conspiracy. Someone tries to set you up for social and financial ruin. They fail, but you gain an Enemy. |
| 17 | Illegitimate. You find out that you are not your father's true child. Roll to determine your true father's lineage. First, however, roll a d4. On a 1-2, roll on the Common Lineage table. On a 3-4, roll on the Noble Lineage table. If you don't know who your real father is anyway, ignore this result and reroll on this table. |
| 18 | Disappearance. An Agent, Ally, Friend, or Lover disappears mysteriously. |
| 19 | Loss of Faith. You lose your faith in the benevolence of the gods. Any Fellow, Friend, or Ally who is also a Priest, Priestess, Templar, or Inquisitor becomes a Skeptic. If you hold any of these occupations, you immediately become a Sage instead. If you are a Shaman, you immediately become a Hermit. Any event that again gives you access to religious occupations involves the restoration of your faith. |
| 20 | Disaster! War or a natural disaster destroys your home and all your possessions. Unless you are an Adventurer, you must immediately roll for a new occupation in the social class <i>beneath</i> your original social class. Roll a d4 and subtract 1. That number of Fellows, Friends, and Allies die in the disaster. If you received the 'Homeless' result as a childhood Ill Fortune, ignore this result and reroll on this table. |

Great Adventure (d12)

| Roll | Event |
|------|---|
| 1 | Great Conflict! You are swept up in a military conflict. You may immediately take any of the following occupations if it is available to both your culture and either your current social class or one class higher than yours: Corsair, Footman, Horseman, Knight, Legionary, Warrior. If you choose to take one of these occupations (or if you already hold one of these occupations), gain an Ally from that occupation. |
| 2 | Adventure! You embark on a journey with a group of experienced adventurers who show you how to survive in the wilds. Gain d4 Adventurers, Traders, and/or Scouts as Fellows. You may now take any of the following occupations: Adventurer, Cartographer, Scout, Trader. |
| 3 | Famine! Your home region is devastated by famine and drought. You survive, but d3 characters with whom you have personal relationships die due to starvation, malnutrition, or crime. If you choose, you may immediately become a Bandit. |
| 4 | Secret! You learn an important secret that has been hidden either by the ages or a powerful force. Consult with your DM about the exact nature of the secret. You gain a powerful Adversary. |
| 5 | Plague! The plague devastates your home region. You survive, but d3 characters with whom you have personal relationships perish. You may immediately any of the following occupations if it is available to both your culture and either your current social class or one class higher than yours: Healer, Magician, Priest, Priestess, Shaman, Witch. |
| 6 | Blood Feud! Your Friends and Family are caught up in a deadly feud with a neighbor, rival family, or local ruler. You survive, but d3 Friends, Allies, or Agents are killed. You gain an Enemy of the entire group with whom you are feuding. |
| 7 | Heresy! A wave of destructive religious fanaticism sweeps over your homeland! A Friend, or Ally joins up and becomes a Skeptic. You may immediately take any of the following occupations if it is available to both your culture and either your current social class or one class higher than yours: Inquisitor, Priest, Priestess, Templar. If you take one of these occupations or already hold one of these occupations, your former Friend/Ally becomes an Opponent and the heretical movement becomes an Adversary. |
| 8 | Plans Within Plans! You get caught up in a grand conspiracy. You gain one organization as an Ally. You gain another organization as an Adversary. |
| 9 | Terrible Monster! A great monster terrorizes your homeland. It kills d3 Fellows, Friends, Allies, Agents, or Lovers. You take part in slaying it and earn some renown for doing so. You may immediately take any of the following occupations if it is available to both your culture and either your current social class or one class higher than yours: Adventurer, Footman, Horseman, Knight, Legionary, Warrior. |
| 10 | Great Fortune! You invent an innovative device, create an incredible work of art, discover a valuable mine, or establish a lucrative trade route. You may immediately become an Artisan or Merchant, regardless of your culture. You gain 1d4 Contacts among your culture's highest social class. |
| 11 | Rebellion! You aid a rebellion against an oppressive tyrant. You gain the rebel group as an Ally. If you have not already received 'Tyrant' result, you gain the evil ruler as an Adversary. |
| 12 | Death and Resurrection! You are killed in a bizarre accident. You perish but mysterious arcane forces intervene and restore you to life. A powerful supernatural entity, however, had sought to claim your soul. You gain a powerful Adversary. Roll a d4. On a 1 - 2, you also have a powerful but unknown Ally. |

Arcane Class Event (d6)

| Roll | Event |
|------|--|
| 1 | Arcane Mentor: You are taken in by a spellcaster who recognizes your inherent potential. You gain an arcane spellcaster as an Ally. |
| 2 | Awakening: A chance encounter with the Arcane opens your eyes to the true nature of reality. |
| 3 | Lost Text: You come into possession of an old book or set of scrolls that reveal the fundamentals of arcane magic. Unfortunately for you, its owner is looking for it. You gain an Adversary. |
| 4 | Pact. You make a pact with a supernatural entity but find a way to break free from its grasp. You gain a supernatural Adversary. |
| 5 | Arcane Tradition. For centuries, your family has passed down a small set of arcane knowledge. |
| 6 | Past Life. You begin to recall memories from a past life in which you were a powerful spellcaster. |

Divine Class Event (d4)

| Roll | Event |
|------|---|
| 1 | Divine Vision! Your deity reveals your destiny to you through a series of cryptic visions. |
| 2 | Convert. A priest or priestess convinces you to take up a life of service to your deity. You gain the priest as a Contact. |
| 3 | Someone To Believe In. Your community's Priest or Priestess dies in an attack by evil forces. You, however, drive them off and agree to replace the fallen clergymen. |
| 4 | Near Death Experience. You are nearly killed in a terrible accident. For a few brief moments, you saw the other side and it inspired you to devote yourself to your deity. |

Martial Class Event (d6)

| Roll | Event |
|------|---|
| 1 | Conscripted! You are forced into military service in a time of trouble. You gain d3 Fellows from among your fellow conscripts. |
| 2 | Mercenary. Looking for money in a time of hardship, you join up with a mercenary company. You gain a Contact in the form of the company. |
| 3 | Unlikely Hero. You help some common folk stave off a group of bandits or monsters. In the process, you discover yourself to be quite a talented fighter. |
| 4 | Hunted! You witness a crime or learn a terrible secret. You are pursued by an evil organization and forced to fight for your survival. You gain an Adversary. |
| 5 | Martial Tradition. Your father (or father figure) fought in a great war. Regardless of whether he loved you or hated you, he taught you how to fight and fend for yourself. |
| 6 | Vengeance. An Agent, Ally, or Lover is killed by a ruthless villain. You train yourself in combat so you can exact your revenge. You gain an Enemy who is a member of a martial class. |

APPENDIX I: OCCUPATIONS

The following is a list of the various possible occupations including the Secondary Skills acquired by ending up in that occupation and any class restrictions concerning the occupation. In some cases, alternate occupations are suggested to help you make an occupation compatible with other details of your background. Some occupations allow you choose your Secondary Skills from among two or more options. Options are separated by the word ‘or’ but not commas (so if you see “Fieldcraft, Navigation, Intrigue or Skirmish Tactics,” it means you receive the first two and can choose either Intrigue or Skirmish Tactics). Some occupations allow you to select multiple specializations from the same skill. Some occupations specify a specialization you must take. If an occupation specifies one or more specializations for a skill, you may not take any other specialization even when you advance in that occupation.

Adventurer

An adventurer is a traveler who earns his way by performing brave and heroic deeds.

Skills: Fieldcraft, Gaming or Storytelling (choose one), Intrigue or Skirmish Tactics (choose one), Navigation

Alchemist

Alternate Occupation: Apothecary

An Alchemist is a scholar who deals in rare substances to create nonmagical elixirs, medicines, adhesives, solvents, and explosives. Alchemists are necessarily studious and spend much of their time in their labs.

Skills: Alchemy, Artistry (Illustration), Letters, Research

Aristocrat (must be trained in Diplomacy or Intimidate)

Aristocrats are a relatively new phenomenon that have emerged in highly developed societies. They are nobles whose position and influence is derived purely from wealth and political influence. Aristocrats tend to prefer living in urban areas.

Skills: Commerce, Dancing, Intrigue, Letters or Style (choose one)

Artisan

An Artisan is a trained and skilled craftsman.

Skills: Artistry or Blacksmithing or Craftwork or Engineering(choose two), Folk Lore or Letters (choose one), Teaching

Assassin (must be trained in Stealth)

An Assassin is trained at taking lives surreptitiously. Though they are outlaws in the strict sense, Assassins usually work for powerful figures who shield them from the law.

Skills: Dancing or Gaming (choose one), Disguise, Fieldcraft or Style (choose one), Intrigue

Bandit

A Bandit is a common highwayman who makes a living by robbing other people of their money.

Skills: Disguise, Fieldcraft, Folk Lore or Storytelling (choose one), Gaming

Bard

Alternate Occupation: Skald

A Bard is a highly trained musician who acts as a repository for folk traditions.

Skills: Composition, Dancing, Folk Lore, Musicianship, Oratory, Singing, Storytelling

Beggar

Alternate Occupation: Scavenger

A Beggar is someone who makes what passes for a living by asking for handouts and digging up scraps.

Skills: Gaming or Musicianship or Storytelling (choose one)

Brigand

Alternate Occupation: Rebel

A Brigand is like the bandit but better armed, equipped, and organized. Brigands tend to work in small companies or even armies, terrorizing entire communities instead of individual travelers.

Skills: Fieldcraft, Navigation, Skirmish Tactics

Cartographer

A Cartographer is a skilled explorer and map-maker who is typically employed by a wealthy ruler or university.

Skills: Artistry (Cartography), Artistry (Illustration) Fieldcraft, Letters (Geography), Navigation, Research

Chieftain

A Chieftain is a leader of a loosely organized clan or tribe. Chieftains typically rule through consensus and brute force.

Skills: Fieldcraft, Housekeeping, Oratory, Skirmish Tactics

Constable

Alternate Occupation: Marshal, Warlord

A Constable is an administrator who trains, maintains, and sometimes leads the army of his ruler. In some cases, constables hold a minor title and are also tasked with enforcing laws.

Skills: Formation Tactics, Housekeeping, Letters (Law) or Strategy (choose one), Oratory, Teaching

Corsair

A Corsair is a paramilitary privateer tasked with terrorizing the shipping fleets of rival rulers.

Skills: Housekeeping, Navigation, Sailing, Skirmish Tactics, Strategy

Courtesan

A Courtesan makes a living by offering company for money. Sexual favors are typically involved. In some cultures, courtesans can hold a considerable degree of honor, though in all cultures, Courtesans are to be distinguished from the less refined ladies of the night.

Skills: Acting, Dancing, Intrigue, Musicianship or Singing (choose one), Style

Cultist

Alternate Occupation: Fanatic

A Cultist is a devoted member of a heretical sect.

Skills: Divination or Oratory (choose one), Housework

Engineer

An Engineer is a highly skilled craftsman tasked with constructing and managing large structures. During times of war, Engineers are also used to construct and use siege weaponry.

Skills: Artistry (Illustration), Blacksmithing or Letters (choose one), Craftwork, Engineering

Entertainer

Alternate Occupations: Minstrel, Jester, Actor

An Entertainer makes a living by amusing others.

Skills: Acting or Musicianship or Singing or Storytelling (choose two), Dancing, Composition or Disguise or Gaming (choose one)

Farmer

The farmer is the economic base of the civilized world. To distinguish themselves from mere field workers, Farmers must amass a fair amount of knowledge and master several skills.

Skills: Farmwork (choose two specializations), Housekeeping, Housework

Fisher

The fisher provides food for coastal communities.

Skills: Fieldcraft (Fishing), Folk Lore or Sailing or Storytelling (choose one), Housework

Footman

A footman is a common guard or soldier such as a spearman or archer.

Skills: Fieldcraft, Formation Tactics, Housework

Fortune Teller

Alternate Occupations: Astrologer, Oracle

Fortune tellers make their living by interpreting omens, signs, and symbols to glean information about future events.

Skills: Divination, Folk Lore, Storytelling

Guard

Alternate Occupation: Champion

Guards are elite warriors who have dedicated their lives to protecting an important employer or liege. Guards are often members of exclusive orders and many hold minor noble titles.

Skills: Fieldcraft, Formation Tactics, Intrigue, Skirmish Tactics

Healer (must be trained in Healing)

Healers are trained in tending to the sick and injured.

Skills: Folk Lore or Letters (Natural Philosophy), Housework, Midwifery, Teaching

Herald

A Herald bears messages for an important employer or liege, and also maintains important records. Heralds are highly honored and many hold minor noble titles.

Skills: Composition, Oratory, Research, Singing or Storytelling (choose one)

Herder

A Herder is responsible for controlling, protecting, and shepherding livestock.

Skills: Farmwork (Herding), Fieldcraft, Navigation

Hermit

A Hermit lives alone or with a small group of trusted companions, apart from society.

Skills: Artistry or Divination or Storytelling (choose one), Fieldcraft, Folk Lore

Horseman

A Horseman is a light cavalry soldier of a less developed society. They are typically leaders or considered a leader's elite warriors.

Skills: Fieldcraft, Oratory or Singing (choose one), Skirmish Tactics

House Servant

A House Servant carries out the fundamental work of the household - cooking, cleaning, mending, etc. Some people do this work voluntarily for their own household whereas others do so for wages or recompense.

Skills: Craftwork (Tailoring or Weaving) or Midwifery, Folk Lore or Storytelling or Teaching (choose one), Housework

Householder

Alternate Occupations: Shopkeeper

A Householder keeps a household or business running smoothly. The Householder manages the logistics, allocates work, and supervises projects to completion.

Skills: Commerce or Intrigue (choose one), Housekeeping, Housework, Teaching

Hunter

Hunters are skilled at seeking, tracking, finding, and then killing wild animals.

Skills: Craftwork (Leatherwork), Fieldcraft, Navigation

Innkeeper

Alternate Occupations: Barkeep, Stablekeep

Innkeepers make a living by providing food and lodging to travelers.

Skills: Farmwork or Gaming (choose one), Housekeeping, Housework, Storytelling

Inquisitor (must be trained in Religion)

Inquisitors are tasked with enforcing religious laws against heresy and idolatry.

Skills: Intrigue, Letters (Law), Oratory, Housekeeping

Knight

A Knight is a trained warrior who has joined a martial order or been initiated into a special rank or fraternity by his rulers.

Skills: Dancing or Style (choose one), Formation Tactics, Intrigue or Letters or Statecraft (choose one), Oratory or Singing (choose one), Skirmish Tactics

Laborer

Laborers make their living primarily by use of their muscles. Laborers include miners, construction workers, ditch diggers, porters, teamsters, etc.

Skills: Engineering or Farmwork (choose one), Fieldcraft, Housework

Lady

A Lady is a woman of a developed society's noble class.

Skills: Craftwork or Letters or Style (choose one), Dancing, Housekeeping, Intrigue, Singing

Legionary

Alternate Occupation: Crusader

You are an elite soldier tasked with guarding your liege's holdings in distant lands.

Skills: Fieldcraft, Formation Tactics, Navigation, Skirmish Tactics, Strategy,

Lord

A Lord is a man of a developed society's noble class.

Skills: Housekeeping, Intrigue, Oratory, Statecraft, Strategy or Formation Tactics (choose one)

Mage (must be trained in Arcana)

A Mage is someone who has received structured schooling in the arcane arts.

Skills: Alchemy or Divination (choose one), Artistry (choose two specializations), Research, Teaching

Magician (*must be trained in Arcana*)

A Magician is an amateur practitioner of folk magic.

Skills: Divination, Folk Lore, Research

Magister

You are a trained scholar employed at a university.

Skills: Composition, Letters (choose two specializations), Oratory, Research, Teaching

Merchant

Merchants are business people who engage in commerce as investors, planners, and administrators.

Skills: Commerce, Gaming or Research (choose one), Housekeeping, Intrigue

Midwife (*must be trained in Healing*)

A Midwife is a healer specializing in the care of women in pregnancy.

Skills: Folk Lore, Housework, Midwifery, Storytelling or Teaching (choose one)

Noble

This category of noble is meant to represent members of less developed cultures who have not yet separated the roles of Lords and Ladies.

Skills: Housekeeping, Intrigue, Oratory, Skirmish Tactics, Statecraft

Pirate

Alternate Occupations: Raider, Smuggler

A Pirate is a sea-born bandit, someone that makes a living by robbing other ships and raising coastal communities.

Skills: Navigation, Sailing, Skirmish Tactics

Priest or Priestess (*must be trained in Religion*)

Alternate Occupation: Monk or Nun

A Priest are clergymen who conduct religious rituals and maintain temples.

Skills: Artistry or Craftwork or Housework or Research (choose one), Farmwork or Housekeeping or Intrigue or Letters (choose one), Oratory, Teaching

Sage

A Sage is a person of learning not affiliated with a university or temple. They are usually solitary and earn their keep by offering counsel or tutelage in their esoteric field.

Skills: Letters, Research, Storytelling, Teaching

Sailor

A Sailor makes a living on a ship, usually transporting cargo from one port to another.

Skills: Fieldcraft (Fishing), Housework, Navigation, Sailing

Scout

A Scout is someone who makes a living by exploring and discovering, usually in a military context.

Skills: Fieldcraft, Folk Lore, Navigation

Scribe

A Scribe is a professional writer, typically tasked with transcribing and looking after written records. Scribes are educated but typically lack the great intellect of true scholars.

Skills: Artistry (choose two specializations), Composition, Research

Seneschal

Alternate Occupation: Thane

A Seneschal is a steward, someone who manages a household or estate for a noble master, maintaining order when the Lord is away. Seneschals often hold minor noble titles but they typically separate themselves from the business of war and statecraft.

Skills: Housekeeping, Intrigue, Letters (Law), Oratory

Shaman (must be trained in Healing or Nature)

A Shaman is a wiseman, religious leader, and healer in less developed societies.

Skills: Dancing, Folk Lore, Singing, Storytelling

Slave

Alternate Occupation: Concubine

Slaves are laborers and servants forced into service against their will.

Skills: Folk Lore or Singing or Storytelling (choose one), Housework or Farmwork or Engineering (Mining) (choose one)

Sorcerer (must be trained in Arcana)

A Sorcerer is an untrained practitioner of magic whose natural talent raises him above the level of lesser magicians. Many sorcerers serve as rulers in unclaimed lands.

Skills: Alchemy or Divination (choose one), Intrigue, Oratory, Research

Spy (must be trained in Bluff and Stealth)

Spies are trained to secretly gather information within cultures and realms outside their own.

Skills: Commerce or Statecraft or Strategy (choose one), Disguise, Intrigue, Research

Templar (must be trained in Religion)

A Templar is a religious warrior charged with defending religious sites, leaders, or artifacts.

Skills: Formation Tactics, Housekeeping, Letters or Strategy (choose one), Skirmish Tactics

Tenant Farmer

Tenant Farmers are farmers whose land belongs to someone else, usually a Knight or Lord.

Skills: Farmwork (choose two specializations), Housework

Thief (*must be trained in Thievery*)

A Thief is someone who makes a living by stealing from others, usually without violence.

Skills: Disguise, Gaming, Storytelling

Thug

A Thug is hired muscle or a petty criminal who typically relies on other outlaws for leadership.

Skills: Gaming or Storytelling (choose one)

Trader

A Trader engages in trade by personally traveling from place to place with their goods.

Skills: Commerce, Fieldcraft or Sailing (choose one), Housekeeping, Navigation

War Chief

A War Chief is a leader chosen to lead a tribe or clan during times of war. War Chiefs are typically at odds with Chieftains.

Skills: Fieldcraft, Oratory, Skirmish Tactics, Strategy

Warrior

Alternate Occupations: Mercenary, Gladiator

A Warrior is skilled and lightly trained in combat. Warriors are not necessarily trained at fighting in organized units, just fighting.

Skills: Fieldcraft, Skirmish Tactics, Storytelling

Witch (*must be trained in Arcana*)

A Witch is a female folk magician who lives as a hermit. Witches are typically feared by common folk, though sometimes they are treated as sages.

Skills: Divination or Midwifery (choose one), Folk Lore, Housework



APPENDIX II: SECONDARY SKILL DESCRIPTIONS

Acting (Cha): This is the skill of assuming a role or character and connecting emotionally with an audience. Acting is different from Bluffing to the extent that acting often involves obvious exaggerations. Good actors are not necessarily good liars. Good actors are skilled at conveying false emotions, not false information.

Use this Skill When: You try to affect others with a dramatic or comedic performance.

Alchemy (Int): This is the art and practice of alchemy and the understanding of alchemical writings, symbols, and theory. It involves the creation of various substances but is considered separate from the art of making arcane potions.

Use this Skill When: You attempt to create a mundane alchemical reaction.

Artistry (Int): This is your skill at creating artistic representations through various mediums. Choose one of the following as your specializations: *Illustration, Painting, Illumination, Cartography, Printmaking, Sculpting.*

Use this Skill When: You attempt to create a work of art.

Blacksmithing (Dex): This is your skill at working metals at the forge.

Use this Skill When: You attempt to create a mundane weapon or suit of armor.

Commerce (Int): This is your understanding of business matters at the abstract level. It includes your knowledge of trade, investing, as well as theories of finance.

Use this Skill When: You attempt to make a good investment.

Composition (Int): This is your skill at putting words together in new and pleasing ways or ways that have an intended emotional impact. If you have a musical skill, it also represents your ability to compose songs.

Use this Skill When: You attempt to write an original poem or song.

Craftwork (Int): This is your handiness with the construction and repair of material objects. Choose one of the following as your specializations: *Carpentry, Ceramics, Glassblowing, Jewelry, Leatherwork, Masonry, Perfumery, Tailoring, Wainwrighting, Weaving.*

Use this Skill When: You attempt to create an object for commercial sale.

Dancing (Dex): This is your skill at moving with grace when dancing to music. The type of dancing you are skilled at tends to be tied to your social class, though someone talented at either folk dancing or courtly dancing will usually have little trouble quickly learning the other.

Use this Skill When: You want to impress others with your dancing.

Disguise (Int): This is your skill at changing your physical appearance through make-up, wardrobe, and behavior.

Use this Skill When: You attempt to blend in based on appearance alone.

Divination (Wis): This is your skill at reading the signs, symbols, and omens that grant knowledge of the future. This is a mundane skill (i.e., anyone can learn it), and thus, it is separate from arcane and divine powers with a similar end.

Use this Skill When: You attempt to interpret signs, symbols, and omens without any magical assistance.

Engineering (Int): This is your understanding of mechanics and your skill at construction. This includes both the design elements of construction and knowing how to translate someone else's design into an actual structure. Choose one of the following as your specialization: *Mechanics (including siege weapons), Clockworks, Mining, Construction, Shipbuilding*.

Use this Skill When: You want to help build or assess the integrity of a large construct.

Farmwork (Int): This is your skill at growing crops, raising livestock, and working on a farm. Choose one of the following as your specialization: *Agronomy, Forestry, Horticulture, Animal Husbandry, Herding, Brewing, Winemaking, Cheesemaking*.

Use this Skill When: You want to produce raw food stuffs.

Fieldcraft (Int): This represents a wide variety of specialized outdoor skills. Choose one of the following as your specialization: *Fishing, Hunting, Trapping*.

Use this Skill When: You want to capture a mundane, non-threatening creature.

Folk Lore (Int): This is your knowledge of folk tales and superstitions. It sometimes overlaps with the core skill History but Folk Lore is less concerned with real events and figures than minor myths and beliefs.

Use this Skill When: You want to recall a folk tale, song, or superstition.

Formation Tactics (Wis): This is your skill at organizing and guiding large numbers of military units arranged in disciplined formations. The type of units these tactics concern include heavy cavalry, pikemen, and crossbowmen. This skill concerns commanding military units in the heat of battle, as opposed to general administration.

Use this Skill When: You lead a company of pikemen into battle.

Gaming (Int): This is your knowledge of games that require some skill, such as dice, poker, chess or checkers.

Use this Skill When: You play games of strategy or chance.

Housekeeping (Int): This is your skill at running and maintaining a household or business. This does not refer to any actual physical trade, but rather, it refers to the administrative and interpersonal skills necessary for managing staff, income, expenses, and inventory.

Use this Skill When: You want to make a small business or large estate effectively provide a service at minimal cost.

Housework (Int): This measures your skills at maintaining a clean and orderly home. This skill encompasses *all* of the following sub-skills: *cooking, cleaning, gardening, mending*.

Use this Skill When: You want to cook a meal, plant herbs, or mend a garment.

Intrigue (Wis): This is your skill at acquiring and exercising political power. It involves mobilizing allies, calling in favors, managing rumors and information, and identifying conspiracies in your midst. This skill is similar to Strategy, though it concerns courts and nobles instead of countries and armies. It is unlike Diplomacy to the extent that it does not involve individual negotiations but complex plots that seek to utilize existing relationships while pitting opposing forces against one another. A character can be a skilled and persuasive negotiator while still being hapless when it comes to accruing political power. Certainly, to use Intrigue at all requires that players already be in a position of some influence. You cannot simply walk into a foreign court and start conspiring. Like Commerce and Strategy, you must already possess considerable resources to put to use.

Use this Skill When: You want to build up a network of allies in a royal court.

Letters (Int): This is your knowledge of various academic fields other than those represented by the core Knowledge skills. Choose one of the following specializations: *Architecture, Geography, Law, Literature, Mathematics, Natural Philosophy, Philosophy*.

Use this Skill When: You want to perform a complex mathematical calculation or arrive at a philosophical insight.

Midwifery (Int): This is your skill at watching over a pregnancy and helping an expectant mother deliver a healthy child; it includes all aspects of fertility, contraception, and prenatal care.

Use this Skill When: You want to safely deliver a child.

Musicianship (Dex): This is your skill at playing a musical instrument, both alone and with a group.

Use this Skill When: You want to affect others with a musical performance.

Navigation (Int): This is the skill of knowing how to take sightings, use maps and charts, plot courses, and work out your location from stars and other natural guides.

Use this Skill When: You want to identify directions and effectively use a map.

Oratory (Cha): This is your skill at speech making and public speaking, addressing an audience and delivering a convincing presentation based on traditional rhetoric.

Use this Skill When: You want to affect others with rhetoric.

Research (Int): This is your skill in using written records to discover or uncover information you seek.

Use this Skill When: You want to get information out of a large number of texts.

Sailing (Int): This is your skill at physically steering and maintaining any boat that has sails.

Use this Skill When: You want to pilot a sea vessel.

Singing (Cha): This is the skill of using your voice for musical performance and entertainment.

Use this Skill When: You want to affect others with song.

Skirmish Tactics (Wis): This is your skill at organizing and guiding large numbers of loosely arranged military units such as light cavalry, barbarian swordsmen, and foot archers. This skill concerns commanding military units in the heat of battle, as opposed to general administration.

Use this Skill When: You lead a company of horse archers into battle.

Statecraft (Wis): This is your skill at administering day-to-day government duties. It concerns the implementation of public policy, the management of budget, taxes, army maintenance, etc.

Use this Skill When: You want to effectively manage a government over a long period of time.

Storytelling (Cha): This is your skill at telling a story in an entertaining way and holding the attention of your audience.

Use this Skill When: You want to affect others with storytelling.

Strategy (Int): This is your skill at managing and maneuvering armies on a grand scale. It includes making use of your knowledge of terrain, siege warfare, supply lines, and the particular abilities of military commanders. Its scope is much larger than those of the Tactics skills, both of which concern commanding individual units *during* battle. It is certainly possible that a great strategist could be an ineffective commander on the field, and vice-versa.

Use this Skill When: You want to effectively organize and execute a military campaign.

Style (Wis): This is your grasp of fashion, wardrobe and personal grooming as appropriate for your culture (though you will quickly pick up on the tastes and trends of any culture you spend an appreciable amount of time in). To use this skill effectively, you must have access to the appropriate resources.

Use this Skill When: You want to impress others with your choice of clothing.

Teaching (Cha): This is your skill at imparting information or training to others.

Use this Skill When: You need to train a large group of people in the basics of a skill over a short period of time.

APPENDIX III: STAR SIGN AND PERSONALITY

This supplement can be used in conjunction with the Aristotelian Personality Generator to randomly determine your personality. If you pursue this option, you do not randomly roll for your vices. Instead, determine your character's birth month and day, then roll for vices common to your star sign on the table below (if your character has more vices than those listed, use either your lineage vices or the normal random vice table for the rest). Usually, if a character holds the virtue associated with a vice common to his sign, it ends up being among the character's strongest virtues. Take note of these qualities, as they may define what is greatest about your character.



Star Signs and Personality (d4)

| Birth Date | Star Sign | Common Vices |
|---------------|---------------|--|
| 3/21 - 4/20 | The Ram | 1: Buffoonish, 2: Irascible, 3: Rash, 4: Self-Indulgent |
| 4/21 - 5/21 | The Bull | 1: Callous, 2: Docile, 3: Obstinate, 4: Self-Indulgent |
| 5/22 - 6/20 | The Twins | 1: Depraved, 2: Oversensitive, 3: Servile, 4: Self-Indulgent |
| 6/21 - 7/21 | The Beetle | 1: Cowardly, 2: Envious, 3: Insecure, 4: Morose |
| 7/22 - 8/20 | The Lion | 1: Envious 2: Irascible, 3: Servile, 4: Vain |
| 8/21 - 9/20 | The Maiden | 1: Austere, 2: Callous, 3: Malicious, 4: Vain |
| 9/21 - 10/21 | The Knight | 1: Anguished, 2: Envious, 3: Morose, 4: Obstinate |
| 10/22 - 11/20 | The Sphinx | 1: Buffoonish, 2: Depraved, 3: Indifferent, 4: Insecure |
| 11/21 - 12/21 | The Huntress | 1: Austere, 2: Callous, 3: Indifferent, 4: Rash |
| 12/22- 1/21 | The Goat | 1: Austere, 2: Curmudgeonly, 3: Depraved, 4: Rash |
| 1/22 - 2/18 | The Eye | 1: Anguished, 2: Cowardly, 3: Docile, 4: Oversensitive |
| 2/19 - 3/20 | The Leviathan | 1: Curmudgeonly, 2: Indifferent, 3: Malicious, 4: Obstinate |

(3/21 - 4/20) The Ram: Those born under the Ram are known to be energetic but undisciplined. At their worst, they are thoughtless thrill-seekers who provoke conflict with little regard for long-term circumstances. At their best, they are courageous and daring with a knack for attracting admirers and wide-eyed followers.

(4/21 - 5/20) The Bull: Those born under the Bull tend to be strong-willed but absent-minded. At their worst, they are hopelessly stubborn and detached from those around them, unable to muster interest in anything beyond their own habits. At their best, they are centered and determined, reliable allies who can be trusted not to be distracted by trivial matters.

(5/22 - 6/20) The Twins: Those born under the Twins tend to be pleasant but reliant on the company of others. At their worst, they are dishonorable sycophants who are overly pliable to the will of others. At their best, they are loyal and caring companions who know their friends better than anyone else.

(6/21 - 7/21) The Beetle: Those born under the Beetle are known to be withdrawn and analytical. At their worst, they are paranoid and passive-aggressive, demanding fair treatment and constant gestures of loyalty. At their best, they are careful and wise, often becoming trusted purveyors of sound advice.

(7/22 - 8/20) The Lion: Those born under the Lion tend to be forceful and alluring. At their worst, they are pompous blowhards who compulsively seek out flattery. At their best, they are joyous and confident friends skilled at maintaining good will among others.

(8/21 - 9/20) The Maiden: Those born under the Maiden are known to be cool-headed but extremely self-absorbed. At worst, they are heartless and shallow, cruel critics capable of mercilessly wounding the self-confidence of others. At their best, they are frank and confident pragmatists who cannot be restrained by the pretensions and vanity of others.

(9/21 - 10/21) The Knight: Those born under the Knight are often serious and honor-driven. At their worst, they are hard-headed and miserable, being constantly tortured by thoughts of failure and past injustices. At their best, they are exceptionally noble and steadfast champions for what is right and just.

(10/22 - 11/20) The Sphinx: Those born under the Sphinx are notorious for being cryptic and unpredictable. At their worst, they are irreverent gadflies who hide themselves behind sarcasm and riddles. At their best, they are insightful reformers capable of challenging counterproductive norms and bad ideas.

(11/21 - 12/21) The Huntress: Those born under the Huntress are known to be free-spirited and independent. At their worst, they are flighty and ambivalent outsiders who keep any companions at an uncomfortable distance. At their best, they are brave and strong-willed individuals who often dedicate themselves wholly to a higher cause.

(12/22 - 1/21) The Goat: Those born under the Goat have a reputation for being tenacious and ambitious. At their worst, they are bitter and domineering bullies who cast aside those who do not share their goals. At their best, they are efficient and industrious managers who can be trusted to accomplish risky and complex tasks.

(1/22 - 2/18) The Eye: Those born under the Eye are known to be insightful and contemplative. At their worst, they are taciturn and ineffectual dreamers who live in fear of the real world. At their best, they are perceptive and level-headed observers with a deep and elaborate understanding of the world around them.

(2/19 - 3/20) The Leviathan: Those born under the Leviathan are notorious for being outcasts driven by single-minded self-interest. At worst, they are destructive and furious misanthropes who see little of value beyond their own personal goals. Yet, at their best, they are fearsome and unwavering allies who will go to almost any end to protect and aid the select few who have earned their friendship.

Alternate Signs

Fortune tellers are not unanimous in their interpretation of the stars. Many offer radically different interpretations of the signs described above (and will cite clear exceptions as evidence), while others argue that certain factors (including year, time of day, or the appearance of other phenomena) can temporarily alter the meaning of a particular sign. Below are the most common alternate readings. If a player chooses, he may use these instead of the standard sign.

(8/21 - 9/20) The Queen - (1: Austere, 2: Indifferent, 3: Morose, 4: Obstinate)

Those born under the Queen are natural rulers and administrators. At their worst, they are domineering tyrants who ruthlessly seek to influence and shape others according to their desires. At their best, they are noble and dignified leaders who look out for their interests of the whole family or community.

(10/22 - 11/20) The Dragon (1: Callous, 2: Curmudgeonly, 3: Envious, 4: Vain)

Those born under the Dragon are known to be calculating and covetous. At their worst, they are paranoid narcissists who live in self-imposed isolation. At their best, they are fierce and driven idealists who struggle to create what they consider a just and perfect world.

(1/22 - 2/18) The Golden Circle - (1: Depraved, 2: Docile, 3: Indifferent, 4: Rash)

Those born under the Golden Circle are often careless and fatalistic. At their worst, they are apathetic and cold-hearted with no concern for the people around them. At their best, they are spontaneous bon vivants who seem to effortlessly find pleasure in life.

(2/19 - 3/20) The Fish - (1: Buffoonish, 2: Docile, 3: Indifferent, 4: Servile)

Those born under the Fish often remain childlike throughout their entire lives. At their worst, they are obnoxious and cloying with juvenile attitudes towards work and responsibility. At their best, they are gentle dreamers who maintain a rare sense of wonder and innocence.

APPENDIX IV: FATE STREAM RECORD SHEET

Race:

Social Class:

Secondary Skills:

Culture:

Occupation:

Birth Place:

Father's Lineage:

Parents' Occupation[s]:

Birth Date:

Mother's Lineage:

Events

| Phase | Event |
|-----------|-------|
| Birth | |
| Childhood | |
| Adulthood | |

Relationships

| Name - Occupation | Attitude | Source of Relationship (Family, Event, etc.) |
|-------------------|----------|--|
| | | |