

# D&D Character Lifepath

The Lifepath is a way to create your character's background by rolling on a series of tables. Simply roll the dice indicated for each table, following your character's journey. You may skip some tables altogether or roll on additional tables as the text describes.

The original D&D Lifepath on which this is based was written by Dremmen in 2007 and can be found here: [http://www.dandwiki.com/wiki/Character\\_Lifepath\\_\(DnD\\_Variant\\_Rule\)](http://www.dandwiki.com/wiki/Character_Lifepath_(DnD_Variant_Rule))

## Birth & Childhood

### PLACE OF BIRTH

d12	Birth Location	Description	Benefit
1	Wilderness	Born outside confines of kingdom	Nature is a class skill
2	Clan	Born to a small tightly knit clan	Athletics is a class skill
3	Village	Born in an isolated village	Heal is a class skill
4	Slave Pit	Born into slavery	Endurance is a class skill
5	Town	Born in a bustling town	+2 secondary skill checks
6	Monastery/University	Born among monks or scholars	Religion is a class skill
7	Fortress (eg. Harsidar)	Born in a military stronghold	Military melee weapon training
8	Palace	Born among aristocracy	History is a class skill
9	City	Born in a prominent city	Streetwise is a class skill
10	Caravan	Born among gypsies or fauns	Bluff is a class skill
11	Racial Enclave	Elven ghetto, dwarven citadel, etc.	Swap one racial feature*
12	Omen	An omen surrounded your birth	Roll on BIRTH OMENS TABLE

### BIRTH OMENS TABLE

2d12	Birth Omen	Description	Effect
2	Tearless	Upon the child's birth it did not cry but began breathing easily	+5 checks to hold your breath; Can't accept Aid from other PCs
3	Devil's Mark	Born with a birthmark commonly believed to be a sign of witchcraft	Accepted as family among witches; Common folk and clergy seeing the mark become unfriendly or hostile
4	Faerie Eyes	The child was born with eyes of mismatched colors, a sign of the displeasure of a faerie lord	Gain the Fey Kenning* feat; Faeries dislike you, gaining +2 attack and damage against you
5	Fell Lineage	The child has monstrous blood. Roll 1d4: (1)curse, (2) unholy affair, (3) rape, (4) dark magic	Swap one racial feature with a monster feature*; Nobility and race supremacists despise you
6	Apparition	A spirit appeared at the birth	You can see invisible spirits; Spirits may never come to your aid
7	Mysterious Hermit	A hermit from far away anointed the newborn's head in oil and declared them a child of the gods	At each level you may benefit once from a ritual of your level or below*; Regarded with hostility by temples

8	Daylight Owl	An owl was by the birth in the day-time when the child nearly died – A sign of one who guards the dead	Gain the Ancestral Memory pact boon (Ghost); However undead gain +2 attack and damage vs. you
9	Thrush Song	Thrushes flew above newborn, A sign of quick wit and flightiness	+2 initiative and speak with thrushes; Can't sustain powers
10	The Gray Fox	A shifty sign, a gray fox caused Some mischief at the birth	Gray fox helps you when lost; Authorities are suspicious of you
11	Selkie's Kiss	A selkie kissed the newborn promising to keep them safe	Selkies rescue you from drowning; Sign of bad luck among sailors
12	Lions to Lambs	A fierce predator (e.g. pack of wolves or wyvern) nears/enters town peacefully during the birth	Natural predators won't harm you; You are compelled to pursue a wild animal when you encounter one
13	Sacrificial Bull	A bull was sacrificed in honor of the newborn – a sign of good health for the community	All allies within 10 squares gain +1 Fortitude; Your community expects your aid and financial support
14	Tree-Bound	The newborn was ritually bonded to a tree of their sign	Gain an extra healing surge; Lose this benefit if tree is destroyed
15	Fierce Storm	Born during a storm – a sign of a wild disposition	+5 Endurance versus weather; Lose control when bloodied
16	Twin-Tailed Comet	Once every century the twin-tailed comet flares across the sky – a sign of great heroes and tyrants	Start with 2 action points after an extended rest; Dark Power ENEMY (+5 Heft) which seeks to corrupt you
17	Blood Moon	Ominous sign of foul wizards, the dark feminine, and those who uncover secrets	When you succeed a save you may pretend to be affected by the power; Roll on the CURSE TABLE
18	Midsummer	Born on the aestival solstice, a sign of wakefulness and lurking evil. Your tree sign is the Oak.	You suffer no Perception penalty to wake up when danger approaches; Evil spirits gain +2 attack and damage
19	Longest Night	Born on the hibernal solstice, a sign of rebirth and indulgence. Your tree sign is the Elder.	Heal 2 extra HP with second wind; -2 resist dehydration and starvation
20	Eclipse	Born during an eclipse – sign of the impending death of a ruler	Take 20 on attacks against the ruler you will kill; Gain a Royal ENEMY
21	Ley Line	The birth place was touched by a supernatural aura (fey, divine, infernal, or shadow)	You can tap ley lines of the type you were born at, but you suffer 5 damage per round in a site with the opposing ley line type (save ends)
22	Returned Soul	The child was born when a famous figure died. Roll 1d4 to determine the figure's alignment: (1) Lawful Good, (2) Good, (3) Evil, (4) Chaotic Evil	Gain a multi-class feat of your choice; However, plagued by memories not your own, you have a 25% chance of not benefitting from an extended rest
23	Sacred Sign	The sign of a deity appeared at the birth – marking the newborn	Gain channel divinity feat of the deity as daily power; However, the deity can CURSE you at any point.
24	The Firebird	The mythic phoenix constellation was visible at the time of birth – sign of a child who will usher in a new age of light and peace but their life will pay the forfeit	Gain the Sacrifice DESTINY and you are received with open arms among good folk; However, gain three ENEMIES (+5 HEFT) who seek to prevent the new age's dawn

## CHILDHOOD ENVIRONMENT

d12	Environment	Description	Benefit
1	No Supervision	Little adult presence or structure	+1 Athletics, +1 Perception
2	Abusive	Physically or mentally abusive	+1 Athletics, +1 Diplomacy
3	Angry	Constant bickering among family	+1 Diplomacy, +1 Insight
4	Sheltered	Caretakers kept you safe but isolated	+1 to two Knowledge skills
5	Supportive	You were lovingly given room to grow	+2 one skill of your choice
6	Adventurous	You were constantly exploring	+1 Dungeoneering, +1 Nature
7	Gang	You were raised in a street gang	+1 Streetwise, +1 Thievery
8	Strict	Caretakers were excessively strict	+1 Bluff, +1 Stealth
9	Owned	You were an indentured servant	+1 Endurance, +1 Heal
10	Zealotry	You were raised by religious zealots	+1 Intimidate, +1 Religion
11	Apprenticed	Apprenticed to a Master	+3 to one Knowledge skill
12	Prophecy	You were raised for a specific purpose	Roll on PROPHECY TABLE

## PROPHECY TABLE

d12	Prophecy	Description	Benefit
1-3	Liberator	To free oppressed people	It takes 4 failed death saves to kill you
4-6	Messenger ... or Martyr?	To lead a religious movement ... and possibly die for it	+1 saves until failed save and then lose the bonus until an extended rest
7-9	Redeemer	To redeem a fallen land or people	Spend action point to redeem fallen foe
10-12	Slayer	To rid the land of monsters	+2 Monster Knowledge checks

## Family History

### CARETAKER'S ORIGIN

d12	Caretakers	Description
1-5	Original Parents	Raised by birth parents
6-7	Close Family	Raised by aunts and uncles
8	Adopted	You never knew your birth parents
9	Organization	Coven, university, monastery
10	Village	You were raised by an entire village
11	Master	Raised as property of a noble
12	On Your Own	You relied on your own instincts

### CARETAKER'S BACKGROUND

d12	Background	Description	Benefit
1	Homeless	Pan handling in the streets	Streetwise is a class skill, -75 gp
2	Entertainers	Dancers, minstrels, actors	Acrobatics is a class skill, -25 gp
3	Serfs	In service to a feudal lord	Endurance is a class skill, -50 gp
4	Free Laborers	Subsistence farmers/fishers	Athletics is a class skill, -25 gp
5	Monks/Scholars	Parents immersed in higher calling	Religion is a class skill
6	Military	Career soldiers or mercenaries	Military melee weapon training

7	Explorers	Traveled far and wide ... why?	Gain an extra language
8	Guild	Practiced a popular trade skill	+2 secondary skill checks, +25 gp
9	Merchants	From peddlers to gypsies	Diplomacy is a class skill
10	Petty Noble/Official	Liege lord, knight, magistrate	Bluff is a class skill, +50 gp
11	Royalty	You share the ruling family's blood	Intimidate is a class skill, +100 gp
12	Magic-users	Witches, hedge mages, or magi	Arcana is a class skill

### CARETAKER'S STATUS

d12	Status	Description
1-6	Alive and well	Your caretakers are doing well
7-10	Misfortune	On even roll one is affected, on odd roll both. Roll on MISFORTUNE TABLE.
11-12	Death	On even roll one is affected, on odd roll both. Roll on DEATH TABLE.

### MISFORTUNE TABLE

d12	Misfortune	Description
1	Cult	Involved in a personality/religious/demonic cult and brainwashed.
2	Addiction	Alcohol or gambling has changed their personality.
3	Crippled	Partially incapacitated in accident.
4	Taken	Abducted by barbarians, slave-traders, bandits, or monsters.
5	Indentured Servant	Large debt paid off by hard labor or outright slavery.
6	Bankruptcy	Responsible, directly or indirectly, for loss of all family property.
7	Madness	Some lamentable situation caused a mental breakdown.
8	Imprisoned	Incarcerated, rightly or wrongly, for a long sentence.
9	Sickness	Became very sick, possibly terminally, and no medicine has helped.
10	Became Evil	Driven to commit crimes or bend the law for a distorted cause.
11	Vanished	Disappeared without a word late one night or while away.
12	Cursed	The family line was cursed! Roll on the CURSE TABLE.

### DEATH TABLE

d12	Death	Description
1	Warfare	Died either in battle or an innocent slain during a siege.
2	Disease	Died from a plague ravaging the land.
3	Accident	Died in a fire, fell off a horse, mine collapsed, ate poison mushroom, etc.
4	Murdered	Killed by assassins, bandits, mercenaries, thugs, etc.
5	Executed	Killed by the presiding authority for crimes against the kingdom.
6	Eaten	Devoured by a monster like a dire wolf or wyvern.
7-9	Old Age	Died peacefully in their sleep of old age.
10	Your Hand	You took their life, directly or indirectly. Why?
11	Shadow	Overtaken by Shadow, they live as shades in the Cursed Lands.
12	Unknown	Found dead under mysterious circumstances.

### CURSE TABLE

d12	Curse	Description	Hindrance
1-2	Just Curse	To teach humility and virtue	Lose action points when bragging or selfish
3-4	Geased	To perform a witch's will	Automatically fail Will vs. the witch's powers
5-7	Evil Eye	Contagious bad luck follows you	-1 saving throws and any helping you are also

			cursed until an extended rest
8-9	Cursed Soul	Your soul is promised to a devil	Cannot be raised from the dead
10-11	The Riddle	Cursed till you answer a riddle – woe betide a mistake!	-2 Wisdom until you answer the riddle, but a mistake inflicts an additional -1 Wisdom
12	Dark Secret	A wicked fate looms over you	Determined by the DM

## NUMBER OF SIBLINGS

d12	# Siblings
1	Only child
2	Twin
3-4	1 sibling
5-6	2 siblings
7-8	3 siblings
9-10	4+ siblings
11	8+ siblings
12	Adopted/step sibling(s)

## FATE OF SIBLINGS

d12	Fate
1-2	Lost Touch
3-4	Lives with Caretakers
5-6	Roll on MISFORTUNE TABLE
7-8	Keeps in Touch
9-10	They Hate You
11-12	Roll on DEATH TABLE

## Significant Events

### FATE TABLE

Roll on the Fate Table six times.

d12	Fate	Description	
1-2	Tragedy	Fate has not been kind to you	Roll on Tragedy Table
3-4	Fortune	Fate smiles upon you	Roll on Windfall Table
5-6	Friendship	A friend enters your life	Roll on Friendship Table
7-8	Enemy	You have made an enemy	Roll on Enemy Table
9-10	Romance	A romantic relationship blossoms	Roll on Romance Table
11-12	Enlightenment	You mature as a person	Roll on Enlightenment Table

### TRAGEDY

d12	Tragedy	Description	Hindrance
1	Financial Blow	Your business has collapsed	-100 gp
2	Debt	You are indebted to a shady figure	You owe a debt of 1d12 x 100 gold
3	Imprisoned	Imprisoned for 1d12 months	Your reputation is ruined
4	Accident	You were injured in an accident	Gain a permanent wound
5	Press-Ganged	Forced to join a military unit	Dazed on first round of combat
6	Near Death	You had a near death experience	Dazed when bloodied until end of next turn
7	Ransomed	Held hostage and ransomed	Nightmares prevent extended rest 25%
8	Bewitched	You were ensorcelled by a witch	Roll on the CURSE TABLE
9	Drunkard	You drowned your sorrows in ale	DC 15 Will to resist drinking (dazed)
10	Madness	You went mad with grief for a time	Vulnerable (psychic) 5
11	Amnesia	You've forgotten who you were	Must remember skills and powers*
12	Famine/Sickness	Famine/disease ravaged your home	-2 recovery checks

## FORTUNE

d12	Fortune	Description	Benefit
1	Financial Boon	You gain a great sum of money	+1d12 x 100 gp
2	Indebted	Someone owes you big time	Call in the favor with Diplomacy check
3	Fame	You make a name for yourself	Your reputation precedes you
4	Noble Title	You earn a title of minor nobility	Gain the benefits of a charter
5	Travel	You get to see other kingdoms	Gain a bonus kingdom power
6	Heirloom	You inherit a family heirloom	Gain a 1 <sup>st</sup> -level magic object
7	Mount	You are gifted with or find a mount	Gain a unique riding horse
8	Blessing	You receive the blessing of a saint	+1 saving throws
9	Rare Craft	You learn the secrets of magical tradecraft. If it involves a ritual, you must take training in the corresponding skill.	Choose one: (1) Brew potions, (2) Make arms & armor, (3) Enchant/Disenchant Magic Items, (4) Create Implements & Wondrous Items
10	Initiation	You gain membership in a society	Gain access to new feats/powers
11	Discovery	You unearth long lost lore	Bonus ritual or rare knowledge
12	Bountiful Harvest	You grow healthy and strong	+2 recovery checks

## FRIENDSHIP

d12	Friend	Description
1	Like a Big Brother/Sister	Someone older who looks after you
2	Like a Kid Brother/Sister	Someone you look after as well as tease
3	Mentor	A wise elder who instructs you
4	Partner	Someone you work with becomes a close friend
5	Old Lover	You are just friends now
6	Old Enemy	Bygones are bygones – old rivalries become funny stories
7	Like a Foster Parent	An older friend who supports you and offers advice
8	Old Childhood Friend	Someone who knows you well who you haven't seen in years
9	Relative	A cousin, aunt/uncle, or niece/nephew becomes a friend
10	Gang/Tribe	You earn the friendship of a street gang or a tribe
11	Companion	A brave soul who wishes to join your adventures
12	Intelligent Creature	You took a proverbial thorn out of the paw of a creature

## ENEMY

d12	Enemy	Description
1	Ex-Friend	Something pushed you apart
2	Ex-Lover	All that love has turned to hate
3	Relative	A family bond cut by strife and disagreement
4	Childhood Enemy	An old face you hoped you'd never see again
5	Patron/Mentor	You didn't finish the mission or they're just out to screw you
6	Ex-Partner	A working or adventuring relationship turned sour
7	Rival	A competitor for affections, treasure, or prestige
8	Gang/Tribe	You stepped on the wrong foot and now they're all after you

9	Authorities	You've fallen on the bad side of the law
10	Dark Powers	You've affronted dark forces and they know your name
11	Mystery	Unknown enemy with far-reaching influence (+3 HEFT)
12	Intelligent Creature	A powerful and cunning creature is angry with you

For a Friend, roll on just the Heft Table.

For an Enemy, roll on the Heft, Animosity, and Intensity Tables.

#### HEFT TABLE (Friend or Enemy)

d12	Heft	Description
1	Peon	This person has no pull, only him or herself
2	Clan	A tightly-knit family is willing to lay down their lives for this person
3	Gang	A small group (1d12 x 5) of like-minded individuals
4	Tribe	A large group (1d12 x 10) of people tied by culture
5	Minor Figure	A local hero or minor noble who can draw on a town's resources
6	Major Figure	A famous hero or major noble who can draw on a province's resources
7	Military	Someone with ties to a mercenary outfit, royal guard, etc.
8	Criminal	Someone with ties to the underworld and smugglers
9	Powerful	Someone powerful unto themselves like a mage or a dragon
10	Light Powers	Divine hero, demi-god, angel, saint, "nice" fey, etc.
11	Dark Powers	Shadow fey, undead, demons, devils, cultists, etc.
12	Royalty	A member of ruling family with pull throughout kingdom

#### ANIMOSITY TABLE (Enemy)

d12	Animosity	Description
1	Humiliation	Caused the loss of face or status publicly
2	Rift	Caused the loss of a friend or lover
3	Busted	Truly or falsely brought criminal charges against the person
4	Betrayed	Left the other out to dry or outright backstabbing
5	Cold Shoulder	Turned down a lover, business partner, or confidante
6	Rival	Have been competing, and won over the other
7	Foiled	Caused the failure of some plot, quest, or undertaking
8	Sore Loser	Defeated this person in combat, a contest, or a game
9	Bigotry	From race to religion, the animosity stems from stereotypes
10	Murdered	Convinced this person killed a loved one
11	Jealousy	You want what they've got (looks, money, luck, life)
12	Took Advantage	Took advantage with a scam or by brute force

Instead (or in addition to) rolling on the ANIMOSITY TABLE, you may roll on the MOTIVES TABLE

#### INTENSITY TABLE (Enemy)

d12	Intensity	Description
1-2	Annoyed	It rubs you wrong to be around this person, but you can control it
3-4	Bothered	You can't retrain quips and cut-downs around this person
5-6	Angry	Proximity to this person leads to arguments and yelling



7-8	Ignore	This person doesn't exist to you
9	Violent	A fight will erupt around this person, even if you have to start it
10	Hot Murder	All bets are off, including the gloves – you fight tooth and nail
11	Cold Murder	Around this person you start drawing up schemes for death
12	Ruination	You seek to ruin their life through any means necessary

## ROMANCE

d12	Romance	Description
1	Promiscuous	Your affections are fickle and free; you gain a reputation as a home-breaker.
2-4	Serious	You court someone seriously for a year or more. If you get this result again, you are happily married and may have children.
5	Pagan Rites	You participate in pagan fertility rites like Beltaine, and may have a child. However, if this goes against your faith, treat this result as Serious (above).
6	Cheating	d12: 1-6 You cheated on your partner. 7-12 Your partner cheated on you.
7	Star-crossed	Forces beyond your control cause you and your love to part ways.
8	Pregnancy	Roll d12: 1-2 You leave, 3-4 Partner leaves, 5-6 The child is given up for adoption, 7-10 Marry happily, 11-12 Crossbow-point wedding
9	Heartbreak	Your beloved leaves you for another, rejects you, joins a monastery, etc.
10	Lingering Flame	Though it didn't work out you both still have feelings for one another.
11	Tragic	1d4: (1-2) DEATH TABLE, (3-4) MISFORTUNE TABLE
12	True Love	You've found your one true love. Are you together or must you be apart?

## ENLIGHTENMENT

d12	Enlightenment	Description	Benefit
1	Strength	"Hard labor makes a strong back"	+1 Strength
2	Dexterity	"There are the quick and the dead"	+1 Dexterity
3	Constitution	"What doesn't kill you makes you tougher"	+1 Constitution
4	Intelligence	"Reason overcomes all obstacles"	+1 Intelligence
5	Wisdom	"Upon the mountaintop I meditated"	+1 Wisdom
6	Charisma	"I realize what it means to be a leader"	+1 Charisma
7	Arcane	"Mysteries within mysteries revealed"	Gain an Arcane multi-class feat
8	Divine	"My fate is in the hands of the gods"	Gain a Divine multi-class feat
9	Martial	"I put my faith in my steel and my wits"	Gain a Martial multi-class feat
10	Primal	"I have heard the call of the wild"	Gain a Primal multi-class feat
11	Transformation	"I have become something else entirely"	Give up your racial features and gain a functional template*
12	Destiny	"My destiny beckons"	Roll on DESTINY TABLE

DESTINY TABLE (The benefit of a destiny activates in 2d12 levels or as needed by the story)

d12	Destiny	Description	Example of Benefit
1	Apotheosis		
2			
3	Glory		
4			



5	Legacy		Feat/skill result lasts a long time
6		You will gaze upon the gods themselves	
7	Revelation	You will make an amazing discovery.	Learn a unique/secret power
8	Reformation		
9	Sacrifice	You will make the ultimate sacrifice	
10	Sovereignty	You will become sovereign over a land	Gain benefits of your office
11	Tragedy	You will make a fatal error yet forge boldly on	Gain action point each milestone
12	Underworld	You will travel into the realm of the dead	Gain immunity (necrotic)

3.6.09 I haven't finished the destiny table, feeling a bit blocked.