

Knight

As the eldest of your family, it has fallen to you to learn to rule, to lead men in battle, and to inspire your people. While you have only been tested once, you proved yourself well, and are now ready to earn the right to take your father's place.

You are strong and commanding. Your Strength and Charisma begin at 10, and all of your other ability scores begin at 8

What was it like as you reached adulthood?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, +1 Cha
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Wis, +1 Con
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+1 Str, +1 Dex, +2 Cha, +1 Con
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself growing up?	Gain
1	You got into fights, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought-after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your friends. Who else near your family's estates befriended you?	Gain
1	Working with another blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	You spent time out in the wilderness with the hunters.	+2 Dex, +1 Wis
3	You would sneak out at night and wander the woods.	+2 Con, +1 Int
4	Your family's Seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the way of the castle spending time with the cook.	+2 Wis, +1 Str
6	You had a tryst with someone below your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you did chores with the servants.	+1 Str, +1 int, +1 Cha
8	The captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis

You trained to be a leader of men. You become a level 1 Knight. The tables below will further flesh out your character.

What have you learned about ruling?

1d6	You had many tutors when you were younger. Which was your favorite?	Gain
1	The captain of the guard, who taught you to command the respect of the men.	+2 Cha
2	Your father's old scribe, who taught you your letters and lessons.	+2 Int
3	The weapon master, who showed you the ways of the sword.	+2 Str
4	A young bard, who taught you many old stories and songs.	+2 Cha
5	The captain of the hunt, with whom you rode for many long days throughout the lands.	+3 Con
6	Your father's seneschal, who revealed the secrets of his craft.	+3 Wis

1d6	You take your duty seriously. How do you plan to honor your family?	Gain
1	You will always be the first to the fight.	+3 Dex
2	When your people need you, you will protect them at all costs.	+3 Cha
3	With great power, you will strike down the enemy of your people.	+3 Str
4	Using your wits and all that you have learned, you will outsmart the enemy and gain the upper hand.	+3 Int
5	You will ward off all foes from your lands.	+3 Con
6	You know that ruling involves more than conflict, and you will lead your people in peace as well as war.	+3 Wis

1d6	When a raiding warband came looking for plunder last winter, it fell to you to save the land. How did you handle your first real test? <i>The player to your right was there with you.</i>	Gain
1	You led the best men in a secret attack as the barbarians crossed your borders. <i>The friend to your right showed you the best path, and gains +1 Dex.</i>	+2 Dex
2	You fought valiantly, but the raiders prevailed. Men died, and your stores were ransacked. You've learned a hard lesson about the world. <i>The friend to your right was wounded in the battle but pulled through, and gains +1 Wis.</i>	+2 Wis
3	Facing the invaders head on, you conquered your foe and were cheered by the men. <i>The friend to your right helped hold the line against a cavalry charge, and gains +1 Str.</i>	+2 Str
4	Trickery won the day, as you convinced the raiders that there were richer lands to the south and sent them away without any bloodshed. <i>The friend to your right crafted the lie with you, and gains +1 Cha.</i>	+2 Cha
5	You led the people behind the walls of the keep and repelled the attack. <i>The friend to your right told you that meeting them on the field was foolish and suggested the tactical retreat, and gains +1 Wis.</i>	+2 Wis
6	Knowing that there is more than one way to win a war, you parlayed with the warband leader and convinced him to move on. <i>The friend to your right rode under the banner of truce with you and impressed the raiders, and gains +1 Cha.</i>	+2 Cha

1d6	When the raiders withdrew, what did you find left on the field?	Gain
1	A colorful pelt from an unknown animal.	+2 Con, a strange bit of fur
2	Bracers of gleaming silver.	+2 Con, silver bracers
3	A small drum stitched with foreign runes.	+2 Wis, a magical drum
4	A small crate filled with phials of strange liquids.	+2 Int, 4 potions that you haven't been brave enough to drink yet
5	The clasp to a cloak, carved from a beast's tooth.	+2 Str, a broach
6	Sketched on a piece of hide, a map which marks several locations to the north.	+2 Dex, a dubious map

Paladin

You belong to an order of devout knights, and you have sworn to protect the weak and oppose darkness. Your god blesses your blade and gives you great prowess in battle.

You are brave and pious. Your Strength and Wisdom begin at 10, and all of your other ability scores begin at 8.

What did you do when you became an adult?

1d12	How did your noble family earn its name?	Gain
1	Base betrayal. Your family is respected but not trusted.	+2 Wis, +1 Int, +1 Cha
2	Strength of arms. No standard flies victoriously over more battlefields than yours.	+2 Str, +1 Dex, +1 Wis
3	Wealth. Your family's coffers are the fullest in all the land.	+1 Int, +1 Con, +1 Cha, +1 Wis
4	Knowledge. Your family deals in secrets and lore.	+2 Int, +1 Wis, +1 Con
5	Good harvests or well-bred beasts.	+2 Con, +2 Wis
6	Beauty. Your ladies are the fairest and your lords the most handsome.	+1 Str, +1 Dex, +2 Cha, +1 Con
7	Honor and duty. All trust your family's name.	+2 Wis, +1 Con, +1 Str, +1 Cha
8	Defending the land from invaders.	+2 Str, +2 Con, +1 Wis
9	Standing against a wicked would-be usurper.	+2 Con, +1 Str, +1 Int, +1 Wis
10	Producing the finest knights.	+2 Dex, +1 Str, +1 Cha
11	Tending the finest gardens and brewing the most helpful concoctions.	+2 Int, +1 Wis, +1 Con
12	Having one of the oldest names in the land and staying out of affairs that don't concern them.	+1 Str, +1 Dex, +1 Int, +1 Wis, +1 Cha

1d8	How did you distinguish yourself growing up?	Gain
1	You got into fights, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought-after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your friends. Who else near your family's estates befriended you?	Gain
1	Working with another blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	You spent time out in the wilderness with the hunters.	+2 Dex, +1 Wis
3	You would sneak out at night and wander the woods.	+2 Con, +1 Int
4	Your family's Seneschal taught you games of strategy and skill.	+2 Int, +1 Dex
5	You learned the way of the castle spending time with the cook.	+2 Wis, +1 Str
6	You had a tryst with someone below your station.	+2 Cha, +1 Con
7	Despite being of noble blood, you did chores with the servants.	+1 Str, +1 int, +1 Cha
8	The captain of the guard took a liking to you.	+1 Dex, +1 Con, +1 Wis

You become a level 1 **Paladin**. The tables below will further flesh out your character.

What happened when you joined the order?

1d6	Who was your mentor within the order?	Gain
1	A valiant knight who had ridden in many great campaigns. One of your weapon proficiencies is with the Lance.	+2 Con
2	A talented swordsman who had traveled the land fighting the forces of darkness. One of your weapon proficiencies is with the Sword.	+2 Dex
3	An elder of the order whom all the warriors respected. One of your weapon proficiencies is with the Two-Handed Sword.	+2 Dex
4	A giant of a man who was always the order's mainstay in battle. One of your weapon proficiencies is with the Battle Axe.	+2 Str
5	A paragon of the order who had completed more missions than any other templar. One of your weapon proficiencies is with the Warhammer.	+2 Str
6	A gruff old warrior who had no time for whining. One of your weapon proficiencies is with the Mace.	+2 Con

1d6	What is your role within the order?	Gain
1	You learned the healing arts and wish to aid all those in need.	+2 Wis, +1 Dex
2	You practiced at standing guard and letting no enemy overcome your position.	+2 Con, +1 Str
3	You studied the texts of your order's doctrine and acquired much old lore.	+2 Int, +1 Con
4	You learned the inner workings of the order and hope to be a leader within it one day.	+2 Cha, +1 Wis
5	You learned about the forces of darkness and are now ready to stand against them.	+2 Con, +1 Int
6	You trained to be the greatest warrior you could, and plan on being a champion of the order.	+2 Str, +1 Dex

1d6	Your Order sent you on your final test with a single companion of your choosing. What happened there? <i>The player to your right was there with you.</i>	Gain
1	Your god protected you from a dangerous beast in the woods. <i>The friend to your right then distracted the beast as you struck it down, and gains +1 Con.</i>	+2 Con
2	You had to stand against three common guardsmen at once and subdue them without harm. Your god sent light from the heavens. <i>The friend to your right disarmed them as they stood dazed, and gains +1 Wis.</i>	+2 Wis
3	A fey knight in black armor was your final challenge. You struck him down with your god's aid. <i>The friend to your right unhorsed the enemy as he charged you, and gains +1 Str.</i>	+2 Str
4	You were sent to an ancient temple of Chaos where you destroyed an obsidian statue of a demon which radiated evil. <i>The friend to your right helped you topple the statue to its ruin, and gains +1 Str.</i>	+2 Str
5	You were sent to convince a nearby petty king to allow the Paladins passage through his lands. <i>The friend to your right charmed the king at his banquet, softening his ear, and gains +1 Cha.</i>	+2 Cha
6	It was your job to dispatch a dangerous group of bandits in the woods. <i>The friend to your right held their largest man at bay while you struck down their leader, and gains +1 Str.</i>	+2 Str

1d6	What special token did your trainer give to you when you were inducted into the order?	Gain
1	Something to remember your god's words by.	+2 Int, a religious scroll
2	A silk cloak emblazoned with the symbol of the order.	+2 Cha, a beautiful cloak
3	His own favored arms.	+2 Cha, a very fine weapon
4	The symbol of the order's founder.	+2 Wis, a strange ring
5	A small but special weapon that always seems to stay hidden.	+2 Str, a glittering dagger
6	A mighty steed who comes to your call.	+2 Wis, your own steed

Cleric

While your childhood was somewhat ordinary, something miraculous happened early in adulthood. After a dramatic event, you felt the call of the gods, and now worship one or many of them. One of these deities shows you particular favor, and you now do their work amongst your people.

You are wise beyond your years. Your Wisdom and Cha begin at 10, and all of your other ability scores begin at 8.

What did you do when you became an adult?

1d12	Where did you come from, what was your background?	Gain
1	You are an orphan. Things were hard for you.	+2 Con, +1 Wis, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con
3	Your parents were fishermen and you grew up by the river.	+2 Dex, +1 Str, +1 Wis
4	Your family worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha
5	Your father was the local smith and taught you both hammer and bellows.	+2 Str, +1 Dex, +1 Cha
6	You led the sheep out onto the mountain like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	Your parents ran the local inn. You grew up meeting many travellers and hearing their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha
9	Your father or mother kept the old stories. Your head is filled with them.	+2 Int, +1 Cha, +1 Wis
10	Your father was a watchman, stern but fair with child and stranger alike.	+2 Str, +1 Con, +1 Cha
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex
12	Your father was a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex

1d8	How did you distinguish yourself growing up?	Gain
1	You got into fights, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought-after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your friends. Who else near your family's estates befriended you?	Gain
1	Working with another blacksmith took your mind off your troubles.	+2 Str, +1 Cha
2	You spent time with the fishermen, and swapped stories with them.	+2 Dex, +1 Wis
3	You went camping with the hunters.	+2 Con, +1 Int
4	The village elders taught you the ancient game of chess	+2 Int, +1 Dex
5	You are about to marry into the Miller's family.	+2 Wis, +1 Str
6	You broke someone's heart, or maybe they broke yours.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 int, +1 Cha
8	An old mercenary who settled in town taught you a thing or two.	+1 Dex, +1 Con, +1 Wis

You felt the gods' power and it changed your life. You become a level 1 **Cleric**. The tables below will further flesh out your character.

What happened when you began your life of service?

1d6	What caused the gods to speak to you?	Gain
1	You found an abandoned sanctuary deep in the woods, guided by the hand of one of the gods. Within, you found an ancient record of the old gods.	+2 Int, +1 Dex
2	Some disastrous event befell the town/village, and the gods showed you how to aid your people when they needed you most.	+2 Str, +1 Cha
3	When a mysterious disease struck down many, a god came to you in a dream and showed you how to heal the sick.	+2 Con, +1 Int
4	A band of knights came from the south and demanded succor from the villagers. Filled with the spirit of the gods, you sat with them all night, debating religion, and converting several.	+2 Cha, +1 Str
5	The miller's daughter was badly injured in an accident. Heeding the voice of a god, you tended her back to health when all others thought it a lost cause.	+2 Wis, +1 Con
6	One of the gods spoke to you and told you that the old witch held great knowledge of the ancient ways, and so you spent time learning from her.	+2 Dex, +1 Wis

1d6	What is the gods' task for you?	Gain
1	To cleanse the lands of the forces of darkness.	+2 Int
2	To aid the sick and wounded	+2 Wis
3	To wander the old paths, protecting nature.	+2 Wis
4	To be a leader of men.	+2 Cha
5	To seek out the lore of the gods and spread it.	+2 Wis
6	To travel the lands, doing the gods' work	+2 Int

1d6	When you were most in need, the gods aided you. When were you most desperate? <i>The player to your right was there with you.</i>	Gain
1	When one of your friends was being beaten by a group of toughs, you commanded them to stop and the gods gave power to your voice. <i>The friend to your right helped you protect your friend, and gains +1 Wis.</i>	+2 Wis
2	You were beset by brigands, but the gods made a great light and they ran from your presence. <i>The friend to your right protected you while you called upon your gods, and gains +1 Cha.</i>	+2 Cha
3	You wandered, unwittingly, into an ancient burial mound. As the ancient kings began to rise, you asked the gods for help, and crept past them unnoticed. <i>The friend to your right helped you find your way out, and gains +1 Dex.</i>	+2 Dex
4	A drunkard from another village was harassing your people at last autumn's festival. You made him tremble at the gods' power. <i>The friend to your right stood with you when you confronted the troublemaker, and gains +1 Cha.</i>	+2 Cha
5	A thing from beyond the veil was drawn by the gods' power and tried to slay you at night, but the gods protected you. <i>The friend to your right burst into your home with light and fellowship, finally banishing the shadow, and gains +1 Con.</i>	+2 Con
6	A strange, small man with knotted skin was attacking those who came near the old mine. You confronted the creature, holding it at bay while your friend struck it with iron and sent it running. <i>The friend to your right drove off the creature, and gains +1 Int.</i>	+2 Int

1d6	Which of the old gods is particularly fond of you?	Gain
1	A god of knowledge, secrets, inspiration, and hidden things.	+2 Int, a heavy cloak
2	A god of new beginnings, fire, and cleansing.	+2 Con, holly incense, a bronze brazier
3	A goddess of healing, suffering, and light.	+2 Wis, healing herbs
4	A goddess of order, war, and conquest.	+2 Str, a broad bladed sword
5	A goddess of oaths, pride, and the hearth.	+2 Cha, a silver spoon
6	A god of agriculture, death, and the underworld.	+2 Int, a pouch of iron coins

Magic~User

You were always a bright and sought out stories of ancient wizards and sorceresses who mastered the arcane arts. In your wanderings, you found an old tome and began to study it. You learned the rudimentary ways of magic from the tome but know you will one day need a mentor.

Your Intelligence and Wis scores begin at 10, and all of your other ability scores begin at 8.

What did you do when you became an adult?

1d12	What was your occupation or family background?	Gain
1	You were an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con,
3	You learned fishing from your parents and became a fisherman.	+2 Dex, +1 Str, +1 Wis
4	You worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha
5	You worked as a smith and were good with both hammer and bellows.	+2 Str, +1 Dex, +1 Cha
6	You were a shepherd like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	You worked at the local inn where you met many travelers and heard their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha
9	You entertained people with the old stories you learned, your head is filled with them.	+2 Int, +1 Cha, +1 Wis
10	You were in the watch, and stern but fair with local and stranger alike.	+2 Str, +1 Cha, +1 Con
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex
12	You worked with your father, a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex

1d8	How did you distinguish yourself growing up?	Gain
1	You got into fights, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your friends. Who else did you know in the village/town where you settled?	Gain
1	The watchman trusts your advice.	+2 Str, +1 Cha
2	The fishermen took a liking to you, and you swapped stories with them.	+2 Dex, +1 Wis
3	You spent time out in the wilderness with hunters.	+2 Con, +1 Int
4	One of the elders remembers your wanderings and enjoys your long talks.	+2 Int, +1 Dex
5	Grandmother Weaver respects your wisdom and honors you.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Con, +1 Cha
8	A mercenary in town likes to share stories with you.	+1 Dex, +1 Con, +1 Wis

You become a level 1 **Magic-User**. You learn the Spell *Read Magic*. The tables below will further define your character.

What happened to you as you learned magic?

1d6	Who wrote your magic Tome?	Gain
1	A plunderer of forgotten tombs.	+3 Dex
2	A famous bard who traveled far and wide.	+3 Cha
3	A great archmage from the sunken kingdom.	+3 Int
4	The head of a secret order from long ago.	+3 Wis
5	An old sage from the south	+3 Int
6	A mighty magic-user who marched with great armies.	+3 Con

1d6	What sort of Magic-User was the author of the book?	Gain
1	A clever illusionist. You learn the following Spells: Ventriloquism, Darkness	+2 Cha
2	A war wizard. You learn the following Spells: Magic Missile, Shield	+2 Str
3	A summoner of dark spirits. You learn the following Spells: Darkness, Protection from Evil	+2 Con
4	A master of hidden secrets. You learn the following Spells: Read Languages, Hold Portal	+2 Str
5	A charming enchanter. You learn the following Spells: Charm Person, Sleep	+2 Dex
6	A traveling sorcerer. You learn the following Spells: Light, Floating Disk	+2 Con

1d6	A spirit of Chaos was drawn by your power. How did you fight it off? <i>The player to your right was there with you.</i>	Gain
1	You stood before it with steady hands. <i>The friend to your right stood by your side and did not waver, and gains +1 Wis.</i>	+2 Wis, Spell: <i>Light</i>
2	You called it by its true name and cast it back into the abyss. <i>The friend to your right helped you discover the name, and gains +1 Int.</i>	+2 Int; Spell: <i>Magic Missile</i>
3	Although you drove it off, it still waits for you just beyond the walls of sight. <i>The friend to your right helped you slip its grasp, and gains +1 Dex.</i>	+2 Dex; Spell: <i>Protection from Evil</i>
4	Your clever words were enough to turn aside the worst of its trouble. <i>The friend to your right also bandied words with the spirit, and gains +1 Cha.</i>	+2 Cha, Spell: <i>Charm Person</i>
5	You stood behind the wall of your power until it grew weak. <i>The friend to your right learned a lot from your brave stand, and gains +1 Int.</i>	+2 Int; Spell: <i>Shield</i>
6	You withstood its blows, while your friend sealed it beneath the earth. <i>Your stalwart friend to the right saved the day, and gains +1 Con.</i>	+2 Con; Spell: <i>Hold Portal</i>

1d6	A Magic-User passed through during your studies. What did he/she think of you?	Gain
1	You impressed him/her with your knowledge.	+2 Int, a book you barely understand
2	He/she said he would brook no rivals and you fled from him in the night.	+2 Wis, a lucky charm
3	He/she performed a secret naming ceremony for you.	+2 Con, an engraved silver ring
4	He/she was amused by your first steps toward learning magic and taught you a spell.	+2 Cha, Spell: <i>Unseen Servant</i>
5	He/she inducted you into their secret order.	+2 Wiz, a wizard's staff
6	You were warned of his/her coming, became afraid, and hid from him.	+2 Dex, an amulet

Thief

Some adventurers get by with their sword arm or with words of power in the language of magic, but you need neither. The world is full of things to see and enjoy, and your fingers are more than quick enough to let you have what you like.

You are deft and quick. Your Dexterity and Int at 10, and all of your other ability scores begin at 8.

What did you do when you became an adult?

1d12	What was your occupation or family background?	Gain
1	You were an orphan. Things were hard for you.	+2 Wis, +2 Con, +1 Int
2	Your father was an outcast, rightfully or not.	+2 Int, +1 Wis, +1 Con,
3	You learned fishing from your parents and became a fisherman.	+2 Dex, +1 Str, +1 Wis
4	You worked a small farm outside the village.	+2 Con, +1 Wis, +1 Cha
5	You worked as a smith and were good with both hammer and bellows.	+2 Str, +1 Dex, +1 Cha
6	You were a shepherd like your father before you.	+2 Con, +1 Dex, +1 Wis, +1 Str
7	You worked at the local inn where you met many travelers and heard their tales.	+2 Cha, +1 Int, +1 Dex, +1 Wis
8	You worked the loom, cutting and twisting as the Fates.	+2 Dex, +1 Int, +1 Cha
9	You entertained people with the old stories you learned, your head is filled with them.	+2 Int, +1 Cha, +1 Wis
10	You were in the watch, and stern but fair with local and stranger alike.	+2 Str, +1 Cha, +1 Con
11	You went on journeys into the woods to gather herbs and berries.	+2 Wis, +1 Con, +1 Dex
12	Your worked with your father, a local merchant. You learned to name your price and charm your customers.	+2 Cha, +1 Int, +1 Dex

1d8	How did you distinguish yourself as an adult?	Gain
1	You got into fights, but you never lost.	+2 Str, +1 Wis
2	There wasn't a game you couldn't win.	+2 Dex, +1 Int
3	You were the toughest around.	+2 Con, +1 Cha
4	No secret escaped you.	+2 Int, +1 Dex
5	Your empathy made you a sought-after confidant.	+2 Wis, +1 Con
6	You never met someone who didn't like you.	+2 Cha, +1 Str
7	You solved everyone else's problems, and never mentioned your own.	+1 Str, +1 Con, +1 Cha
8	Everyone has something to teach, and you learned a little from them all.	+1 Dex, +1 Int, +1 Wis

1d8	The other player characters are your friends. Who else did you know in the village/town where you settled?	Gain
1	The watchman trusts your advice.	+2 Str, +1 Cha

2	The fishermen took a liking to you, and you swapped stories with them.	+2 Dex, +1 Wis
3	You spent time out in the wilderness with hunters.	+2 Con, +1 Int
4	One of the elders remembers your wanderings and enjoys your long talks.	+2 Int, +1 Dex
5	Grandmother Weaver respects your wisdom and honors you.	+2 Wis, +1 Str
6	The innkeep gives you drinks in exchange for stories.	+2 Cha, +1 Con
7	The old widow needed help around the house.	+1 Str, +1 Con, +1 Cha
8	A mercenary in town likes to share stories with you.	+1 Dex, +1 Con, +1 Wis

You become a level 1 **Thief**. The tables below will further define your character.

What happened to you as you learned magic?

1d6	Who taught you to how to cheat or steal?	Gain
1	An old pickpocket from the city to the South.	+3 Dex
2	An unscrupulous old sneak in town.	+3 Wis
3	You trained yourself by trial and error.	+3 Int
4	The local locksmith.	+3 Dex
5	A local thug with few friends.	+3 Str
6	A savvy and charming traveller.	+3 Cha

1d6	How did you attain your ill-gotten gains?	Gain
1	You do little work yourself, but instead beg from others.	+2 Con
2	When travelers from faraway places pass through town you take interesting baubles from their purses.	+2 Dex
3	You can secretly find your way behind any door.	+2 Int
4	You charm everyone you meet.	+2 Cha
5	Despite your other skills, you still work an honest profession.	+2 Int
6	You do a little of this and a little of that and always get by.	+2 Con

1d6	As happens with many thieves, your first job went bad. What did you do when you got caught? <i>The player to your right was there when it happened.</i>	Gain
1	You fought for your life and escaped. <i>The friend to your right fought off your attackers to help you get away, and gains +1 Str.</i>	+2 Str
2	You hid until it was safe. <i>The friend to your right got caught up in your heist and had to hide out too, and gains +1 Dex.</i>	+2 Dex
3	You took a beating and learned a lesson. <i>The friend to your right proved they would never desert you and took some licks too, and gains +1 Con.</i>	+2 Con
4	You pleaded your case and walked free. <i>The friend to your right spoke on your behalf, and gains +1 Int.</i>	+2 Int
5	You fessed up and made it right. <i>The friend to your right helped you see the error of your ways, and gains +1 Wis.</i>	+2 Wis
6	You fast-talked the mark and made nice. <i>The friend to your right bought you both drinks and joined the party, and gains +1 Cha.</i>	+2 Cha

1d6	What was your greatest heist?	Gain
1	You managed to nab a great bag of coins from a rich merchant.	+2 Dex, +6d6gp
2	You convinced an old man to will you his farm.	+2 Int, a small farm
3	You nicked something special from a stranger passing through.	+2 Str, a very sharp dagger
4	You stole something from an odd man in the woods.	+2 Con, a strange silver ribbon
5	You talked your way into a temple in the next village and left with something precious.	+2 Cha, a mysterious idol
6	You stole from another thief.	+2 Dex, a fine set of lockpicks

Material included in this document is intended for personal use.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
Beyond the Wall and Other Adventures, Copyright 2012-2014, Flatland Games, llc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors
Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan,
Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on
original material by E. Gary Gygax and Dave Arneson.