



LOSERS

STYLED

RANDOM

LEVEL ZERO

CHARACTERS

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BOY

# HOW TO USE THIS BOOK

1. Roll one of each die (d4, d6, d8, d10, d12, and d20). The results of this one roll are referenced multiple times.
2. Based on the d12 result on the heritages table below, go to the noted page for your specific heritage.
3. On that page, based on the results of the d4, d6, d8, d10, and d20, determine some backstory events to help give the character personality. Add the noted values from each roll to determine your totals for **S**trength, **D**exterity, **C**onstitution, **I**ntelligence, **W**isdom, and **C**harisma.
4. On the page after that, use the results of the d4 and d20 to determine some starting items related to your background. Get all items from your roll to the right edge of the table (a d4 roll of 3 gets everything from the 3-or-less column and the 4-or-less column).
5. On the following page, use the results from the d4, d6, d8, and d10 to determine a random name.

## d12 You are a ...

- |    |  |
|----|--|
| 1  | Dwarf of the hill clans, pg 2            |
| 2  | Dwarf from the mountain cities, pg 6     |
| 3  | Elf of the woodland nomads, pg 10        |
| 4  | Elf from the shining spires, pg 14       |
| 5  | Goblin from the deep weald, pg 18        |
| 6  | Goblin from an urban warren, pg 22       |
| 7  | Halfling from a quaint town, pg 26       |
| 8  | Halfling from a huge city, pg 30         |
| 9  | Orc of the icy tundra, pg 34             |
| 10 | Orc from a prosperous port, pg 38        |
| 11 | Human from a rural town, pg 42           |
| 12 | Human from a sprawling metropolis, pg 46 |

# 1 DWARF OF THE HILL CLANS

A rough people for a rough land. The clan will support you, so long as you support the clan. Betray the clan and be cast out, alone on the heath.

<b>d4 You were raised by ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Bards	5	3	7	10	10	10
2	Totem warriors	10	7	10	3	10	7
3	Stonecutters	10	4	10	10	3	5
4	Goat herders	10	10	8	8	6	3

<b>d6 Your clearest memory from childhood is of...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Helping dig the footing for a new wall	2		2	1		2
2	Scaring off a wolf while tending the goats		2	2	1	2	
3	Running from a fight		2	1		2	
4	Discovering a secret grotto		1	2	2		
5	A boisterous clan celebration		1		2		2
6	Fishing in a lake on the heath			2	2	1	

<b>d10 You spent your youth ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Training with the war-axe	2	2			1	
2	Expanding earthworks around the bailey	2	1			2	
3	Learning to chisel traditional runes	2			1	2	
4	Keeping the herds in line	2				2	1
5	As a squire to the clan chief	1				2	2
6	Climbing cliffs		2	2		1	
7	Studying forbidden arts		2		2		1
8	Helping at the brewery		1	2	2		2
9	Playing the bagpipes		1	2			2
10	Listening to the clan elders			2	2		1

d8	You will always remember ...	S	D	C	I	W	Ch
1	Setting a runestone for the new motte	2			2	1	
2	Competing in the heathtop games	2				1	2
3	The first taste from a fifty-year whiskey cask	2				1	2
4	A particularly rough sparring session	1		2			2
5	Picnicking in the heather with your first love	1				2	2
6	The sight of orc riders cresting the hill		2		1	2	
7	Dancing to the drums on a fall evening		2			2	1
8	When the lord doubled your taxes			2	2	2	1

d20	You most recently were a ...	S	D	C	I	W	Ch
1	<b>Totemic initiate</b> , studying religious precepts	2	1			2	2
2	<b>Soldier</b> , fighting for your lord	2	1			2	
3	<b>Blacksmith</b> , making tools for the clan	2	1			2	
4	<b>Farmer</b> , tending fields of barley	2	1			2	
5	<b>Miner</b> , excavating tin from the hills	2		2	1		
6	<b>Armorer</b> , crafting mail for the soldiers	2			2	1	
7	<b>Innkeeper</b> , tending bar and meeting travelers	2			1		2
8	<b>Outcast</b> , clanless and wandering	2				2	1
9	<b>Stonecutter</b> , preparing stones for the keep	1		2		2	
10	<b>Scout</b> , patrolling the outskirts of clan territory	1		2		2	
11	<b>Scholar</b> , studying ancient tomes	1			2	2	
12	<b>Vagabond</b> , traveling between clans	1				2	2
13	<b>Beggar</b> , penniless and without work	1				2	2
14	<b>Cultist</b> , seeing through the priesthood's lies		2			2	1
15	<b>Goat Herder</b> , guiding herds through the hills		1	2	2		
16	<b>Distiller</b> , managing whiskey stills		1	2		2	
17	<b>Merchant</b> , selling clan goods abroad		1			2	2
18	<b>Bagpiper</b> , playing for festivals and rites			2	1	2	
19	<b>Bard</b> , reciting lineages and sagas				2	2	1
20	<b>Scribe</b> , ensuring the records are preserved				2	2	1

# 1 GEAR AND NAMES FOR A DWARF OF THE HILL CLANS

A surname declares a heritage, a clan lineage for those who have one. Clothing declares an allegiance, the right to wear clan colors offering a form of safety. In the field, a farmer has clan colors on her cap, in battle, colors are on every shield, and come celebration, every kilt and dress declares its clan.

You have clothing and...		d4	
d20	2 or less and...	3 or less and...	4 or less
1	Club	Totemic sigil	Chisel
2	Bedroll	Mace	Deck of cards
3	Hammer	Tongs	Bag of nails
4	Sack of barley	Pitchfork	Jug of ale
5	Lantern	Pickaxe	Lump of tin
6	Chainmail	Hammer	Drawplate
7	10 gold coins	Cookpot	Ladle
8	Puppy	Staff	Pickled herring
9	Chisel	Chalk	Sledgehammer
10	Knife	Rope (40 ft)	Signal flags
11	Historical tome	Writing slate	Chalk
12	Journal	Staff	Flint and steel
13	Knife	5 silver pieces	Beer stein
14	Strange amulet	Sacrificial dagger	Strange tome
15	Goat kid	Crook	Pipes
16	Mash paddle	Sealing wax	Flask of whiskey
17	100 silver coins	Scales	Tin ingot
18	Club	Elaborate kilt	Bagpipes
19	Clan lineages tome	Elaborate kilt	Lute
20	Sealing wax	Sheaf of papers	Quill and ink

**Given Names**

d6	d10	Feminine	Masculine
1	1-3	Aoife	Torcall
	4-6	Radahin	Manus
	7-10	Marit	Bethar
2	1-3	Dola	Aralt
	4-6	Curaid	Madiht
	7-10	Una	Roain
3	1-3	Lili	Sgaire
	4-6	Catrana	Rangd
	7-10	Eimir	Harit
4	1-3	Atha	Yohar
	4-6	Baltra	Ghais
	7-10	Terg	Ailer
5	1-3	Doirn	Parag
	4-6	Caitin	Conll
	7-10	Aish	Marc
6	1-3	Fingal	Donach
	4-6	Sorcha	Lachn
	7-10	Moire	Bearnd

**Surnames**

d8	d4			
	1	2	3	4
1	Reenkin	Crief	Baird	Yaibr
2	Nicolkin	Kogh	Balfr	Esman
3	Nairnkin	Millikin	Hytakin	Hesht
4	Roykin	Orrkin	Dronkin	Cowie
5	Finkin	Brigikin	Urodwyn	—
6	Lellkin	Stenus	—	—
7	Kohnkin	Farquhar	Urhod	Firni
8	Tavshkin	Duinnkin	Brithnay	—

# 2 DWARF FROM THE MOUNTAIN CITIES

A society as rigidly ordered as the stone its cities are cut into. Magnificent fortress on mountain peaks with endless alleyways and mines cutting into the earth, people packed tight into the depths.

<b>d4 You were raised by ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Minor nobles	10	5	3	10	4	10
2	Gem-cutters	4	7	10	10	10	3
3	Miners	9	5	10	10	10	3
4	Thieves	3	10	10	6	7	10

<b>d6 Your clearest memory from childhood is of...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Memorizing the tunnels for a race	2	2		2		1
2	The trek into the deepest mine	2		2		1	
3	Carrying agates to market	2				1	2
4	Earning a finesmith apprenticeship	1			2		2
5	Reading tales of ancient heroes		2	1			2
6	The choral music in the temple			2		2	1

<b>d10 You spent your youth ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Helping at the gearworks	2	2	1			
2	Training to be a legionnaire	2		2			1
3	As a water-carrier in the mines	2		1			2
4	Distributing alms for the temple	2				2	1
5	Exploring the old mine	1	2		2		
6	Drinking and dancing	1	2				2
7	Hiding from both sides of a civil war	1		2	2		
8	Performing bawdy poetry	1			2		2
9	Transcribing rune-scrolls		1	2	2		
10	Apprenticed at the smelter			2		2	1

d8	You will always remember ...	S	D	C	I	W	Ch
1	Your first time in the deepest mineshaft	2	2	1			
2	An earthquake fracturing the city	2		1			2
3	Waking up after a fight you lost		2	2		1	
4	Running from the guards with your crew		2	1	2		
5	Fleeing when the miners loosed a crawler		2	1		2	
6	A footrace that crossed the entire city		2		2	1	
7	Showing your crush a secret cavern		1	2	2		2
8	A two-day vigil in the temple			2	2	1	

d20	You most recently were a ...	S	D	C	I	W	Ch
1	<b>Sculptor</b> , carving beauty from stone	2	2			1	
2	<b>Thug</b> , extorting money for your gang	2	2				1
3	<b>Smelter</b> , turning iron-ore into ingots	2	1		2		
4	<b>Bladesmith</b> , crafting fine axe-heads	2	1		2		
5	<b>Gladiator</b> , staging battles in the arena	2	1				2
6	<b>Farmer</b> , growing mushrooms along cave walls	2		2			1
7	<b>Miner</b> , in the deepest caverns	2		2			1
8	<b>Shopkeeper</b> , hawking your wares	2		1			2
9	<b>Opera singer</b> , performing in amphitheatres	2		1			2
10	<b>Physician</b> , treating injured miners	2			2	1	
11	<b>Brewer</b> , supplying the city with ale	2			2		1
12	<b>Mendicant</b> , taking only what you can beg	2				2	1
13	<b>Legionnaire</b> , training for war	1	2	2			
14	<b>Runesmith</b> , engraving gems with sigils	1	2		2		
15	<b>Cook</b> , searing meat and mushrooms for guests		2	2		1	
16	<b>Painter</b> , making portraits of the wealthy		1	2		2	
17	<b>Jester</b> , entertaining nobles at court		1			2	2
18	<b>Locksmith</b> , cutting keys and forging locks			2	2	1	
19	<b>Chandler</b> , making the candles that light the city			2	2		1
20	<b>Oracle</b> , reading omens in the bones				2	2	1

# 2 GEAR AND NAMES FOR A DWARF FROM THE MOUNTAIN CITIES

Although a prized sign of lineage, dwarves of the mountains strive to move past their surnames. Just as status is shown by fine jewelry, the influential with jade talismans and golden rings while a laborer may only have agates in copper, a true dwarf's success is shown in a name forged from their deeds.

You have clothing and...		d4	
d20	2 or less and...	3 or less and...	4 or less
1	Small chisel	Lump of jade	Jade cameo
2	Mask	Club	Playing cards
3	Sack of charcoal	2 ft iron bar	Tongs
4	Whetstone	Tongs	Battleaxe
5	Jug of ale	Net	Battleaxe
6	Lantern	Sickle	Sack of mushrooms
7	Lump of iron	Pickaxe	Lantern
8	Iron spikes	Flask of oil	Lantern
9	Mirror	Elaborate costume	Playbill listing you
10	Jug of ale	Scalpel	Linen bandages
11	Jug of ale	Pewter stein	Mash paddle
12	Nothing	Tin bowl	Staff
13	Deck of cards	Shortsword	Shield
14	Chisel	Ball-pein	Runic sigil
15	Bag of mushrooms	Frying pan	Knife
16	Paints and brushes	Sheet of vellum	Finished portrait
17	Motley	Fake scepter	Makeup kit
18	Lockpicks	Padlock	Ball-pein
19	Wax and string	5 candles	Incense
20	Ritual bones	Censer	Tarot deck

**Given Names**

d6	d10	Feminine	Masculine
1	1-3	Bera-Shay	Andurhes
	4-6	Tresserna	Dainrudh
	7-10	Laintstra	Farrulain
2	1-3	Erhin-Duina	Edarrigan
	4-6	Ysbarel	Ashedin
	7-10	Nicoirree	Ripp-Gorry
3	1-3	Moigara	Kerungal
	4-6	Effenrid	Barridran
	7-10	Lisselind	Harunral
4	1-3	Dar-Morag	Garn-Gren
	4-6	Sorlahin	Sunntaig
	7-10	Neraniss	Chasalris
5	1-3	Scarlennid	Kihkandr
	4-6	Vaigh-Di	Dainullin
	7-10	Berakaush	Eddred-Cohg
6	1-3	Joidanie	Perlayik
	4-6	Firellisaid	Astilaer
	7-10	Ruribrei	Runtillam

**Surnames**

d8	d4			
	1	2	3	4
1	Koin-Chafr	Cunref-Koin	Farrl-Koin	Flairiht
2	Brachain-Ober	Corriga-Dain	Krilkra	Curranagh
3	Ober-Braden	Khazin-Fes	Dunlanik	—
4	Conbyrn-Koin	Kyrd-Fes	Brynbreg	—
5	Camadain	Criadhen	Arteysh	—
6	Beollain-Ober	Indurnin	Corficy-Dain	Antisdel
7	Koin-Kelghan	Ober-Bambrik	Furnallan	Craddarin
8	Varlober	Corandron	Berhanik	Fayre

# 3 ELF OF THE WOODLAND NOMADS

Journeying endlessly through bright woodlands and dark forests, visiting the communities that border the wilds, these nomads fight to keep the wilderness pristine, often putting the lives of trees ahead of people.

<b>d4 You were raised by ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Forest wardens	10	8	10	6	10	3
2	Druids	7	10	8	10	10	3
3	Troubadours	5	10	3	4	10	10
4	Wainwrights	10	5	4	10	6	10

<b>d6 Your clearest memory from childhood is of...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Finding home after being lost for days	2		2		1	
2	Stalking an owlbear with the hunters		2	2			1
3	Carving sigils of fortune into your first bow		2	1	2		2
4	Games of chase with your friends		2	1			2
5	Learning the wind song		2	1			2
6	A fascinating conversation with an elm tree			1	2		2

<b>d10 You spent your youth ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Training as an archer	2	2			1	
2	Learning from kindly treants	2	1			2	
3	Helping build wagons	1	2				2
4	Hiding during goblin raids		2	2		1	
5	Playing games with the other youths		2	1			2
6	With tomes on the cycles of nature		2		2		1
7	Wandering the borders of the fey		2		1	2	2
8	Scrounging for food		1	2		2	
9	Planting fruit-tree clusters			2		2	1
10	Singing traveling songs on the road			2		1	2

d8	You will always remember ...	S	D	C	I	W	Ch
1	The fight after a friend insulted your mother	2	2		1		
2	A majestic owlbear pouncing on a stag		2	2			1
3	A long, painful fall from an oak		2	1		2	
4	Seeking new hunting grounds during a famine		2		1	2	
5	Covering under a log as a dragon flew past		2		1	2	
6	The path from the winter to summer camps			2		2	1
7	A treesinger reviving a half-chopped elm				2	1	2
8	A romantic walk along the ridge				1	2	2

d20	You most recently were a ...	S	D	C	I	W	Ch
1	<b>Assassin</b> , taking any job you could get	2	2		1		
2	<b>Ranger</b> , patrolling ahead of the tribe	2	2			2	1
3	<b>Acrobat</b> , performing traditional tree-top dances	2	2				1
4	<b>Cutpurse</b> , stealing what you could to survive	2	1			2	
5	<b>Raider</b> , pillaging rivals for wealth	2		2	1		
6	<b>Fisher</b> , down by the river all day	2		2			1
7	<b>Outcast</b> , banished from your tribe	2		2			1
8	<b>Treesinger</b> , learning the magic of the forest	2			2	2	1
9	<b>Scout</b> , seeking new paths for the tribe	2			2		1
10	<b>Fletcher</b> , making countless arrows	2			1		2
11	<b>Wainwright</b> , fixing and building wagons	2			1		2
12	<b>Cook</b> , roasting meat from the hunt	2				1	2
13	<b>Bowyer</b> , carving and gluing bows		2	1	2		
14	<b>Tinker</b> , fixing tools and sharpening blades		1	2		2	
15	<b>Chandler</b> , making tallow candles		1		2	2	
16	<b>Harpist</b> , supplying music every evening		1		2		2
17	<b>Con Artist</b> , fooling rubes out of their coin		1			2	2
18	<b>Vintner</b> , gathering fruit and fermenting wine			2		2	1
19	<b>Trader</b> , visiting other tribes and towns				2	2	1
20	<b>Philosopher</b> , contemplating nature itself				2	2	1

# 3

# GEAR AND NAMES FOR AN ELF OF THE WOODLAND NOMADS

Among the nomads, nature is at the heart of all. Surnames, in the old-tongue, hearken back to the family's sacred tree. Clothing, looking subdued and plain to many, is textured with fine embossing and embroidery for those with a discerning eye. Yet even in adornment they are nomads, the jewelry from other lands a suggestion of grand journeys.

You have clothing and...		d4	
d20	2 or less and...	3 or less and...	4 or less
1	Shortbow (5 arrows)	Dagger	Black grease
2	Dagger	Longbow (10 arrows)	Healing herbs
3	Holy symbol	Traditional costume	Silk ribbon (8x1 ft)
4	5 stolen gold coins	Knife	Black grease
5	Stolen gold torc	Spear	Bottle of wine
6	Spear	Rope (20 ft)	Cooked fish
7	Pet squirrel	Hatchet	Cheese
8	Club	Incense	Holy symbol
9	Knife	Rope (40 ft)	Black grease
10	Shortbow	Arrows (20)	Sack of feathers
11	Saw	Nails	Hammer
12	Cleaver	Roasting spit	Smoked squirrel
13	Arrows (20)	Shortbow	10 bowstrings
14	Knife	Oil lamp	Whetstone
15	Scented herbs	5 candles	Wax and string
16	Spare harp strings	Fine clothes	Lap harp
17	Potion of delusion	Fancy outfit	Fake certificate
18	Grape knife	Sealing wax	Bottle of wine
19	Lantern	Iron spikes (10)	Rope (50 ft)
20	Philosophical tome	Writing slate	Chalk

**Given Names**

d6	d10	Feminine	Masculine
1	1-3	Ethernai	Senshenn
	4-6	Moriath	Ceretic
	7-10	Tiabhal	Sinnoch
2	1-3	Rora	Cuill
	4-6	Verecunda	Cathal
	7-10	Rhyanidd	Laeghaire
3	1-3	Tuiren	Ruadan
	4-6	Brec	Tassach
	7-10	Dalny	Rivius
4	1-3	Gargeolain	Drochmal
	4-6	Sulicena	Cealaigh
	7-10	Sabra	Gothan
5	1-3	Gwyna	Vortigern
	4-6	Beara	Cyrnan
	7-10	Duineachta	Rowan
6	1-3	Innogen	Faelinn
	4-6	Nynia	Drystan
	7-10	Ceithlenn	Geron

**Surnames**

d8	d4			
	1	2	3	4
1	the Seileach	the Sabhaircin	the Learag	the Seasgan
2	the Iubhair	the Magairlin	the Eidheann	the Ruideal
3	the Darach	the Cuilinn	the Critheann	the Droghean
4	the Farna	the Aiteann	the Coille	the Casarbhan
5	the Caorann	the Droman	the Glaisleun	the Taithean
6	the Luaithe	the Beithe	the Calltainn	the Feirdhris
7	the Seudar	the Faidhile	the Spruis	the Goirmin
8	the Leamhan	the Giuthas	the Noinin	the Fianach

# 4 ELF FROM THE SHINING SPIRES

Ancient, beautiful spires, filled with ancient, beautiful people. The residents live idyllic lives, little noticing how many centuries it has been since a new spire was raised.

<b>d4 You were raised by ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Wealthy socialites	3	10	5	10	10	9
2	Arcanists	7	10	3	10	10	4
3	Warriors	10	10	3	10	5	7
4	Laborers	10	5	10	3	7	10

<b>d6 Your clearest memory from childhood is of...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Watching the midsummer games	2		2			1
2	Standing vigil for the solstice rites	2		1		2	2
3	Memorizing the Sunginger's creed	2		1		2	
4	Talking your way into a royal ball	2			2		2
5	Stealing a book of adventure stories		2	2			1
6	Sneaking away from a cruel tutor		2		1	2	

<b>d10 You spent your youth ...</b>		<b>S</b>	<b>D</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>Ch</b>
1	Training for the Sunguard	2		1	2		
2	As a watch-runner for bandits	2			2	1	
3	Exploring abandoned spires		2	2	1	2	
4	Avoiding gangsters and thugs		2	2		1	
5	As a servant in a ducal manor		2	1		2	
6	Training for the theatre		2	1			2
7	Poorly			2		1	2
8	Reading banned novels			1	2	2	
9	Merging poetic verse with calligraphic art				2	2	1
10	In a choir, performing at the temple				1	2	2

d8	You will always remember ...	S	D	C	I	W	Ch
1	Defending your home from goblin invaders	2		2	1		
2	The Sunguard marching in a victory parade	2			2		1
3	Helping crew a sailboat in the regata		2	1	2		
4	Being chased by thugs through dark streets		2	1		2	
5	Performing a solstice dance in the main square		2	1		2	
6	Enjoying a feast in the palace		2		1		2
7	Your first bottle of undiluted wine			2	1	2	
8	Transcribing the Record of the Cycles of the Sun			1	2	2	

d20	You most recently were a ...	S	D	C	I	W	Ch
1	<b>Cavalier</b> , training to ride into battle	2	2	2	1		
2	<b>Rebel</b> , fighting to end the tyranny of the king	2	2		1	2	
3	<b>Farrrier</b> , tending horses at a public stable	2			1	2	
4	<b>Poacher</b> , living off the excess of the royal wood	2			1		2
5	<b>Privateer</b> , hunting rival merchants at sea	1	2				2
6	<b>Bandit</b> , waylaying travelers on the road	1	2				2
7	<b>Silversmith</b> , crafting mirrors and jewelry	1		2		2	
8	<b>Actor</b> , seeking fame on the stage	1		2			2
9	<b>Mendicant</b> , owning only what you can beg	1			2	2	
10	<b>Astrologer</b> , studying the motion of the stars	1			2	2	
11	<b>Gambler</b> , hoping for your next big break	1			2		2
12	<b>Burglar</b> , breaking into wealthy homes		2	2	2		1
13	<b>Shrine attendant</b> , aiding petitioners in worship		2	1		2	2
14	<b>Farmer</b> , harvesting amaranth for bread		2	1		2	
15	<b>Vintner</b> , selling fine wines		2		2		1
16	<b>Glazier</b> , installing windows for the wealthy		2		2		1
17	<b>Courtier</b> , plying the court for power		1		2		2
18	<b>Arcanist</b> , trying to understand ancient magics			1	2	2	
19	<b>Flautist</b> , playing music in the square				2	2	1
20	<b>Harlequin</b> , performing traditional mummery				2	1	2

# 4 GEAR AND NAMES FOR AN ELF FROM THE SHINING SPIRES

To even live in the spires is to be proud. A family name is a declaration of an unbroken, pure line back through the ages. Pure too are their outfits, simple whites and yellows, with jewelry of silver and gold, hearkening to the sun. Bolder colors come in small flashes, standing out on that simple palette.

You have clothing and...		d4	
d20	2 or less and...	3 or less and...	4 or less
1	Shield	Longsword	Signet ring
2	Club	3 flasks of oil	Manifesto (20)
3	Hammer	Hoof clipper	4 horseshoes
4	Tiger skin	Shortbow (5 arrows)	Rope (30 ft)
5	Spyglass	Cutlass	Hardtack
6	Stolen ring	Javelins (4)	Caltrops
7	Ball-pein	Silver ring	Tweezers
8	Playbill listing you	Wooden sword	Makeup kit
9	Staff	Wooden bowl	Nothing
10	Spyglass	Astrolabe	Star chart
11	Club	15 gold coins	Playing cards
12	Knife	Grappling hook	Rope (30 ft)
13	Candle	Holy symbol	Broom
14	Sack of amaranth	Sickle	Bread
15	Grape knife	Sealing wax	Bottle of wine
16	Pliers	Lead wire (20 ft)	Glass breaker
17	Gold necklace	Silver ring	Fan
18	Ancient tome	Sheaf of paper	Pen and ink
19	Silver torc	Traditional robes	Flute
20	Makeup kit	Scepter	Motley

**Given Names**

d6	d10	Feminine	Masculine
1	1-3	Ciryata	Morishen
	4-6	Elanindel	Vorntamir
	7-10	Valarime	Eres-Rohin
2	1-3	Sarime	Sinda
	4-6	Artande	Ishtarni
	7-10	Essara	Oterlien
3	1-3	Helcara	Tareev
	4-6	Nolornea	Verentili
	7-10	Vehte-Drin	Anaxaren
4	1-3	Itarindel	Eruho
	4-6	Imellise	Raendil
	7-10	Dissarende	Arik-Harrentar
5	1-3	Rohnemne	Farantomar
	4-6	Osswe	Forandil
	7-10	Fendwe	Aembar
6	1-3	Vintale	Vair
	4-6	Synnalume	Nuvarantar
	7-10	Vandalur	Hrevin

**Surnames**

d8	d4			
	1	2	3	4
1	of Avedhell	of Ternyamar	of Minneras	of Nishilwen
2	of Tavala	of Herrlund	of Tririon	—
3	of Esetrin	of Fermius	of Brithormar	of Taerombar
4	of Mergoth	of Trathorn	—	—
5	of Caradhon	of Lorrond	of Pergaresh	of Vaer Ruum
6	of Lancain	of Falais	of Daer Caras	of Osgilain
7	of Galadar	of Galbaric	of Rendorlin	—
8	of Naragoth	of Kortrin	of Egalimar	of Haerlin