

YOUR LIFE

BY MICAH ABRESCH



Heritage

d100	HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1 - 33	Human	12	12	12	1d12 - 2
34 - 35	Gnome	20	7	12	1d6 - 2
36 - 43	Elf	28	11	9	1d6 - 3
44 - 51	Dwarf	18	9	17	1d8 - 2
52 - 58	Orc	10	13	14	2d8 - 4
59 - 65	Goblin	7	8	12	3d6 - 4
66 - 81	Halfling	14	7	13	2d6 - 3
82	Giantkin	14	15	12	1d4 - 1
83 - 84	Draconic	16	13	14	1d6 - 3
85 - 86	Roll on FEY HERITAGE (2).				
87 - 91	Roll on BESTIAL HERITAGE (3).				
92 - 93	Roll on PLANAR HERITAGE (2).				
94 - 95	Elemental. Roll on ELEMENTAL HERITAGE (2).				
96 or more	Mixed heritage. Roll twice on this table. Reroll repeated rolls other than this. Take the average for age, height, and weight. Take the lower value for number of siblings.				

d10	FEY HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1 - 4	Seelie, light, or summer fey	20	10	9	1d4 - 1
5 - 8	Unseelie, dark, or winter fey	20	10	9	1d4 - 1
9	Shapechangers	18	10	9	1d4 - 1
10	Changeling. A regular child was secretly replaced by you, without anyone knowing. Roll on Heritage (2) for what you appear to be.				

d4	ELEMENTAL HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1	Air	8	14	4	1d12 - 2
2	Earth	20	12	20	1d4 - 2
3	Fire	8	13	6	1d12 - 2
4	Water	12	11	12	1d6 - 2

d20	PLANAR HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
1 - 6	Demons	20	13	12	1d6 - 1
7 - 12	Angels	22	12	12	1d3 - 1
13 - 14	Fallen angels	22	12	12	1d4 - 1
15	Ascended demons	20	13	12	1d4 - 1
16 - 17	Creatures of shadow	10	11	5	1d8 - 1
18 - 19	Etherials	12	10	3	1d3 - 1
20	Aberrations. Roll once each on UNNATURAL EYES, HAIR, AND SKIN (45)	4d8	1d12+4	1d20	1d20 - 4

2d20	BESTIAL HERITAGE	Age Rate	Height Mod	Weight Mod	Siblings
2	Kangaroo	10	13	15	2d6-2
3	Sloth	16	11	12	1d6-3
4	Manta ray	18	11	11	1d6-3
5	Wolverine	10	10	15	1d6-2
6	Raccoon	10	8	12	2d6
7	Panda	11	13	14	1d4-1
8	Elephant	24	15	16	1d8-4
9	Tiger	10	14	15	1d4-1
10	Frog	10	9	10	2d6
11	Crocodile	24	15	13	1d6-3
12	Dog	10	12	12	2d6-2
13	Hyena	10	13	12	2d4-2
14	Bear	11	14	15	1d4
15	Goat	10	11	12	2d8
16	Raven	10	10	9	2d4-2
17	Snake	12	10	9	2d4-2
18	Deer	9	11	11	3d6
19	Rabbit	8	6	11	4d12
20	Iguana	12	12	13	1d8-2
21	Wolf	10	12	13	4d4-2
22	Cat	10	9	11	2d4-2
23	Rat	8	7	11	3d6-3
24	Bull	10	13	15	1d8-2
25	Hawk	10	10	9	2d3
26	Tortoise	30	10	18	1d6-3
27	Badger	11	9	15	1d4-1
28	Horse	11	14	13	1d10-3
29	Ferret	10	9	10	2d6-1
30	Turtle	16	10	17	1d6
31	Coyote	10	11	12	2d6
32	Lion	10	13	15	2d6
33	Otter	10	10	12	2d8
34	Shark	15	13	16	1d6-1
35	Moose	11	14	15	1d6
36	Skunk	10	9	12	2d4
37	Swan	11	12	8	1d6
38	Pangolin	10	10	13	1d12-3
39	Mantis	8	14	9	2d20
40	Whale	24	15	16	1d6-3

Status

Let's talk about status, *wealth*, and the *event die*. Your social status represents how good of a life you have. Being poor sucks. Being wealthy makes a lot of problems go away. Being respected by your community and living in a stable home with parents that love you helps too.

Throughout this book, tables will request have a roll "+ *event die*". What die you roll for your *event die* is initially set on this table, but future events can influence it. "*Increase event die*" means to move one die to the right in the list below. "*Decrease event die*" means one to the left. (The sequence of event dice is also on the back cover for reference.)

0	d2	d3	d4	d6	d8	d10	d12	d20
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Wealth is related to status, but not tied to it. Your *wealth* will increase and decrease as you roll on tables, but this won't affect your status.

If a table calls for changing your status, reset both your *wealth* and your *event die*.

d20	STATUS	<i>Event die</i>	<i>Wealth</i>
1 - 2	Squalid	d3	1
3 - 5	Destitute	d4	3
6 - 8	Poor	d6	6
9 - 14	Modest	d8	10
15 - 17	Comfortable	d10	15
18	Wealthy	d12	20
19 - 20	Aristocratic. Roll on LANDED TITLES (58). Roll again for status twice, taking the higher result. Treat repeats of this roll as a 19.		

Parentage

d100 + event die	UPBRINGING You were...
14 or less	Given away at birth. Roll on ADOPTION (9) at -8.
15 - 30	Raised by a single mother. Roll on MISSING PARENTS (8) for the father's status.
31 - 45	Raised by relatives. Roll on RANDOM RELATIVES (8) for who raised you. Roll on MISSING PARENTS (8) for each of your parents.
46 - 53	Raised by a single father. Roll a d6: 1 - 3: Mother died in childbirth 4 - 6: Roll on MISSING PARENTS (8) for your mother.
54 - 57	Abandoned as an infant. Roll on ADOPTION (9) to see who raised you. Roll on MISSING PARENTS (8) for each of your parents.
58 - 60	Raised by parents of mixed heritages who could not normally have a child and thus used a surrogate. <i>Increase event die.</i> Roll on HERITAGE (2) for the heritage of your non-biological parent. Roll a d6. On a 3 or higher, your father is a different heritage than you.
61 - 63	Raised by homosexual parents who used a surrogate, so one of them is your biological parent. <i>Increase event die.</i>
64 - 107	Raised by your biological parents, together. <i>Increase event die.</i>
108 or more	Raised by the staff, although your parents are alive and present. <i>Decrease event die.</i>

MISSING PARENTS

d20 The missing parent...

- | | |
|---------|---|
| 1 - 6 | Died. In childbirth for a mother, or shortly before/after for a father. |
| 7 | Didn't want a child and just left |
| 8 - 9 | Couldn't afford to care for a child. |
| 10 | Is in prison. |
| 11 - 12 | Was drafted into the military or press-ganged into serving on a ship. |
| 13 - 14 | Doesn't know about you or believes you are dead. |
| 15 - 16 | Thought you would be better off without them. |
| 17 - 19 | Is of a vastly different social status.
If your <i>wealth</i> is 10 (modest) or lower, the father's is 17 (wealthy) and he refuses to acknowledge you.
If your <i>wealth</i> is 11 (comfortable) or higher, the father's is 4 (poor) and your mother refuses to admit he is the father. |
| 20 | Is trapped by a magical spell or imprisoned on another plane. |

RANDOM RELATIVES

d20 You were raised by...

- | | |
|---------|--|
| 1 - 4 | Your grandparents. |
| 5 | A single grandparent. |
| 6 - 7 | A married aunt or uncle. |
| 8 | A single aunt or uncle |
| 9 - 10 | An elder sibling. After rolling for other siblings, add one that is 2d6+10 years older than you. <i>Decrease event die.</i> |
| 11 - 12 | A close friend who is basically family. |
| 13 - 15 | Godparents who aren't related to you. Roll 1d6. On a 5 or a 6, roll on HERITAGE (2) for their heritage. |
| 16 - 17 | An older cousin. <i>Decrease event die.</i> |
| 18 - 19 | People who claim to be your real parents but actually kidnapped you. <i>Decrease event die.</i> |
| 20 | An ancient, powerful ancestor who took an interest in you. Roll twice on BIZARRE BIRTH CIRCUMSTANCES (12) to see what drew their interest. |

ADOPTION

d100 You were...

- | | |
|---------|--|
| 1 - 39 | Taken in by an orphanage. <i>Decrease event die.*</i> |
| 40 - 54 | Adopted by a married couple. |
| 55 - 60 | Adopted by a single parent. |
| 61 | Adopted by a polyamorous collective. |
| 62 | Taken in by a parent with a constant stream of lovers who always expects the new lover to take care of their child. <i>Decrease event die twice.</i> |
| 63 - 66 | Raised in a brothel. <i>Decrease event die twice.*</i> |
| 67 | Raised collectively by a home's servants.* <i>Decrease event die.</i> |
| 68 | Raised by a temple, in their cloisters. Roll on DEITIES (42) for the type of temple.** |
| 68 | Taken in by a traveling circus. <i>Decrease event die.*</i> |
| 69 | Raised in a guild hall, always working as though you were a much older apprentice. Roll d10+10:d8 on PROFESSIONS (52) for the guild type. <i>Decrease event die.</i> |
| 70 - 76 | Adopted by parents of a different heritage. Roll again on this table for the type of family. Roll on HERITAGE (2) for their heritage. |
| 77 - 91 | Adopted by a mixed-heritage family that otherwise couldn't have children. Roll on HERITAGE (2) for the different heritage of each parent until you get an incompatible pair. |
| 92 | Raised and trained by a thieves' guild. <i>Decrease event die twice.*</i> |
| 93 - 94 | Fished out of the ocean and raised by the whole crew aboard a ship at sea. <i>Decrease event die twice.**</i> |
| 95 | Raised by a vagabond adventurer who found you in the aftermath of a battle. <i>Decrease event die twice.**</i> |
| 96 - 97 | Raised by nomads that found you. Roll on HERITAGE (2) and roll 1d20+2 on COMMUNITY (5).** |
| 98 | Raised by beasts in the wilderness. You are illiterate and possibly don't speak any languages. Roll on BESTIAL HERITAGE (3) for the type of animals you grew up with. Set your status to squalid. <i>Set event die to 0.</i> |
| 99 | Given to a monster as an offering. If the monster speaks a language, you know that language, but are otherwise illiterate and speak no languages. Roll on CREATURES (40) for the lair you grew up in. Set your status to squalid. <i>Set event die to 0.</i> |
| 100 | Raised by a ghost in a cemetery. <i>Set event die to 0.</i> |

* If your status was squalid before this adoption, set it to destitute.

** If your status was squalid or destitute before this adoption, set it to poor.

BIRTH CIRCUMSTANCES

You were born...

d20	
1 - 8	In your family home.
9 - 11	At a friend or relative's home.
12 - 14	At a tavern, shrine, or other public space near home.
15 - 17	While traveling. Roll on BIRTHS ABROAD (10).
18	In an exotic location. Roll on EXOTIC BIRTH LOCATIONS (10).
19	Under bizarre circumstances. Roll on this table again, and on BIZARRE BIRTH CIRCUMSTANCES (12).
20	With a congenital abnormality. Roll on this table again and on CONGENITAL ANOMALIES (11).

BIRTHS ABROAD

You were born...

d20	
1	At a hospital in a major city.
2 - 5	In a carriage or wagon.
6 - 9	Aboard a ship.
10 - 16	At the residence of a distant relative.
17 - 19	With a trade caravan on the road.
20	Somewhere exotic and abroad. Roll on EXOTIC BIRTH LOCATIONS (10) with the result also being in a distant foreign land.

EXOTIC BIRTH LOCATIONS

You were born...

d20	
1	On a battlefield, as the battle raged.
2 - 3	In the camp of an army.
4 - 5	On another plane of reality. Roll 1d6. 1 - 2: Celestial. 3: Chaotic. 4: Orderly. 5 - 6: Hellish.
6 - 7	In a brothel.
8	In the lair of a monster. Roll d20:d12+8 on CREATURES (40).
9	In the inner sanctum of a temple. Roll on DEITIES (42) for the type of temple.
10 - 11	In a prison cell.
12 - 13	In a guild hall. Roll d10+10:d8 on PROFESSIONS (52) to determine the guild.
14	In the sewers beneath a city.
15	Atop the peak of a mountain.
16	In a grotto concealed behind a waterfall.
17	Deep beneath the earth, in a dangerous system of caverns.
18	In the palace of the ruler.
19	In a wizard's tower.
20	Roll on this table twice more.

CONGENITAL ANOMALIES

d100 You are...

- | | |
|----------|---|
| 1 - 7 | Albino. |
| 8 - 13 | Missing a limb. Roll a d6 on INJURY LOCATION (44). |
| 14 - 18 | Blind. |
| 19 - 23 | Deaf. |
| 24 - 28 | Mute. |
| 29 - 33 | Abnormally small. Reduce your height multiplier by one third. |
| 34 - 38 | Abnormally large. Increase your height multiplier by half. |
| 39 - 42 | Intersex. |
| 43 - 44 | Born with gills and webbed fingers and toes. You can breath underwater and are an excellent swimmer.
<i>Decrease event die.</i> |
| 45 - 50 | Born with one bestial limb. <i>Decrease event die.</i>
Roll a d6 on INJURY LOCATION (44) to see which limb.
Roll on BESTIAL HERITAGE (3) for the type of animal. |
| 51 - 60 | Born with one monstrous limb. <i>Decrease event die.</i>
Roll a d6 on INJURY LOCATION (44) to see which limb.
Roll on CREATURES (40) for the type of monster. |
| 61 - 70 | Born with unnatural hair. <i>Decrease event die.</i>
Roll on UNNATURAL HAIR (45). |
| 71 - 80 | Born with unnatural eyes. <i>Decrease event die.</i>
Roll on UNNATURAL EYES (45). |
| 81 - 90 | Born with unnatural skin. <i>Decrease event die.</i>
Roll on UNNATURAL SKIN (45). |
| 91 - 94 | Infected by a psychic entity.
Roll 1d6.
1 - 2: The entity gives you evil impulses. <i>Decrease event die twice.</i>
3 - 5: The entity is friendly and talkative, a lifelong companion. <i>Increase event die.</i>
6: The child would have been born dead, but the psychic entity took refuge there before the body died. You are the psychic entity, not the actual person. |
| 95 - 98 | Magically anomalous. Surges of chaotic magic sometimes occur when you lose your temper or get over-excited.
<i>Decrease event die.</i> |
| 99 - 100 | Roll on this table twice more. |

BIZARRE BIRTH CIRCUMSTANCES

d100

When you were born...

- 1 - 5 A thunderstorm broke from a clear sky.
- 6 - 10 Your father dropped dead. You're thought to be his reincarnation.
- 11 - 15 A solar eclipse happened.
- 16 - 17 A prophecy stating a king would be in danger aligned. All children born that month in the kingdom were killed, but your parents managed to hide you.
- 18 - 20 Serpents boiled up from every corner, then fled the area.
- 21 - 28 An unkindness of ravens circled overhead.
- 29 - 33 A plague of rats descended on the land.
- 34 - 35 A massive earthquake shook the land, tearing open a chasm that seemed to have no bottom. Horrifying beings came from it until one week later when another earthquake closed it.
- 36 - 38 The land was in the midst of a famine, but overnight all the crops sprouted, as though they had grown perfectly all season.
- 39 - 41 The crops nearby died, and sickness afflicted the livestock.
- 42 - 46 An invasion began, the invaders rampaging through the countryside, seeking to slay a prophesied enemy.
- 47 - 50 A prophet from a distant land arrived, bestowing a powerful gift upon you. Roll d6:d2+4:d2+4 on TRINKETS (46).
- 51 - 53 A witch foresaw a strange fate for you. If your *event die* is a d6 or lower, make it a d12. If your *event die* is a d8 or higher, make it a d3.
- 54 - 62 With multiple identical siblings.
Roll 1d6+1 for many identical siblings were born with you. When rolling for your number of siblings, add these after that result.
- 63 - 64 An owl came down and snatched you away. You were found at the edge of the woods a week later in perfect health.
- 65 - 68 An acorn fell from a tree and landed on your belly.
Increase event die.
- 69 - 81 There was a high holy day. The high priest halted a procession in front of your house and declared that the temple should aid you in your future. +2 *wealth*.
- 82 - 84 Snow fell in the midst of summer. Winter was seven months that year, starving the land.
- 85 - 86 A shooting star was seen falling nearby. Locals searched it out and decided it was meant for you. You have a lump of strange metal the size of an apple.
- 87 - 88 You were born clutching a trinket. Roll d3+3:d6:d6 on TRINKETS (46).

BIZARRE BIRTH CIRCUMSTANCES (continued)

d100

When you were born...

- 89 - 90 You turned out to be a shapechanger, as one of your parents had been replaced by a doppelganger. Roll 1d6.
On a 5, your family knows you are a shapechanger.
On a 6, your family knows and you are abandoned for it. Change your result from UPBRINGING (7) to 10: "Abandoned as an infant" and follow the instructions there.
- 91 - 92 Two deities made a wager about you. *Increase event die.* On rolls that add your *event die*, if the base roll is less than half of the max (50 or less on a d100, 10 or less on a d20, 5 or less on a d10), subtract the result of your event die instead of adding it. Otherwise, roll your event die twice and add both results to the roll.
- 93 - 94 A star fell from the sky, and when your parents tracked it down they found you lying in the crater. They have claimed to everyone that you were adopted from a friend. Roll on HERITAGE (2) to determine the heritage of your parents.
- 95 - 100 Roll on this table twice more.

Your number of siblings is determined by the siblings column on HERITAGE (2) or the relevant subtable.

If you are of mixed heritage, select the lowest value.

If you are in an orphanage, instead roll the sibling value of the majority heritage in the community, add 4 to the roll, and multiply that by 2d10. That value is the number of children in the orphanage. The value before multiplication is the number you were close enough to think of as siblings.

To determine if you are a twin, roll 1d20. If you roll a 20, add an additional sibling that is your twin.

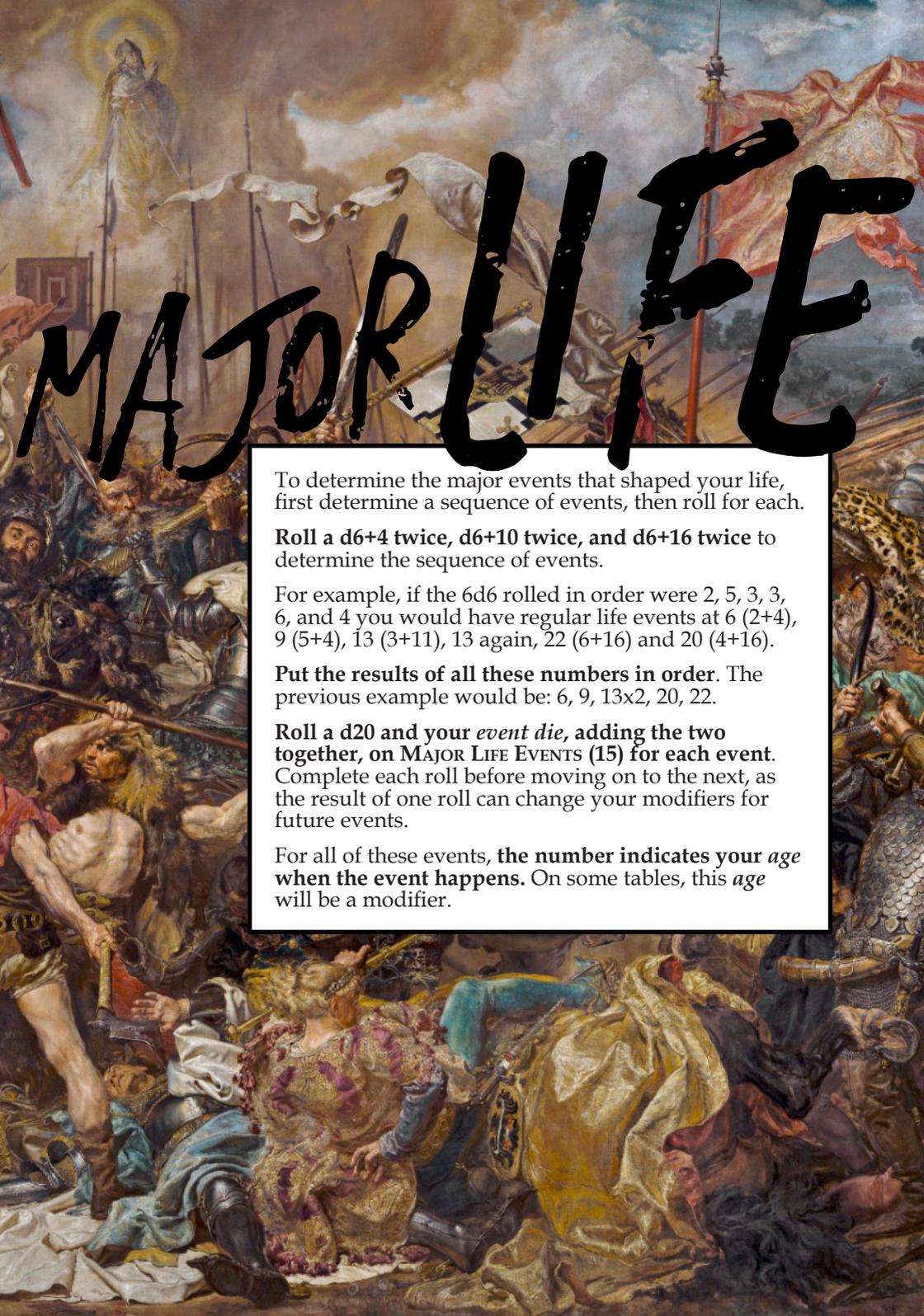
If you are a twin, roll again. On an 17 or 18, you are triplets. On a 19 or a 20 you are identical twins.

If you aren't in an orphanage, **determine your birth order** by rolling a die that is at least equal to the number of siblings, including yourself. Roll until you get a number that is equal to or less than the number of siblings, including yourself. That result is your position in the birth order.

For example, Bob is creating a goblin with 13 siblings. He rolls a d20 and gets a 9, which means his goblin was the 9th child born.

Siblings

Birth Order

A detailed historical battle scene painting. In the upper left, a religious figure with a halo, possibly a saint or angel, stands in a cloudy sky. Below, a chaotic battle unfolds with soldiers in various armor, some on horseback, engaged in combat. A large red banner is visible on the right. The overall scene is dramatic and filled with action.

MAJOR LIFE

To determine the major events that shaped your life, first determine a sequence of events, then roll for each.

Roll a $d6+4$ twice, $d6+10$ twice, and $d6+16$ twice to determine the sequence of events.

For example, if the $6d6$ rolled in order were 2, 5, 3, 3, 6, and 4 you would have regular life events at 6 ($2+4$), 9 ($5+4$), 13 ($3+11$), 13 again, 22 ($6+16$) and 20 ($4+16$).

Put the results of all these numbers in order. The previous example would be: 6, 9, 13x2, 20, 22.

Roll a $d20$ and your *event die*, adding the two together, on MAJOR LIFE EVENTS (15) for each event. Complete each roll before moving on to the next, as the result of one roll can change your modifiers for future events.

For all of these events, **the number indicates your age when the event happens.** On some tables, this *age* will be a modifier.



EVENTS

d20 + <i>event die</i>	MAJOR LIFE EVENTS
3 or less	Roll on LEAVING HOME (17).
4 - 5	Roll on TRAGEDIES (28).
6 - 7	Roll on DISASTERS (34).
8 - 9	Roll on MONSTER ENCOUNTERS (16).
10 - 11	You start adventuring later than usual. Roll 1d3 and add another event at that age past your current final event. Roll again on this table for the major life event you are currently rolling.
12 - 13	Roll on ROMANTIC EVENTS (18).
14 - 15	Depending on <i>age</i> , roll on: 10 or less: CHILDHOOD EVENTS (20). 11 - 16: ADOLESCENT EVENTS (22). 17 or more: ADULT EVENTS (24).
16 - 17	Roll on WAR BREAKS OUT (26).
18	Roll twice on this table, once without your event die and once with an additional +5.
19 - 20	Roll on ODD EVENTS (32).
21 - 22	Roll on DIVINE EVENTS (36).
23 - 25	Roll on FORTUNATE EVENTS (30).
26 or more	Roll on ARISTOCRATIC EVENTS (19).

Heritage & Identity

→	HERITAGE	2
	FEY HERITAGE	2
	PLANAR HERITAGE	2
	ELEMENTAL HERITAGE	2
	BESTIAL HERITAGE	3
→	APPARENT SEX	4
→	GENDER IDENTITY	4
→	SEXUAL PREFERENCE	4

Community & Status

→	COMMUNITY	5
→	STATUS	6

Parentage & Birth

→	UPBRINGING	7
	MISSING PARENTS	8
	RANDOM RELATIVES	8
	ADOPTION	9
→	BIRTH CIRCUMSTANCES	10
	BIRTHS ABROAD	10
	EXOTIC BIRTH LOCATIONS	10
	CONGENITAL ANOMALIES	11
	BIZARRE BIRTH CIRCUMSTANCES	12 - 13
→	SIBLINGS	13
→	BIRTH ORDER	13

Major Life Events

→	MAJOR LIFE EVENTS	14 - 15
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Event Tables

MONSTER ENCOUNTERS	16
LEAVING HOME	17
ROMANTIC EVENTS	18
ARISTOCRATIC EVENTS	19
CHILDHOOD EVENTS	20 - 21
ADOLESCENT EVENTS	22 - 23
ADULT EVENTS	24 - 35
WAR BREAKS OUT	26
MARCHING TO WAR	26 - 27
TRAGEDIES	28 - 29
FORTUNATE EVENTS	30 - 31
ODD EVENTS	32 - 33
DISASTERS	34 - 35
DIVINE EVENTS	36 - 37

Supplementary Tables

CRIMES	38
PUNISHMENTS	38
FRIENDS & FAMILY	39
COMMUNITY DEATHS	39
CREATURES	40
DIRE CREATURES	40
MONSTROUS CREATURES	40
UNDEAD CREATURES	40
FEY CREATURES	41
ELEMENTAL CREATURES	41
ABERRANT CREATURES	41
EXTRAPLANAR CREATURES	41
DRACONIC CREATURES	41
DEITIES	42
FUNDAMENTAL DEITIES	42
ELEMENTAL DEITIES	42
CONCEPTUAL DEITIES	42
MORAL DEITIES	42
NARROW DEITIES	43
INJURIES	44
INJURY LOCATION	44
UNNATURAL EYES	45
UNNATURAL HAIR	45
UNNATURAL SKIN	45
TRINKETS	46
HOBBIES	52
PROFESSIONS	52
CULTURAL ODDITIES	54
LANDED TITLES	58
PROPERTY	58
MINOR TITLES	59

Finishing Touches

SIBLING RELATIONSHIPS	61
HERITAGE OF OTHERS	61
AGE OF OTHERS	61
STATUS OF OTHERS	61
ADVENTURER CLASSES	61
HEIGHT	62
WEIGHT	63
WEALTH	64

The tables marked out by arrows are primary tables that guide you through background generation.

All other tables are referenced as a result of rolls on primary tables.