

ARG Character Creation System
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What is the ARG Character Creation System?

The ARG Character Creation System was created to help players and DMs create more interesting and diverse mid-level and high-level PC's. The system will create a rough outline of the history of a character. It is up to the DM and the player to fill in the details and flesh out the history. It will also provide the character with wealth, a place in the world and a history of successes and failures that will help integrate a character into the campaign.

Who Should Use This?

ARG is best used to create mid-level to high-level characters. This is well suited for any DM who wants to create detailed histories of the PCs, complete with successes and failures. It works best for campaigns where all of the new PCs are created with this same system. While it is geared towards a medieval fantasy campaign, it can be adapted to other fantasy genres by simply reinterpreting a few events. This system is best suited to story based campaigns where how the characters relate to the world is extremely important.

A Note on Rolls

Unlike most of D20, a roll of 1 is not an automatic failure and a roll of 20 is not an automatic success. They are treated exactly like every other number on the die, unless otherwise noted. Also, ARG was never intended to be used with open ended rolls. Even if the campaign normally uses them, they should not be used here.

Character Class and Prior Histories

There is an important thing to remember while using this system. It is very rare that a prior history will dictate the character's choice of class. While a character may multi-class using this system, there is no requirement to do so. A low-level wizard could start as a Street Urchin; get involved with the Criminal Underworld, then leave that life to pursue the path of the Adventurer, all without ever taking a term in the Mage prior history.

An Overview of Character Creation

Character creation with ARG is slightly different from traditional D&D. With ARG you create a rough outline of the character and move through their previous experiences before you create the fully fleshed out character that will be played.

First the player should generate the character's beginning stats, including any racial adjustments.

Next the player should determine the character's origin. This determines what Prior Histories the character qualifies for. This can be rolled randomly, or it may be chosen with the permission of the DM. See Choosing a Background for more details.

Once the character's starting background has been chosen, the player should roll for the character's background term. This is done exactly like a normal term, except that the character only earns half the experience of a normal term. The

character ends their background term at the starting age for their race.

After the background term has been resolved, the player may choose any Prior History that their character is qualified for and attempt to follow it. They may continue doing terms until they are satisfied with their character or until they reach the limits set by their DM. (See Number of Terms below).

Once the player is done rolling Prior Histories, they should finish creating the character as normal. Please remember that the wealth generated by this system replaces the wealth normally given to a higher level starting character. The player should still be allowed to spend their wealth to buy additional equipment as normal.

Prior Histories

The core of the ARG Character Creation System is the Prior History Tables. Each table represents a different path through life a character could choose, or be forced into. They are very general descriptions of a character's overall place in life. A character may spend their whole life in one prior history, or they may go through many different prior histories.

A character's life is broken down into a number of separate terms. Each term is spent in a particular prior history. At the beginning of the term, the player rolls for an Occupation or Event. The Occupation or Event tells, in general terms, what the character does during that term. The Occupation or Event may reflect what the character spent the term doing, or it may highlight the most significant event in that term.

Once the Occupation or Event has been rolled, the player rolls a survival roll to see if the character succeeded or suffered a Mishap during that term. A failed survival roll does not mean the character dies, but instead means that something unpleasant happens to the character. (see Failed Survival Checks below) It also means that the character cannot roll for accomplishments this term.

Each Prior History then allows the player to roll to see what is accomplished by the character during this term. All Prior Histories allow the character to roll for Bonus XP, indicating a character learned more than normal from their experience. Each Occupation or Event table lists the different accomplishments a character tries for and the DC for accomplishing it. Each table also lists what stats or conditions modify this roll or DC.

Once the player has rolled all the accomplishments, they should record the results on the prior history work sheet. They add the experience gained to their experience total to see if the character gained a level. If the level gain results in a stat increase, the player should go ahead and award the stat increase at that point.

Then the player should roll a reenlistment check. The DC for the reenlistment check is at the top of the prior history sheet. If the character fails this check, something prevents them from continuing in this prior history, and the player should note this on the sheet. If the character succeeds at the check, they may choose to continue in this Prior History or they may try to enlist in another one. If a natural 20 is rolled on the reenlistment check, circumstances

force the character to spend another term in their Prior History. While this can cause the character to receive more terms than the limit set by the DM, it can not force a character to spend time in a prior history that they are no longer qualified for.

If the character changes to a new Prior History, they should then roll for any Benefits they are entitled to. (See Mustering Out below.)

Number of Terms

One of the most important decisions a DM has to make is how many terms to allow their characters to roll. The number of terms limits the amount of wealth, experience and power the characters can gather.

This limit can be expressed in two ways. The DM can either limit the number of terms the characters can go through, or the DM can limit the amount of experience they can gain. Limiting the number of terms is the more traditional approach, and allows players more ability to plan their characters' lives. It also gives everyone an equal chance at gaining wealth. However, it can generate parties of vastly different levels. This is recommended for newer campaigns, as the level differences will usually fade rapidly as the campaign progresses.

Limiting the experience the characters can earn generates parties that are more uniform in level. However, because it results in some characters gaining fewer terms than others, it can result in very different wealth levels and ages in the party. This method is particularly suited

to creating PC's for games that are already in progress.

The DM should choose a method and use it for all characters that are created at the same time.

Epic Games

ARG has been balanced to create characters that have an appropriate amount of wealth for their level, on average. It was also designed so that most races hit venerable after about twenty terms. For DMs who want to run high level or epic games, the aging penalties can pose a serious problem. The easiest way to solve this problem is to simply reduce the length of each term. This can be accomplished by either telling players to use a smaller dice, halving the amount of years rolled, or simply assigning a fixed length of a year or two to each term.

Once characters go above level 20, they should use the "Low and Epic Level" column in Table 1-3 to determine the amount of experience they gain each term.

Choosing a Background

The first term of any character's life is the background term. It represents their childhood. A character always leaves this term at the starting age for their race.

There are three methods for choosing a background. The DM should notify players of which of these options they should use. The DM may also assign a background to everyone, depending on the needs of the campaign.

In the first option, the player is allowed to choose any background from the list of starting backgrounds on Table 1-2.

In the second option, the player rolls to see if their character is a commoner or a noble, and then may choose any background from those listed on the appropriate section of Table 1-2. The player should roll a d20 and consult Table 1-1.

Table 1-1 (d20)	
Commoner	1-18
Noble	19-20

The third method creates a more realistic distribution of character backgrounds at the expense of player choice. It is also useful for players that don't care. The player should roll a d100 and consult Table 1-2.

Table 1-2 (d100)	
<i>Commoner</i>	
01-59	Farmer
60-64	Craftsman, Village
65-68	Street Urchin
69-79	Laborer
80-84	Craftsman, Guild
85-87	Gypsy
88	Monk
89	Militant Monk
<i>Noble</i>	
90-95	Knight
96-100	Noble

The Nomad/Hunter-Gather and Dragon Prior Histories are not included on this table, since they will not fit into many campaigns, but either of them may be used as a background term with the DM's permission. The DM may prohibit any of the above backgrounds if it does not fit into the campaign world.

In this case they may substitute other options into Table 1-2, or let players who roll a banned prior history simply roll again.

Entering A Prior History

There are two ways for a character to enter a prior history. All characters begin in the prior history selected as their background history. No other rolls are required to enter this path.

A character may also decide to change to a new prior history at the end of a term. To do this, they must make an enlistment check for any background whose prerequisites they meet. The character uses whatever bonuses are allowed to the survival check for that prior history as a bonus to the enlistment roll. No enlistment roll is needed if the enlistment DC is listed as auto.

A character who wants to return to a prior history that they had left before may only do so if they still meet the prerequisite and they were not dishonorably discharged. To reenlist, they have to make a reenlistment check, but they gain a bonus to the roll equal to the number of successful previous terms they spent in that prior history. If this bonus reduces the DC below 1, they automatically succeed at reenlisting.

A character that fails at enlisting should note this on their prior history worksheet. This represents an attempt in the character's life that failed, and could have a significant impact on the character's personality. The exact details should be decided by the DM and the player.

Serving a Term

Once the player has entered the Prior History they should roll for an Occupation or Event. The player rolls 1d20 and consults the Occupation or Event table on the Prior History sheet. This roll is unmodified.

If the Occupation or Event table contains an Occupation or Event with a roll of 0, then that prior history requires training before the character can undertake it. Rather than rolling, the character must spend one term in training. If they fail the survival roll and wish to continue in this prior history, they must continue training until they succeed. Some prior histories allow a character to skip training if they meet certain prerequisites.

These are listed on the prior history sheet.

Once the player has selected their Occupation or Event, they must then decide how much risk they wish to take. By taking a penalty on their survival

check, they gain an equal bonus to all accomplishment rolls. The character may also choose to play it safe, gaining a bonus of their choice to the survival roll, but taking an equal penalty to all accomplishment checks for the term. The player should note their Occupation or Event and risk on their Prior History Worksheet.

The player should then roll their survival. This roll is modified by

whatever is listed as the stat modifier. If multiple stats are listed, the player may choose which ever of them they wish. The roll is also modified by any risks they choose to take. If they meet or exceed the listed DC, the character has successfully completed the term, and should continue rolling for accomplishments. If the roll does not meet or exceed the DC, the player should roll 1d6 and consult the Survival Mishaps table. They may not roll for accomplishments this term. If the PC hits the roll exactly they survived the term, but had a close call. The PC earns bonus experience for close calls. The experience earned for a term is given on Table 1-3. Characters that are 11th to 20th level use the High Level column on Table 1-3.

	Background	Low and Epic Level <i>(Below Level 11, Above Level 20)</i>	High Level <i>(Level 11 to Level 20)</i>
Survived Term	500 xp	4,000 xp	6,000 xp
Failed Term	250 xp	2,000 xp	3,000 xp
Close Call	500 xp	1,000 xp	1,500 xp
Nobility	1,000 xp	2,000 xp	3,000 xp
Commission	1,000 xp	2,000 xp	3,000 xp
Promotion	500 xp	1,000 xp	1,500 xp
Reputation	500 xp	1,000 xp	1,500 xp
Local Standing	500 xp	1,000 xp	1,500 xp
Bonus XP	1d4 x 500 xp	1d4 x 1,000 xp	1d4 x 1,500 xp

If the character survives, they may then roll for accomplishments.

Accomplishments are listed after survival on the Occupation or Event Table. Each Prior History has its own accomplishments available, but all of them start with Bonus XP. The modifiers for each accomplishment are listed on the bottom of the table. The Accomplishments should be rolled in the order they are listed on the table, with the effects applying immediately. See

Accomplishments below for a more detailed explanation of all accomplishments.

Once all accomplishments are rolled for, the character then rolls to see how many years this term took. Each race rolls a different sized dice per term. Dragons use the age chart in the notes section of the Dragon background. This chart is used even when the dragon takes another prior history. The player should record the length of the term on the Prior History Worksheet. The starting age and size of the dice is listed on Table 1-4 below.

Table 1-4		
<i>Race</i>	<i>Starting Age</i>	<i>Years Per Term</i>
Bael	20	1d6
Dwarf	40	1d10
Dragon	0	See Notes
Elf	110	1d20
Gnome	40	1d10
Half-Elf	20	1d8
Half-Orc	14	1d3
Halfling	20	1d8
Human	15	1d4

At the end of the term, the player adds the experience earned this term and notes it on the Prior History Worksheet. They then add this experience to the character's experience point total, and check to see what level the character is at the end of the term. If the character earned enough levels to gain a bonus stat, this should be applied at this time. Also the player should add the length of the term to the age of the character, and see if the character is old enough to suffer any of the effects of aging. If so, the aging effects should be applied. These are listed in the Players' Handbook.

The player should then roll a reenlistment check. If the roll is a natural 20, the character must spend another term in this history. If they meet the reenlistment DC, they may choose to continue. If they do not, they must choose another prior history. A player must still roll a reenlistment check even if the DC is listed as auto. A natural 20 still indicates that the character must spend another term in this history. Any other roll is considered a normal success.

Failed Survival Checks

When a character fails their survival roll, they do not get to roll for any accomplishments; instead they roll on the Survival Mishaps table to see the cause and the result of their failure. This is an unmodified d6 roll. The events are suitably vague, and the long term effects are left up to the DM. It is important that the player record their character's failures as well as successes. A failure at a critical time can often define a character as much as a stunning success.

Leaving a Prior History

A character may leave a prior history voluntarily or they may be forced out. A character leaves voluntarily when they choose to pursue a different Prior History. They leave involuntarily when they fail a reenlistment check, or when they fail a survival check and are discharged. As long as the discharge was not dishonorably, the character can try to return to the Prior History after spending at least one term in another prior history.

Mustering Out

A character that leaves a Prior History is allowed to roll for mustering out benefits, unless they failed a survival check that indicates otherwise.

A player receives one roll on the mustering out tables for each term they spent in a prior history, including the background term and any failed terms. They also receive one extra roll if they have gained a reputation of R4 or above, or a rank of L5 or U4 and above. They receive two extra rolls if they receive a reputation of R5 and above or a rank of L6 or U5 and above. If the character fails a survival roll, and the mishap includes “lose all benefits” they lose all of the rolls for that prior history.

To roll for benefits, the player should roll a D20 and consult the ranges listed on the Benefits table to determine if the character earned a Cash benefit or a Material Benefit. A roll of 1 indicates that the character earned no benefit for that term. A roll of 20 allows the character to roll on both tables.

Once the appropriate table has been determined, the player should roll a d6 to determine which benefit they receive. (See Benefits for an explanation of the different benefits.)

In general, a character gets a plus one to the benefit roll if they earned a reputation of R4 or higher, if they earned a rank of U4 or higher, or if they earned a rank of L5 or higher in that Prior History. Any exceptions to this are noted on the individual Prior History sheets.

If a character returns to a prior history, and then musters out of it again, they only receive bonus rolls that are above what they received the last time they were in the history. For example, if a character has a rank that gives them a bonus roll, and they muster out, and then return to the prior history and muster out again, they would not receive the bonus roll the second time. If something had happened to earn them two bonus rolls, then they would be entitled to take only the one they had not already rolled. A character may not gain extra bonus rolls by mustering in and out of a class multiple times.

Accomplishments

Bonus Spells – Each time this is rolled, the wizard gains an additional 1d4 spells of any level they can currently cast for their spell book. They gain an extra 1d4 for every 5 points that they exceed the DC.

Bonus XP – Each term a character rolls to see if they gain extra experience for this term. For the background term, a character gains 1d4 x 500 xp. For a regular term, the character gains 1d4 x 1000 xp (Characters over tenth level gain 1d4 x 1,500xp instead.)

Cash Benefit – The character gains an extra roll on the cash benefit table. This roll is taken immediately, with any modifiers for rank or reputation that currently apply.

Commission – Some Prior Histories include two promotion tracks. A character that succeeds at being commissioned moves from the lower track to the upper track. Regardless of their former rank, a commissioned

character gains the rank of U1. When a character is commissioned, they gain 2,000xp (Characters in their background term gain 1,000xp instead. Characters over tenth level gain 3,000xp instead.) A character that is in the Upper Track for their current Prior History may not roll for this accomplishment.

Class Skill – The character’s experience has granted them an understanding of a skill. The player may choose any cross-class skill to become a class skill for that character.

Craft Stat Bonus – The character’s life has granted them a bonus to one craft stat, chosen by the player. The craft stats are Dexterity, Intelligence and Wisdom. If the player beats the DC by less than 10, they gain a +1. If the DC is beaten by 10 or more, they gain a +2. There is no limit to how many times a stat can be increased, but no single stat may be increased twice in a row by this accomplishment.

Local Standing – Local standing covers the character’s standing in a small area, generally their village or tribe. Every character is assumed to have a local standing of Dependent (S1) when they begin. Each time a character gains standing they also gain 1,000 xp. (Characters in their background term gain 500xp instead. Characters over tenth level gain 1,500xp instead.) Characters that already have a local standing of Village Head (S6) may not roll for Local Standing. Unlike ranks, a character’s local standing applies in any Prior History that grants local standing gains, provided the character is in the same place. A character that had been run out of their village as a farmer would have to start over if they decided to learn

a craft in another village. Local Standings are listed on Table 2-1. In general, a character that was dishonorably discharged from a path that grants Local Standing is assumed to have moved if they enter another path with the Local Standing accomplishment.

S1	Dependent
S2	Independent
S3	Established
S4	Well Respected
S5	Village Leader
S6	Village Head

Magic Item – The character gains a random magic item. This item is rolled on Table 3-1, using the method described in the Material Benefit section under Magic Item.

Material Benefit – The character gains an extra roll on the material benefits table. This roll is taken immediately, with any modifiers for rank or reputation that currently apply.

Mental Stat Bonus – The character’s intellectual life has increased one mental stat, chosen by the player. The mental stats are Intelligence, Wisdom and Charisma. If the player beats the DC by less than 10, they gain a +1. If the DC is beaten by 10 or more, they gain a +2. There is no limit to how many times a stat can be increased, but no single stat may be increased twice in a row by this accomplishment.

Nobility – The character has gained a minor title of nobility and is now eligible for Prior Histories that require noble characters. They may not take terms in Prior Histories that require non-noble

characters. The character also gains 2000 xp. (Characters in their background term gain 1000 xp instead. Characters over tenth level gain 3,000xp instead.) A character may not roll for this accomplishment if they are already noble.

Performing Stat Bonus – The character’s life has increased one Performing stat, chosen by the player. The Performing stats are Dexterity, Intelligence and Charisma. If the player beats the DC by less than 10, they gain a +1. If the DC is beaten by 10 or more, they gain a +2. There is no limit to how many times a stat can be increased, but no single stat may be increased twice in a row by this accomplishment.

Physical Stat Bonus – The characters rough physical life has granted them an increase in one physical stat, chosen by the player. The physical stats are Strength, Dexterity and Constitution. If the player beats the DC by less than 10, they gain a +1. If the DC is beaten by 10 or more, they gain a +2. There is no limit to how many times a stat can be increased, but no single stat may be increased twice in a row by this accomplishment.

Promotion – The character is promoted in their profession. Each profession has its own set of ranks. Some professions have two tracks, a Lower Track and an Upper Track. Generally the Lower track carries out the day to day work of the profession while the Upper Track serves as the leadership. A character at the top of their current track may not roll for Promotion. A character who is promoted gains an extra 1000 xp for this term. (Characters in their background

term gain 500 xp instead. Characters over tenth level gain 1,500xp instead.)

Reputation – A character’s reputation represents how well known they are in the world. Nothing indicates whether this is a good or bad reputation. All characters are assumed to have a reputation of Anonymous (R1) when they begin. Each time a character gains a reputation they also gain 1000 xp. (Characters in their background term gain 500xp instead. Characters over tenth level gain 1,500xp instead.) Characters that are already at Legendary (R6) may not roll for reputation.

Unlike ranks, a character’s reputation applies in any Prior History that grants reputation gains. For example, a Mage who gains a reputation of Regionally Known (R3) and then takes a term of Adventurer will gain a reputation of Nationally Known (R4) if she succeeds at the reputation accomplishment for Adventurer. The reputations are listed on Table 2-3. If Reputation is listed as a modifier to a roll, the number after the R is used as the modifier.

Table 2-3: Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Stat Bonus – The character’s experience in life has granted them an increase in one stat, chosen by the player. If the player beats the DC by less than 10, they gain a +1. If the DC is beaten by 10 or more, they gain a +2. There is no limit to how many times a stat can be increased, but no single stat may be

increased twice in a row by this accomplishment.

Street Stat Bonus – The character's life has granted them an increase in one street stat, chosen by the player. The street stats are Dexterity, Wisdom and Constitution. If the player beats the DC by less than 10, they gain a +1. If the DC is beaten by 10 or more, they gain a +2. There is no limit to how many times a stat can be increased, but no single stat may be increased twice in a row by this accomplishment.

Material Benefits

Animal – The character owns one mundane animal. This benefit gives the character no special powers to communicate with the animal. The DM must approve any animal selected by the character.

Armor, +1 if Commissioned – If the character is commissioned, they receive a +1 set of armor of their choice, in any type armor they are proficient in.

Bardic Lore – The character receives access to the bardic lore special ability. This special ability is based on total character level, instead of the number of bard levels. In addition the character receives an extra +2 to their Bardic Lore rolls. If the character receives this ability multiple times, the +2 bonuses stack.

Bonus Language – The character knows an additional language. This could be any language open to the character.

Bonus Weapon or Armor Proficiency – The character gains an additional weapon or armor proficiency. This may

be with any simple, martial or exotic weapon, or any armor proficiency, with the DM's approval. The character must meet any prerequisites for the feat.

Bonus Weapon Proficiency – The character gains additional weapon proficiency. This may be with any simple, martial or exotic weapon, with the DM's approval. The character must meet any prerequisites for the feat.

Class Skill – The character's experience has granted them an understanding of a skill. The player may choose any cross-class skill to become a class skill for that character.

Cha Bonus, +1 – The character's charisma increases by 1.

Con Bonus, +1 – The character's constitution increases by 1.

Con Bonus, +2 – The character's constitution increases by 2.

Con or Str Bonus, +1 – Either the character's constitution or strength increases by +1. The player chooses which stat to increase.

Con or Wis Bonus, +2 – Either the character's constitution or wisdom increases by +2. The player chooses which stat to increase.

Copy of Rare Book – The character has acquired a copy of a rare, non-magical book. The exact effects of this book are up to the DM, but it may grant a +2 bonus to one type of knowledge check if the character spends 2d20 minutes studying the book.

Dex Bonus, +1 – The character's dexterity increases by 1.

Dex Bonus, +2 – The character's dexterity increases by 2.

Educated Feat – The character receives the educated feat as a bonus feat. The educated feat makes all knowledge skills class skills for the character and allows the character to make untrained checks with knowledge skills. If the character already has the Educated Feat, reroll on the material benefit table.

Extra Roll – The character rolls again on the material benefits table. They may take a second roll on either the cash or material benefits table.

Epic Magic Item – The character receives one epic magic item, chosen by the DM.

Gems – The character receives the listed number of gems, rolled randomly from the DMG.

Heirloom – The character owns an heirloom of their family. The exact nature of the heirloom and its effects are up to the DM. There is a 50% chance that the heirloom is magical. If it is, roll on Table 3-1 to determine its power level. Magical Heirlooms are always permanent items.

Home – The character owns a home or workshop appropriate to their place in society and profession. A character that receives this benefit multiple times may own several homes or may own one more impressive one. Home generally indicates that the residence is in an urban area.

Immune to Disease – The character is immune to nonmagical diseases. If the character is already immune to disease, reroll on the material benefit table.

Int Bonus, +1 – The character's intelligence increases by 1.

Int Bonus, +2 – The character's intelligence increases by 2.

Int or Cha Bonus, +2 – Either the character's intelligence or charisma increases by +2. The player chooses which stat to increase.

Lair – The character controls a lair that is appropriate to the type and size dragon they are. A character that receives this benefit multiple times may have one larger lair, or may have several lairs spread over the countryside.

Land – The character owns or controls, generally as a fief, a piece of land appropriate to their social station. A character who receives this multiple times may own several pieces of land or one larger one. Land can range from a small farming plot for a villager to a large estate for a great noble. The exact details are left to the DM. Land generally indicates that the property is in a rural area.

Laboratory or Library – The player may choose either the Library or the Laboratory benefit.

Laboratory – The character either owns or has access to a laboratory. The exact effects of the laboratory are up to the DM. A character that rolls this benefit multiple times has access to a larger or better quality laboratory. They may also

have access to several different laboratories.

Leadership, +2 – The character's experiences give him a bonus of +2 to his Leadership score for the purposes of the Leadership Feat. The Leadership feat must still be taken separately.

Library – The character either owns or has access to a library. The exact effects of the library are up to the DM. A character that rolls this benefit multiple times has access to a larger or better quality library. They may also have access to several different libraries.

Unless the DM has another specific mechanic, a player owned library grants a bonus to five different knowledge skills when the player is able to spend 1d8 hours consulting the library. The library has a major collection on two different Knowledge skills and grants a +10 to rolls involving those skills. It has a minor collection in three different Knowledge skills and grants a +5 to rolls involving those Knowledge skills.

If the player does not own a library, but instead has access to a larger one owned by an institution, then the library will grant bonuses to fifteen different Knowledge skills. The library has a definitive collection on two of the knowledge skills and grants a +15 to rolls involving those skills. It has a major collection on four different Knowledge skills and grants a +10 to rolls involving those skills. It has a minor collection in nine different Knowledge skills and grants a +5 to rolls involving those Knowledge skills. The player must spend 2d8 hours consulting the library to gain these bonuses.

If a player rolls this benefit multiple times they may elect to own several personal libraries or have membership in several institutional ones. If they roll this benefit three times, they may elect to own one institutional library instead.

Literacy – The character gains the ability to read and write. If a literate character receives this, reroll on the material benefit table.

Luck Bonus, +1 – During character creation, the character receives a +1 luck bonus to all survival and accomplishment rolls. The character may also take the +1 bonus on enlistment rolls, reenlistment rolls, Occupation or Event rolls and benefit rolls. During normal game play, the character receives a +1 luck bonus on saving throws, attack rolls, damage rolls, skill checks, ability checks and d20 rolls to activate special abilities. If this benefit is rolled multiple times the effects stack.

Magic Item – The character receives a random magic item. To determine the power level of the item, roll a d100 and add the character's current level, then consult Table 3-1. Once the item's power level has been determined, roll on the appropriate table in the DMG. Epic items are chosen by the DM. If the table indicates a permanent item, and a charged item is rolled, reroll. The DM may also allow a character to reroll an item they can not use. The character can also sell the item for its listed value. (Note: Items selected on a natural roll of 100 may not be resold during character creation)

01-25	Minor Item
26-65	Minor Permanent Item
66-90	Medium Item
91-107	Medium Permanent Item
108-114	Major Magical Item
115-120	Major Permanent Item
120+	Epic Magical Item

On a roll of 100, the player may choose any item they could roll randomly. Because epic items are chosen by the DM, they may not be rolled randomly, and therefore they may not be chosen on a roll of 100. Characters below eighth level can not roll Major Items, and are therefore ineligible to choose them. No character may choose an Artifact. This item may not be sold during character creation.

On a roll of 01, roll again and add the character's level plus 20 to the roll. Roll for the item normally, but the item is cursed with a random curse. This item may not be sold during character creation. The curse is active on the character if the curse can be activated.

Magic Item (reputation is a bonus to the roll) - The character receives a random magic item. The item is rolled on Table 3-1 as normal, but the character receives a bonus to their roll equal to their reputation, as well as the standard bonus for level. This can make it possible for a character to randomly roll an item that is more powerful than what they could normally roll. Therefore this can affect what the player may select on a roll of 100.

Magic Items, 1d6 – The character receives the indicated number of magic items. Each is rolled separately on Table 3-1.

Magic Weapon – The character has a magic weapon with the indicated enhancement bonus. This weapon may be any type the character is proficient with. If no enhancement bonus is listed, roll on table 3-1 to determine the power of the weapon and then roll on the appropriate table in the DMG.

Magical Armor or Shield – The character has a random magical suit of armor or a magical shield, the player may choose which. To determine the power level of the item, roll on table 3-1.

Magical Jewelry – The character has a piece of magical jewelry. This jewelry is either a ring or a wondrous item, 50% chance for each. Roll on table 3-1 to determine the power level of the item, and then roll on the appropriate table in the DMG to determine the exact item.

Major Magic Item – The character receives a random major magic item. Roll on the Magic Item table in the DMG.

Masterwork Armor – The character receives a set of masterwork armor of their choice. The character must be proficient with the armor.

Masterwork Arms or Armor – The character receives either a set of masterwork armor or a masterwork weapon of their choice. The character must be proficient with the weapon or armor.

Masterwork Item – The character has a masterwork item other than a weapon or armor. Generally masterwork items grant a +2 equipment bonus to whatever skill they are used for.

Masterwork Holy Symbol – The character receives a masterwork holy symbol appropriate to their faith and order.

Masterwork Instrument or Kit – The character receives a masterwork instrument or disguise kit appropriate to their profession. Generally masterwork instruments give a +2 bonus to perform skill checks. Disguise Kits have a limited number of uses.

Masterwork Outfit – The character receives a masterwork outfit. This outfit was created to impress a particular level of society in a particular culture. When dealing with members of that level of the society, it grants a +2 to all charisma based skill checks. The player must choose what level of what society the outfit was made for.

Masterwork Tools – The character receives a masterwork set of tools appropriate to their profession. Generally masterwork tools give a +2 bonus to skill checks involving a specific skill.

Minor Magic Item – The character receives a random minor magic item. Roll on the Magic Item table in the DMG.

Minor Wondrous Item – The character receives a random minor wondrous item. Roll on the minor wondrous item table in the DMG.

Permanent Magic Item – The character receives a random permanent magic item. If the power level of the item is not indicated, roll 1d100+ character level on Table 3-1, treating all results as if they were permanent.

Potion – The character receives the indicated number of potions. Roll on Table 3-1 to determine the power of each potion, and then roll on the appropriate random potion table in the DMG.

Skill Focus or Mastery (skill) – The character receives the Skill Focus feat for the listed skill as a bonus feat. If the character already has Skill Focus in the listed skill they instead receive the Skill Mastery feat in the listed skill as a bonus feat. If the character already has Skill Focus and Skill Mastery in the listed skill, reroll on the material benefits table.

Skill Focus (Any Skill) – The character receives the Skill Focus feat for any skill. This skill is chosen by the player. The character must meet the prerequisite for the feat before they gain the bonus from it.

Skill Focus (Dex or Cha based skill) – The character receives the Skill Focus feat for any skill based on dexterity or charisma. This skill is chosen by the player. The character must meet the prerequisite for the feat before they gain the bonus from it.

Skill Focus (Int or Cha based skill) – The character receives the Skill Focus feat for any skill based on charisma or intelligence. This skill is chosen by the player. The character must meet the prerequisite for the feat before they gain the bonus from it.

Skill Focus (Any Knowledge Skill) – The character receives the Skill Focus feat for any knowledge skill. This skill is chosen by the player. The character must meet the prerequisite for the feat before they gain the bonus from it.

Skill Points – The character gains 2d4 skill points that may be spent on any skill. This does not raise the character's maximum number of skill points per skill. The player must spend these points during character creation, but may wait until all terms in Prior History have been rolled to do so.

Stat Bonus, +1 – The character gains +1 in any stat, chosen by the player.

Str Bonus, +1 – The character's strength increases by 1.

Str Bonus, +2 – The character's strength increases by 2.

Str or Dex Bonus, +2 – Either the character's strength or dexterity increases by +2. The player chooses which stat to increase.

Tracking – The character receives the Tracking Feat as a bonus feat. If the character already has the Tracking Feat, reroll on the material benefit table.

Valuable Spell Component – The character has a valuable spell component for any spell they can cast. The DM has final approval over all spell components.

Vehicle – The character owns a vehicle appropriate to their station in life. This may be anything from a small wagon for a peddler to a large ship for a very wealthy merchant. If the character receives this feat multiple times, it may indicate that the character has multiple vehicles or it may indicate that the character has a larger or more expensive vehicle. The exact nature of the vehicle is up to the DM.

Wis Bonus, +1 – The character's wisdom increases by 1.

Wis Bonus, +2 – The character's wisdom increases by 2.

Survival Mishaps

Confiscation – The character has a majority of their wealth confiscated by a government or other powerful body. This may have been the result of a crime, or it may have been done as a tax to support a government project. The character loses half of all of the cash they have gained from rolls on the merchant cash benefit table. The loss of wealth also causes their business to shrink, resulting in them being demoted one rank. A Monger (U1) can not be demoted further.

Cursed – While using this system, the character will take a -1 luck penalty to all survival rolls, accomplishment rolls, enlistment rolls, reenlistment rolls and benefit rolls. During normal game play, the character receives a -1 luck penalty on saving throws, attack rolls, damage rolls, skill checks, ability checks and d20 rolls to activate special abilities. While using this system the character may lift the curse by spending one term to lift the curse and succeeding on a DC15 Wisdom check. The character earns no experience for the term spent lifting the curse. If a character is cursed multiple times, the effects stack. The character must spend a separate term to remove each curse. If the check fails, the curse is still in effect, and the character may spend another term to try again. The DM should work with the player to determine the exact nature of the curse and may substitute other in game effects if he wishes. The curse should always include an escape clause that allows the character to lift the curse during play. However, the escape clause should be difficult to fulfill.

Demoted – The character's rank is reduced by one. Generally this can not reduce a character that is at rank 1. A character who has been commissioned, but has not been promoted is generally unaffected by demotion. Any exceptions are listed in the notes for that prior history.

Die – lose 1 level – The character has died during the course of the term and been restored to life, generally by the Raise Dead spell. The character loses enough experience points to put them half way between their current and previous level. If the character is first level when they die, they lose two points of Constitution instead. The experience gained for failing this term is applied to the character after they are lowered the previous level. If the Raise Dead spell is unavailable in a particular world, it would be appropriate to assume that the character suffers a level draining effect from negative energy that has the exact same effect. If the DM has set a limit on how many levels the character may gain, the lost level still counts as a level gained, effectively lowering the level limit by 1.

Discharged – The character has left the path for the reason given. Unless otherwise specified the character keeps all benefits receives normal mustering out benefits. They may return to the path, but only after spending at least one term in another prior history.

Dishonorably Discharged – The character has been thrown out of their current prior history, or forced to leave in disgrace. The character will generally have a bad reputation with those familiar with their failure. Unless the description specifically says otherwise, the character

loses all mustering out benefits for the current prior history. The character may never take this prior history again.

Effectively discharged – See Discharged.

Honorably Discharged – The character has retired from their profession in a normal and respectable manner. They receive all normal mustering out benefits, including benefits for the failed term, unless the table specifies otherwise. They must spend at least one term in another prior history, but they may return to the current one if they wish.

Injured – The character loses the listed number of points in the given stat. If a choice of several stats is listed, the player may choose which stat to lower. If a collection of stats is listed the player should roll for each of them and lower them accordingly. For example, if the table lists “lose 1d6-3 (min 1) points of Str, Dex, or Con”, then the player should roll 1d6 and subtract 3. If the total is less than a 1, treat the result as a 1. The player then chooses whether to reduce the character’s strength, dexterity or constitution. If the table says “lose 1d6-3 (min 1) points of Str, Dex, and Con”, the character will need to roll one dice for strength, one for dexterity and one for constitution and then reduce each of them accordingly.

Lose 1 Rank and 1 Reputation – The character’s failure has caused them to lose their place in society. Both the character’s rank and reputation are reduced by one. Generally characters that have not been promoted or gained reputation are unaffected, and treat this as a roll of Nothing Further. Any

exceptions are listed in the notes on the prior history.

Lose All Cash – The character loses all cash they currently have.

Lose Hoard – The character loses all cash, magic items and other material goods that have been accumulated.

Lose Nobility, Land and Benefits – The character has been stripped of all of their titles and lands, and loses all mustering out benefits for their current path. The character is no longer considered to be a noble, and so may not take any prior histories that require nobility. The character also loses any land or home benefits they had rolled previously, no matter what path they were earned in. If the character takes a prior history that grants nobility, they can roll to see if they gain it just like any other common character. If they regain their nobility, they are considered to have a rank of Gentry (U1) and may return to any prior history that requires nobility, even if they were previously dishonorably discharged. However in doing so, no previous terms count when determining the character’s mustering out benefits. This represents a character receiving a fresh start in life.

Major Enemy – During the term the character has somehow offended a powerful enemy who actively works to harm the character. The enemy will try to cause the character to fail, giving a negative two to all future survival checks. The enemy will also work to run the character out of any life he is currently in, giving a minus two to all reenlistment rolls. If a character rolls this mishap multiple times, the effects are cumulative. The DM is encouraged to

pay special attention to any major enemies a character acquires and use them as plot hooks or background for their campaign, therefore the DM should assign the character an appropriate enemy and work with the player to develop an appropriate back-story.

Nothing Further – other than lost time and experience, there are no further effects.

Nothing Further – Lose 1 reputation – The character's failure is a simple and mundane one that does not cause comment. There is nothing interesting enough to catch the public's attention and so his reputation decays by one level. For example a Regionally Known (R3) character becomes a Locally Known (R2) character. A character who is already Anonymous (R1) suffers no further effect.

Ruined – The character loses half of all the cash they have gained as a merchant by rolling on the merchant cash bonus table, rounded up. In addition they are dishonorably discharged and lose all benefit rolls for this path.

Run afoul of criminal element – The character has come to the attention of another more powerful criminal or group and has been forced out of the business. The character can either accept the loss, losing all benefits, or they can try to sign up with the larger organization by enlisting in the Underworld prior history. If they choose to do so, and make the enlistment roll, they may keep all mustering our benefits from this prior history. Either way they are dishonorably discharged and may not return to the free life of a miscreant.

Scar - Cha changes by 1d6-3 – Some event has given the character a physical scar that is generally visible. Unlike most mishaps, this can actually cause a character's charisma to go up or down, depending on how the scar looks. A negative result is assumed to be a disfiguring scar, while a positive result indicates a scar that adds to the character's looks and presence. The player rolls 1d6 and subtracts three to the results. If the result is positive, the character gains that many points of charisma. If the result is negative the character loses that many points of charisma. If the result is a zero, the character still has a visible scar but it does not change their charisma score.

Serious Injury – See Injured.

Slain – The character loses a level as outlined in the Die entry. In addition, the character loses any cash that has been accumulated to date and may not roll for benefits for the current or previous terms. Any terms that occur after this result are rolled as normal.

Spend one term – Any effect that includes the phrase "spend one term" has the additional effect of forcing the character to waste a term. The player should roll to see how many years the term takes, but receives no experience for the term. The lost term also does not grant the character any mustering out benefits.

Adventurer

Reenlistment: DC 6

Enlist: DC 4 (Highest Stat)

Prerequisites: None

Notes: The path of the Adventurer is one that almost anyone can take. It represents time spent going out into the world, just to see what can be found.

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-8)

1	2,000
2	3,500
3	5,000
4	6,500
5	8,000
6	9,500
7	11,000

Material (9-19)

1	Magic Item
2	Permanent Magic Item
3	Class Skill
4	2d4 Skill Points
5	+1 Stat Bonus
6	Extra Roll (roll again on material, roll once on either table)
7	Major Magic Item

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Nobility	Material Benefit	Cash Benefit	Magic Item
1-4	Personal Business	10	9	22	28	20	16	18
5-10	Traveling	11	8	21	24	16	20	18
11-14	Exploration	12	7	20	24	14	14	14
15-17	Mercenary	14	6	18	22	18	12	15
18-19	Service to a Patron	13	6	19	20	16	14	15
20	Quest	14	4	18	20	10	10	10
Stat modifier		Highest	None	None	Reputation	Previous Adventurer Terms		None

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Injured – Lose 1 pt of Strength or Dexterity
3	Tired of Adventuring – effectively discharged
4	Die – Lose 1 level
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Serious Injury- Lose 1d6-3 (min 1) from the stat used to roll survival

Craftsman, Guild

Reenlistment: DC 2

Enlist: DC 10 (Dex or Wis)

Prerequisites: The character must be a non-noble and a member of a craft guild. Making the enlistment check automatically results in the character joining the guild.

Notes: The player should decide what craft the character followed, and should spend some skill points in the appropriate craft or profession.

Ranks	
U1	Apprentice
U2	Journeyman
U3	Senior Journeyman
U4	Master
U5	Influential Master
U6	Guildmaster

Earned Benefits

Cash (2-12)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (13-19)

1	Masterwork Tools
2	Minor Wondrous Item
3	Skill Focus (Any Skill)
4	Permanent Magic Item
5	+1 Dex
6	+1 Wis
7	Home

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Cash Benefit	Craft Stat Bonus
0	Apprenticeship	6	15	auto	20	10
1-4	Training	2	10	20	16	20
5-10	Steady Work	3	9	16	4	18
11-14	Travel	4	8	19	6	16
15-17	Guild Service	5	7	14	10	17
18-19	Illegal Activities	7	5	18	6	10
20	Politics	9	3	12	12	16
Stat modifier		Dex or Wis	None	Cha	Wis	None

Survival Mishaps

1	Nothing Further
2	Retire – honorably discharged
3	Implicated in scandal, thrown out of guild, dishonorably discharged, lose all benefits
4	Produce Inferior work – demoted
5	Exiled by enemies – discharged
6	Serious Injury- Lose 1d6-3 (min 1) from Str, Dex or Con

Craftsman, Village

Reenlistment: DC 2

Enlist: DC 5 (Dex or Wis)

Prerequisites: The character must be a non-noble and practicing a craft but not in a craft guild. A character who makes the enlistment check is assumed to have found a place to practice their craft.

Notes: The player should decide what craft the character followed, and should spend some skill points in the appropriate craft or profession. A character with one or more successful terms in Craftsman, Guild does not do the Apprenticeship term for this prior history.

Local Standing	
S1	Dependent
S2	Independent
S3	Established
S4	Well Respected
S5	Village Leader
S6	Village Head

Earned Benefits

Cash (2-12)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (13-19)

1	Animal
2	Bonus Weapon Proficiency
3	Skill Focus (Any Skill)
4	+2 Wis
5	+1 Con
6	Permanent Magic Item
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Local Standing	Cash Benefit	Physical Stat Bonus
0	Apprenticeship	4	10	21+ Local Standing	20	10
1-4	Average Year	4	8	17+ Local Standing	12	20
5-10	Poor Year	10	2	17+ Local Standing	16	18
11-14	Bountiful Year	2	10	18+ Local Standing	6	16
15-17	Travel	8	4	-	10	17
18-19	Defend Village	8	4	18+ Local Standing	11	10
20	Noble Service	4	8	14+ Local Standing	4	16
Stat modifier		Dex or Wis	None	Cha	Wis	None

Survival Mishaps

1	Nothing Further
2	Leave Village- effectively honorably discharged
3	Implicated in scandal, forced to flee, dishonorably discharged, lose all benefits
4	Lose face with village, demoted
5	Reputation for shoddy work – dishonorably discharged, lose benefits
6	Serious Injury- Lose 1d6-3 (min 1) from Str or Con

Dragon

Reenlistment: Auto

Enlist: Auto

Prerequisites: Only dragons may take this prior history.

Notes: This is the default path for dragon characters. Dragons roll the number of terms per year based on their age category at the beginning of the term. Dragons start their background term at when they hatch.

Wyrmling	1d2 years
Very Young – Young	1d3 years
Juvenile	1d10 years
Young Adult	3d10 years
Adult +	5d10 years

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-10)

1	500 x reputation x age category
2	1,000 x reputation x age category
3	1,500 x reputation x age category
4	2,000 x reputation x age category
5	2,500 x reputation x age category
6	3,000 x reputation x age category
7	3,500 x reputation x age category

Material (11-19)

1	Permanent Magic Item
2	2d10 x reputation x age category gems
3	Bonus Feat
4	Lair
5	1d6 Magic Items
6	Extra Roll (roll again on material, roll once on either table)
7	Epic Magic Item

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Stat Bonus	Cash Benefit	Magic Item
1-4	Sleep	4	21	-	19	20	20
5-10	Study	5	20	16	16	17	16
11-14	Guard Hoard	6	19	17	17	16	17
15-17	Hoarding	8	17	15	16	8	8
18-19	Conflict	10	15	14	15	10	10
20	Quest	12	13	10	14	8	8
Stat modifier		Age Category	None	None	None	None	None

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Bored – Honorably discharged
3	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
4	Thief Steals Item from Hoard – spend one term trying to retrieve item
5	Slain – lose a level, lose cash and benefits from this and previous terms.
6	Lose Hoard

Farmer

Reenlistment: DC 2

Enlist: DC 7 (Con or Wis)

Prerequisites: The character must be a non-noble and living as a farmer.

Notes:

Local Standing	
S1	Dependent
S2	Independent
S3	Established
S4	Well Respected
S5	Village Leader
S6	Village Head

Earned Benefits

Cash (2-10)

1	250
2	500
3	750
4	1,000
5	1,250
6	1,500
7	1,750

Material (11-19)

1	Animal
2	+1 Dex
3	+2 Con
4	+2 Str
5	Minor Magic Item
6	+1 Wis
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Local Standing	Cash Benefit	Physical Stat Bonus
1-4	Average Year	4	8	15 + Local Standing	18	13
5-10	Poor Year	8	4	13 + Local Standing	22	15
11-14	Bountiful Year	2	10	16 + Local Standing	12	12
15-17	Travel	8	4	6 + Local Standing	19	8
18-19	Defend Village	8	4	8 + Local Standing	17	4
20	Noble Service	4	8	8 + Local Standing	10	17
Stat modifier		Con or Wis	None	Cha	Wis	None

Survival Mishaps

1	Nothing Further
2	Leave Farm- effectively honorably discharged
3	Implicated in scandal, forced to flee, dishonorably discharged, lose all benefits
4	Lose face with village, demoted
5	Home Destroyed – honorably discharged, lose all benefits
6	Serious Injury- Lose 1d6-3 (min 1) from Str and Con

Guard

Reenlistment: DC 4

Enlist: DC 6 (Str or Dex)

Prerequisites: The character must be a non-noble.

Notes: The character is serving as some type of guard. Generally guards spend more time dealing with thieves and bandits than they do dealing with opposing armies.

Rank	
L1	Recruit
L2	Guard
L3	Veteran Guard
L4	Sergeant
L5	Lieutenant
L6	Captain

Earned Benefits

Cash (2-10)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (11-19)

1	Animal
2	+2 Str or Dex
3	Class Skill
4	Masterwork Arms or Armor
5	+2 Con or Wis
6	Magic Item
7	+2 Int or Cha

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Cash Benefit	Magic Item	Stat Bonus
1-4	Guard	4	11	18	16	18	13
5-10	Escort	6	9	18	15	17	14
11-14	Patrol	6	9	18	16	18	14
15-17	Siege	8	7	16	14	16	13
18-19	War	10	5	16	13	16	13
20	Special Mission	12	3	10	12	14	14
Stat modifier		Str or Dex	None	Cha	Rank	None	None

Survival Mishaps

1	Nothing Further
2	Duty Ended- effectively honorably discharged
3	Blamed for loss, dishonorably discharged, lose all benefits
4	Insubordination – demoted
5	Accused of Crime – dishonorably discharged, lose all benefits. Spend one term imprisoned or laying low.
6	Serious Injury- Lose 1d6-3 (min 1) from Str, Dex or Con

Gypsy

Reenlistment: DC 2

Enlist: DC 15 (Cha, Wis or Dex)

Prerequisites: The character must be a member of a gypsy tribe or caravan. A character who enlists in the path after their background term is assumed to have found and successfully joined a family.

Notes: Unlike most prior histories, if a Gypsy rolls an 11 to 19 on their mustering out benefits, the player may choose which table to roll on. A roll of 20 is handled normally. A character whose background term is not in Gypsy has a much harder time advancing in the caravan. They use the values in the chart in parenthesis instead. They get no positive modifier to their promotion rolls. If their Wisdom is 9 or less, the penalty skill applies. The DCs are 5 higher than for true born Gypsies.

Rank	
U1	Junior Family Member
U2	Family Member
U3	Well Respected
U4	Respected Elder
U5	Family Head
U6	Master or Mistress of the Caravan

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-6)

1	250
2	500
3	1,000
4	2,000
5	3,500
6	7,000
7	11,500

Material (7-10)

1	Animal
2	Skill Focus (Dex, Wis or Cha based skill)
3	+1 Cha
4	+1 Dex
5	+1 Con
6	Magic Item (reputation is a bonus to the roll)
7	+1 Luck Bonus

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Reputation	Magic Item	Cash Bonus	Material Benefit	Class Skill
1-4	Wandering	8	10	17 (22)	18+Reputation	18	18	22	16
5-10	Traveling	8	10	15 (20)	20+Reputation	16	16	20	19
11-14	Quest	12	4	16 (21)	19+Reputation	17	18	16	18
15-17	Run out of area	10	6	17 (22)	17+Reputation	10	10	17	19
18-19	Conflict	14	2	17 (22)	18+Reputation	14	14	18	19
20	Mystic Event	16	2	14 (19)	auto	7	14	7	7
Stat modifier		Cha, Wis or Dex	None	Wis (None)	Cha	Rank or Int		None	Int

Survival Mishaps

1	Nothing Further, lose 1 reputation
2	Humiliated – lose 1 rank and 1 reputation
3	Expelled from caravan – dishonorably discharged, lose all benefits
4	Cursed – -1 luck penalty to rolls granted a luck bonus until curse is lifted. You can spend one term to lift the curse by succeeding on a DC 15 Wisdom check. This is cumulative. Only one curse may be lifted at a time.
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Traveling accident – lose 1d6-3 (min 1) from Str, Dex or Con

Hermit

Reenlistment: DC 4

Enlist: DC 5 (Wis or Cha)

Prerequisites: Character retired from society, trying to live alone.

Notes: Hermits spend their time trying to live alone in quiet contemplation of the world. This devotion tends to cause them to develop a reputation as wise, holy men and women, and encourages others to seek them out for advice.

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-7)

1	250
2	500
3	750
4	1,000
5	1,250
6	1,500
7	1,750

Material (8-19)

1	Minor Magic Item
2	+1 Con
3	Class Skill
4	Bonus Feat
5	+1 Wis
6	+1 Cha
7	Major Magic Item

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation
1-4	Meditation	2	12	-
5-10	Visited by Pilgrims	6	8	19
11-14	Mediate Dispute	8	6	18
15-17	Make Pilgrimage	8	6	17
18-19	Conflict with Church	10	4	17
20	Divine Mission	12	2	16
	Stat modifier	Wis or Cha	None	None

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Hermitage overrun by world – honorably discharged
3	Teachings result in suppression by church or state, expelled from hermitage. Lose all benefits, dishonorably discharged.
4	Time alone causes mental illness lose 1d6 -3 (min 1) Wis
5	Rumors of impropriety and heresy cause loss of all reputation. Effectively dishonorably discharged, lose all benefits
6	Weakened- Lose 1d6-3 (min 1) Con

Holy Warrior

Reenlistment: DC 8

Enlist: DC 12 (Str or Wis) Nobles receive a +2 to this roll

Prerequisites: Devout Warrior. While this obviously fits paladins, any class could take this prior history.

Notes: The holy warrior path is intended for members of militant orders.

Ranks	
U1	Novice
U2	Initiate of the Order
U3	Knight
U4	Senior Knight
U5	Knight Councilor
U6	Knight Commander

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-7)

1	1,500
2	3,000
3	4,500
4	6,000
5	7,500
6	9,000
7	10,500

Material (8-19)

1	Masterwork Arms or Armor
2	+1 Con or Str
3	+1 Cha
4	+1 Wis
5	Permanent Magic Item (medium)
6	Permanent Magic Item (major)
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Reputation	Nobility	Magic Item
0	Initiation	6	8	auto	-	-	16
1-4	Training	2	14	22	-	-	20
5-10	Temple Guard	4	10	18	26	26	16
11-14	Knight Errant	8	6	16	22	22	14
15-17	Escort	10	4	12	20	24	14
18-19	Crusade	12	2	10	18	22	10
20	Quest	14	2	12	16	20	8
Stat modifier		Str or Wis	None	Wis	None	Reputation	None

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Called to personal business – honorably discharged
3	Accused of heresy. Lose all benefits, dishonorably discharged.
4	Scandal – demoted, lose 1 rank.
5	Head injury, lose 1d6-3 (min 1) Wis
6	Serious Injury - Lose 1d6-3 (min 1) Str, Cha or Con

Hunter-Gatherer/Nomad

Reenlistment: DC 2

Enlist: DC 15 (Con or Wis)

Prerequisites: The character must be a member of a nomadic tribe. A successful enlistment indicates that the character has sought out and earned membership in the tribe.

Notes: Any character from this background is illiterate.

Rank	
U1	Tribesman
U2	Hunter
U3	Warrior
U4	Guardian
U5	Elder
U6	Chief

Earned Benefits

Cash (2-9)

1	250
2	500
3	750
4	1,000
5	1,250 x rank
6	1,500 x rank
7	1,750 x rank

Material (101-19)

1	Animal
2	Literacy
3	+1 Con
4	Tracking
5	+1 Str
6	Skill Focus or Mastery (Survival)
7	Magic Item

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Physical Stat Bonus
1-4	Village	5	15	18	18
5-10	Migratory	7	13	18	19
11-14	Trading	7	13	18	20
15-17	Disaster	9	11	17	19
18-19	War	12	8	17	16
20	Quest	14	6	16	15
Stat modifier		Con or Wis	None	Wis	None

Survival Mishaps

1	Nothing Further
2	Leave to Seek Fortune- effectively honorably discharged
3	Expelled from tribe, dishonorably discharged, lose all benefits
4	Die – lose 1 level
5	Enslaved – lose 1 term, dishonorably discharged, lose all benefits
6	Serious Injury- Lose 1d6-3 (min 1) from Str, Dex or Con

Knight

Reenlistment: DC 4

Enlist: DC 13 (Str or Con)

Prerequisites: Must be a noble.

Notes: Characters who gained nobility as a result of a roll in prior history may skip the term 0 for this class. If they do they begin the background with the rank of U2: Knight Errant.

Ranks	
U1	Squire
U2	Knight Errant
U3	Knight
U4	Senior Knight
U5	Knight Councilor
U6	Knight Commander

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-8)

1	2,000
2	3,500
3	5,000
4	6,500
5	8,000
6	9,500
7	11,000

Material (9-19)

1	Masterwork Arms or Armor
2	Permanent Magic Item
3	+1 Con
4	+1 Cha
5	Animal
6	Extra Roll
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Reputation	Magic Item
0	Training	5	13	auto	-	20
1-4	Court	4	12	16	27	20
5-10	Knight Errant	6	8	16	25	16
11-14	Tournament	6	10	14	25	16
15-17	Raids	8	6	12	23	16
18-19	War	10	4	10	22	13
20	Quest	12	2	10	20	10
Stat modifier		Str or Wis	None	Cha	None	None

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Disaffected with life – honorably discharged
3	Scandal. Lose all benefits, dishonorably discharged.
4	Die – lose 1 level
5	Scar - Cha changes by 1d6-3
6	Serious Injury - Lose 1d6-3 (min 1) Str, Dex or Con

Laborer

Reenlistment: Auto

Enlist: Auto

Prerequisites: The character must be a non-noble.

Notes:

Earned Benefits

Cash (2-11)

1	250
2	500
3	750
4	1,000
5	1,250
6	1,500
7	None

Material (12-19)

1	Masterwork Tools
2	+2 Dex
3	+2 Str
4	Magic Item
5	+1 Int
6	Roll Twice
7	None

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Cash Benefit	Physical Stat Bonus	Magic Item
1-4	Construction	6	6	12	19	19
5-10	Shipping or warehousing	6	6	12	17	17
11-14	Resource Production (mining, lumber)	8	4	12	19	19
15-17	Disaster	10	2	17	16	16
18-19	Servant	4	8	6	16	16
20	Illegal Activities	10	2	4	10	10
Stat modifier		Str or Int	None	Wis	None	None

Survival Mishaps

1	No Work - Nothing Further
2	Seek New Opportunity - effectively honorably discharged
3	Accused of stealing – discharged, lose all benefits
4	Imprisoned – spend 1 term in jail, lose all benefits. Discharged
5	Minor Injury – lose 1 from Dex
6	Serious Injury- Lose 1d6-3 (min 1) from Str and Con

Mage

Reenlistment: DC 4

Enlist: DC 6 (Int) Nobles receive a +2 to this roll.

Prerequisites: Cast Arcane Magic as a prepared spell

Notes: A character who succeeds at a DC 15 on the enlistment check has the option of being self taught. They are not required to do term zero.

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-10)

1	2,000
2	3,500
3	5,000
4	6,500
5	8,000
6	8,500
7	11,000

Material (11-19)

1	Valuable Spell Component
2	+1 Con
3	1d8 Magic Items
4	+1 Int
5	Laboratory or Library
6	Home
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Nobility	Bonus Spells	Magic Item
0	Apprenticeship	6	8	-	-	10	19
1-4	Private Study	2	10	-	-	15	15
5-10	Court Mage	6	6	20	22	18	16
11-14	Teaching	5	7	-	22	16	17
15-17	Research	8	4	-	-	10	17
18-19	Adventure	10	2	18	18	10	13
20	Battle Mage	12	2	16	16	12	10
	Stat modifier	Int	None	None	Reputation	None	None

Survival Mishaps

1	Nothing Further – Lose one reputation
2	Accident or Mishap – Lose all Benefits, Discharged
3	Planar Accident – trapped on other plane, lose 1 additional term
4	Run off by mob, spell books destroyed. Lose all benefits. Discharged
5	Weakened – lose 1d6-3 (min 1) Con
6	Mental Injury - Lose 1d6-3 (min 1) from Int

Mage - Guild

Reenlistment: DC 2

Enlist: DC 8 (Int) Nobles receive a +2 to this roll.

Prerequisites: Cast Arcane Magic as a prepared spell, be a member of a guild of arcane mages.

Notes:

Ranks	
U1	Apprentice
U2	Initiate
U3	Master
U4	Archmage
U5	Councilor Mage
U6	Guild Master

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-11)

1	1,500
2	3,000
3	4,500
4	6,000
5	7,500
6	9,000
7	10,500

Material (12-19)

1	Laboratory
2	Library
3	1d6 Magic Items
4	+1 Int
5	Valuable Spell Component
6	Home
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Reputation	Nobility	Bonus Spells	Magic Item
0	Apprenticeship	10	6	Auto	-	-	10	19
1-4	Teaching	4	10	22	-	-	14	19
5-10	Guild Service	8	6	17	23	-	15	19
11-14	Research	10	4	19	26	-	8	16
15-17	Advisor	12	2	18	20	18	15	17
18-19	Conflict	12	2	20	20	-	12	16
20	Special Mission	14	2	16	18	16	8	10
Stat modifier		Int	None	None	None	Reputation	None	None

Survival Mishaps

1	Nothing Further – Lose one reputation
2	Exiled from Guild – Dishonorably discharged, loose all benefits
3	Planar Accident – trapped on other plane, lose 1 additional term
4	Well Known Failure – Demoted, lose one reputation
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Research Accident - Lose 1d6-3 (min 1) from Int

Mercenary

Reenlistment: DC 4
 Enlist: DC 6 (Highest)
 Prerequisites: None

Notes:

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-13)

1	1,500
2	3,000
3	4,500
4	6,000
5	7,500
6	9,000
7	10,500

Material (14-19)

1	1d6 Potions
2	Masterwork Arms or Armor
3	Animal
4	Bonus Weapon or Armor Feat
5	+1 Stat Bonus
6	Permanent Magic Item
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Nobility	Cash Benefit	Magic Item
1-4	Guard Duty	4	10	-	26	18	19
5-10	Banditry	8	4	24	-	14	17
11-14	Patrol	6	6	-	24	18	19
15-17	Siege	8	4	24	22	16	17
18-19	War	12	2	20	18	12	13
20	Special Task	14	2	18	16	10	10
Stat modifier		Highest	None	None	Reputation	None	None

Survival Mishaps

1	Nothing Further
2	Unit Disbanded – Honorably discharged
3	Well Known Failure – Lose 1 reputation
4	Die – Lose 1 level
5	Scar - Cha changes by 1d6-3
6	Serious Injury- Lose 1d6-3 (min 1) from Str, Dex or Con

Merchant

Reenlistment: DC 4

Enlist: DC 6 (Wis or Cha)

Prerequisites: None

Notes: Merchant ranks are not true ranks, instead they represent the relative size of the character's business. A character entering this path may spend 1,000 gold or one quarter of their total cash, whichever is higher, to start with a rank of U2. They may also spend 5,000 gold or one half of their total cash, whichever is higher, to start with a rank of U3. They must decide to do this before making the enlistment check. They receive a +2 to the enlistment check if they do either of these things, but if the check fails they lose their investment.

Ranks	
U1	Monger
U2	Peddler
U3	Trader
U4	Broker
U5	Merchant
U6	Merchant Prince

Earned Benefits

Cash (2-14)

1	500 x Rank
2	1,000 x Rank
3	1,500 x Rank
4	2,000 x Rank
5	2,500 x Rank
6	3,000 x Rank
7	3,500 x Rank

Material (15-19)

1	Animal
2	Magic Item
3	Skill Focus or Mastery Prof (Merchant)
4	Home
5	+1 Wis
6	Vehicle
7	+2 Leadership Score

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Cash Benefit	Magic Item
1-4	Bulk Goods	4	12	19 + Rank	18	19
5-10	Live Goods	6	12	19 + Rank	14	17
11-14	Broker	7	10	17 + Rank	18	19
15-17	Exotic Goods	10	8	10 + Rank	16	17
18-19	Dangerous Goods	12	8	9 + Rank	12	13
20	Speculation	14	6	7 + Rank	10	10
Stat modifier		Wis or Cha	None	Wis	Rank	Rank

Survival Mishaps

1	Nothing Further
2	Sell out – Honorably discharged
3	Ruined – lose half of cash gained from merchant cash bonus, Dishonorably discharged. Lose all benefits
4	Confiscation – lose half cash gained from merchant cash bonus, demoted
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Accident - Lose 1d6-3 (min 1) from Str, Dex or Con

Minstrel

Reenlistment: DC 4

Enlist: DC 5 (Cha)

Prerequisites: The character must spend skill points in the perform skill.

Notes:

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-9)

1	250 x Reputation
2	500 x Reputation
3	750 x Reputation
4	1,000 x Reputation
5	1,250 x Reputation
6	1,500 x Reputation
7	1,750 x Reputation

Material (10-19)

1	Animal
2	Masterwork Instrument or Kit
3	+1 Cha
4	Permanent Magic Item
5	Skill Focus or Mastery (Perform)
6	Bonus Language
7	Bardic Lore, +2 to Bardic Lore rolls

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Performing Stat Bonus	Class Skill	Cash Benefit	Magic Item
1-4	Taverns	6	12	23	19	18	12	18
5-10	Tournaments	8	10	16	18	18	10	16
11-14	Court	9	8	18	17	18	8	14
15-17	Foreign Land	10	7	17	17	16	7	13
18-19	Illegal Activity	12	6	-	16	14	6	10
20	Secret Mission	14	5	22	15	12	5	8
Stat modifier		Highest	None	None	None	None	Previous Minstrel Terms	Previous Minstrel Terms

Survival Mishaps

1	Nothing Further
2	Unit Disbanded – Honorably discharged
3	Well Known Failure – Lose 1 reputation
4	Die – Lose 1 level
5	Scar - Cha changes by 1d6-3
6	Serious Injury- Lose 1d6-3 (min 1) from Str, Dex or Con

Miscreant

Reenlistment: DC 3

Enlist: Auto

Prerequisites: The character must be a non-noble.

Notes:

Earned Benefits

Cash (2-10)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	None

Material (11-19)

1	Masterwork Thieves' Tools
2	+1d6-3 (min +1) Magic Weapon
3	Permanent Magic Items
4	+1 Wis
5	+1 Dex
6	+1 Int
7	None

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Cash Benefit	Magic Item
1-4	Petty thief	6	6	21	22
5-10	Information Gathering	6	7	18	21
11-14	Burglary	8	5	20	18
15-17	Bandit	10	4	16	16
18-19	Smuggling	4	4	15	15
20	Big Job	10	3	12	12
Stat modifier		Dex or Int	None	Previous Miscreant or Underworld Terms	None

Survival Mishaps

1	No further result
2	Go straight - effectively honorably discharged
3	Run afoul of criminal element– dishonorably discharged, lose all benefits. A character who immediately successfully enlists in the Underworld Prior history is still dishonorably discharged, but they keep their benefits.
4	Arrested– lose 1 additional term, not discharged
5	Head Injury – Lose 1d6-3 (min 1) from Int
6	Serious Injury- Lose 1d6-3 (min 1) from Str, Dex, Con or Cha

Monk

Reenlistment: DC 2

Enlist: DC 10 (Int or Wis) Nobles receive a +2 to this roll

Prerequisites: Live as a member of an order in a monastery.

Notes:

Ranks	
U1	Novice
U2	Acolyte
U3	Monk
U4	Senior Monk
U5	Councilor
U6	Abbot

Earned Benefits

Cash (2-6)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (7-19)

1	Potion
2	Animal
3	+2 Int
4	+2 Wis
5	Class Skill
6	Copy of Rare Book
7	Magic Item

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Class Skill
0	Novice	8	14	Auto	-
1-4	Teaching	4	12	18	15
5-10	Scholar	4	12	18	16
11-14	Copyist	6	10	18	18
15-17	Administrator	8	8	14	18
18-19	Emissary	10	6	14	14
20	Secret Mission	14	2	10	12
Stat modifier		Int or Wis	None	Wis	None

Survival Mishaps

1	Nothing Further
2	Sent on Extended Mission – Effectively honorably discharged
3	Implicated in Scandal, expelled from order. Dishonorably discharged, lose all benefits
4	Demoted – lose 1 rank
5	Accused of heresy – Spend one term defending self before being expelled. Dishonorably discharged, lose all benefits
6	Disease – lose 1d6-3 Str or Con

Monk, Militant

Reenlistment: DC 4

Enlist: DC 12 (Dex or Wis) Nobles receive a +2 to this roll

Prerequisites: Live as a member of an order in a monastery.

Notes:

Ranks	
U1	Novice
U2	Acolyte
U3	Monk
U4	Senior Monk
U5	Councilor
U6	Abbot

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-8)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (9-19)

1	Masterwork Weapon
2	+1 Dex
3	Masterwork Holy Symbol
4	+1 Wis
5	Permanent Magic Item
6	+1 Str
7	Extra Roll

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Promotion
0	Novice	8	14	-	Auto
1-4	Training	3	11	-	18
5-10	Guard	4	10	-	18
11-14	Wandering	5	9	23	18
15-17	Conflict	6	8	22	14
18-19	Emissary	7	7	22	14
20	Quest	8	6	20	10
Stat modifier		Dex or Wis	None	None	None

Survival Mishaps

1	Nothing Further
2	Sent on Extended Mission – Effectively honorably discharged
3	Implicated in Scandal, expelled from order. Dishonorably discharged, lose all benefits
4	Demoted – lose 1 rank
5	Accused of heresy – Spend one term defending self before being expelled. Dishonorably discharged, lose all benefits
6	Disease – lose 1d6-3 Str or Con

Noble

Reenlistment: DC 2

Enlist: Auto

Prerequisites: Only noble characters may take this path.

Notes:

Ranks	
U1	Gentry
U2	Knight
U3	Minor Noble
U4	Noble
U5	Great House
U6	Head of Great House

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-11)

1	2,000
2	3,500
3	5,000
4	6,500
5	8,000
6	9,500
7	11,000

Material (12-19)

1	Vehicle
2	+2 Leadership Score
3	Educated Feat
4	Land
5	Heirloom
6	Magic Item
7	+1 Int

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Promotion
1-4	Personal Business	5	12	25	27 + Rank
5-10	Country Estate	6	11	24	26 + Rank
11-14	Court	9	8	21	23 + Rank
15-17	Travel	10	7	20	22 + Rank
18-19	War	14	3	16	18 + Rank
20	Religious Conflict	15	2	15	17 + Rank
Stat modifier		Cha, Wis or Int + Reputation	None	None	Cha

Survival Mishaps

1	Nothing Further
2	Humiliated – lose 1 reputation, 1d6-3 (min 1) Cha
3	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
4	Accused of treason – dishonorably discharged, lose nobility, all land and all benefits
5	Fall out of favor – effectively discharged
6	Survive assassination attempt – lose 1d6-3 (min 1) from Str, Dex or Con

Noble Service

Reenlistment: DC 4

Enlist: DC 8 (Int)

Prerequisites: The character must have a positive Int modifier and be literate.

Notes:

Ranks	
U1	Beadle
U2	Bailiff
U3	Reeve
U4	Secretary
U5	Chamberlain
U6	Steward

Earned Benefits

Cash (2-7)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (8-19)

1	Masterwork Item
2	Bonus Language
3	+1 Cha
4	+1 Int
5	Magic Item
6	Skill Focus in Int or Cha based skill
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Promotion	Nobility	Magic Item
1-4	Uneventful Term	2	12	14	-	16
5-10	Shortage	5	9	15	18	17
11-14	Dispute or Conflict	7	7	15	17	14
15-17	Disaster	8	6	18	16	12
18-19	Treachery	12	2	14	15	10
20	Special Assignment	10	4	12	16	8
	Stat modifier	Int	None	Cha	Rank	Wis

Survival Mishaps

1	Nothing Further
2	Resign – Honorably discharged
3	Dismissed for scandal – Dishonorably discharged, lose all benefits
4	Implicated in betrayal, results in imprisonment for 1 term, dishonorably discharged, lose all benefits
5	Demoted – Lose 1 rank. If the character is already at U1, they are dishonorably discharged instead.
6	Break under stress, forced to retire lose 1d6-3 (min 1) Int or Wis. Discharged

Pirate

Reenlistment: DC 2

Enlist: DC 6 (Dex , Wis or Chr) – The DC is two lower for characters that have taken one or more terms in Sailor

Prerequisites: Character works as a crew member on a Pirate vessel

Notes: Nobles that take this path automatically begin with the rank of Boson’s Mate (U1). Commoners begin with the rank of Apprentice Sailor (L1). A noble that is demoted from Boson’s Mate (U1) is dishonorably discharged instead of being demoted. A character that achieves a rank of Apprentice Specialist (L4) or higher should choose a shipboard specialty to pursue. Possible specialties include, but are not limited to, Navigator, Carpenter, Sail maker, Surgeon, or Gunner. If the player chose Navigator then the characters titles would be Apprentice Navigator (L4), Navigator (L5), Master Navigator (L6). A character that was honorably discharged from Sailor with a rank of L4 or above enters pirate with the same rank. A character who was honorably discharged from Sailor and was commissioned as a Sailor enters Pirate commissioned one rank below their rank as a Sailor. Characters who mustered out of Sailor as a Boson’s Mate (U1) enter Pirate as a Boson’s Mate (U1).

Ranks	
L1	Apprentice Sailor
L2	Deckhand
L3	Mate
L4	Apprentice Specialist (Choose a specialty)
L5	Specialist
L6	Master Specialist

U1	Boson’s Mate
U2	Boson
U3	Quarter Master
U4	First Mate
U5	Captain
U6	Commodore

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-10)

(All Cash benefits earned by U1-U6 are doubled)

1	250 x Rank
2	500 x Rank
3	750 x Rank
4	1,000 x Rank
5	1,250 x Rank
6	1,500 x Rank
7	1,750 x Rank

Material (11-19)

1	Skill Focus or Mastery (Profession: Sailor)
2	Bonus Language
3	+1 Dex
4	+1 Con
5	Magic Item
6	+1 Wis
7	Skill Focus (Any)

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Commission	Promotion	Reputation	Cash Benefit	Magic Item
1-4	Coastal Raiding	6	12	22	17	23	10	17
5-10	Privateering	8	10	18	16	18	10	15
11-14	Plunder Trade Route	11	7	18	16	20	9	12
15-17	Hunted	13	5	20	19	21	14	14
18-19	Vendetta	15	3	18	15	18	16	8
20	Quest	14	4	17	17	17	14	6
Stat modifier		Dex , Wis or Chr	None	None	None	None	None	None

Survival Mishaps

1	Nothing Further
2	Scar – Charisma changes by 1d6-3
3	Demoted (U1 lose commission. Rank becomes the higher of L3 or their previous rank on the lower track)
4	Cursed – -1 luck penalty to rolls granted a luck bonus until curse is lifted. You can spend one term to lift the curse by succeeding on a DC 15 Wisdom check. This is cumulative. Only one curse may be lifted at a time.
5	Die – Lose 1 level
6	Serious Injury - Lose 1d6-3 (min 1) Str, Dex or Con

Priest, Church

Reenlistment: DC 2

Enlist: DC 8 (Wis) Nobles receive a +2 to this roll

Prerequisites: Must be a member of a religious hierarchy.

Notes:

Ranks	
L1	Lay Assistant
L2	Novice
L3	Acolyte
L4	Priest
L5	Senior Priest
L6	Venerable Priest

U1	Assistant to Leader
U2	District Leader
U3	Regional Leader
U4	Inner Circle of Order
U5	Head of Order
U6	High Priest

Earned Benefits

Cash (2-10)

1	500
2	1,000
3	1,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (11-19)

1	Masterwork Holy Symbol
2	Permanent Magic Item
3	+1 Wis
4	+1 Cha
5	2d6 Potions
6	Magical Armor or Shield
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Commission	Promotion	Nobility	Material Benefit	Magic Item
0	Seminary	6	15	-	auto	-	-	-
1-4	Teaching	2	19	20	20	-	20	20
5-10	Pastoral Duties	4	8	18	16	26	19	16
11-14	Temple Service	6	6	17	14	22	16	14
15-17	Court	8	4	17	14	24	16	12
18-19	Special Assignment	10	2	16	12	22	14	10
20	Quest	13	2	14	14	20	12	8
Stat modifier		Wis	None	Wis	Cha	Rank	None	None

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Lose Faith – keep benefits, but honorably discharged
3	Accused of heresy, defrocked. Lose all benefits, dishonorably discharged.
4	Violate Faith – spend one term atoning
5	Scandal – demoted
6	Serious Injury - Lose 1d6-3 (min 1) Wis, Cha or Con

Priest, Wandering

Reenlistment: DC 4

Enlist: DC 8 (Wis or Cha) Non-Nobles get a +2 to this roll

Prerequisites: The character is a priest unattached to a religious hierarchy

Notes:

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-9)

1	500
2	1,000
3	2,500
4	2,000
5	2,500
6	3,000
7	3,500

Material (10-19)

1	Animal
2	Permanent Magic Item
3	+1 Wis
4	+1 Cha
5	Masterwork Holy Symbol
6	+1 Con
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Cash Benefit	Magic Item
1-4	Settled	4	12	-	-	20
5-10	Wandering	6	10	22	16	15
11-14	Teaching	9	9	-	17	16
15-17	Religious Conflict	12	6	20	15	12
18-19	Advisor	10	8	21	14	10
20	Quest	14	4	18	10	8
Stat modifier		Wis or Cha	None	None	Cha	Cha

Survival Mishaps

1	Nothing Further – Lose 1 reputation
2	Lose Faith – Honorably discharged
3	Run out of area – effectively dishonorably discharged, lose all benefits
4	Violate Faith – Spend one term atoning
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Serious Injury- Lose 1d6-3 (min 1) from Wis or Cha.

Prostitute

Reenlistment: DC 2 + 1 per previous term

Enlist: DC 2 (Cha)

Prerequisites:

Notes: Nobles that take this path automatically begin on the Upper Track as an Escort (U1). Commoners begin on the lower track as an Amateur (L1).

Ranks	
L1	Amateur
L2	Street Walker
L3	Corner Girl
L4	Prostitute
L5	Call Girl
L6	Madame

U1	Escort
U2	Companion
U3	Mistress
U4	Consort
U5	Courtesan
U6	Independent Courtesan

Earned Benefits

Cash (2-12)

(All Cash benefits earned by U1-U6 are doubled)

1	250 x Rank
2	500 x Rank
3	750 x Rank
4	1,000 x Rank
5	1,250 x Rank
6	1,500 x Rank
7	1,750 x Rank

Material (11-19)

1	Masterwork Outfit
2	+2 Cha
3	+1 Stat
4	Educated or Immune to Disease
5	Magic Jewelry
6	Home
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Commission	Promotion	Cash Benefit	Magic Item
1-4	Quiet Life	8	12	18	18	18	-
5-10	Permanent Arrangement	6	12	16	16	16	20
11-14	Travel	12	6	-	-	10	17
15-17	Kept Situation	5	13	16	16	6	12
18-19	Personal Conflict	13	5	16	16	19	18
20	Spy	16	2	12	12	5	5
Stat modifier		Cha	None	Int	Cha	Cha	Cha

Survival Mishaps

1	Nothing Further
2	Tired of lifestyle – keep benefits, but honorably discharged
3	Diseased Reputation – Lose all benefits, dishonorably discharged.
4	Loss of reputation – Demoted
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Injured - Lose 1d6-3 (min 1) Cha or Dex

Sailor

Reenlistment: DC 2

Enlist: DC 2 (Dex , Wis or Chr) – The DC is two higher for characters that have taken one or more terms in Pirate
Prerequisites: Character works as a crew member on a sailing vessel

Notes: Nobles that take this path automatically begin with the rank of Boson's Mate (U1). Commoners begin with the rank of Apprentice Sailor (L1). A noble that is demoted from Boson's Mate (U1) is dishonorably discharged instead of being demoted. A character that achieves a rank of Apprentice Specialist (L4) or higher should choose a shipboard specialty to pursue. Possible specialties include, but are not limited to, Navigator, Carpenter, Sail maker, Surgeon, or Gunner. If the player chose Navigator then the characters titles would be Apprentice Navigator (L4), Navigator (L5), Master Navigator (L6).

Ranks	
L1	Apprentice Sailor
L2	Deckhand
L3	Mate
L4	Apprentice Specialist (Choose a specialty)
L5	Specialist
L6	Master Specialist

U1	Boson's Mate
U2	Boson
U3	Quarter Master
U4	First Mate
U5	Captain
U6	Commodore

Earned Benefits

Cash (2-9)

(All Cash benefits earned by U1-U6 are doubled)

1	250 x Rank
2	500 x Rank
3	750 x Rank
4	1,000 x Rank
5	1,250 x Rank
6	1,500 x Rank
7	1,750 x Rank

Material (10-19)

1	Skill Focus or Mastery (Profession: Sailor)
2	Bonus Language
3	+1 Dex
4	+1 Con
5	Magic Item
6	+1 Wis
7	Skill Focus (Any)

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Commission	Promotion	Cash Benefit	Magic Item
1-4	Coastal Shipping	3	10	20	17	14	19
5-10	Long Distance Trade	5	8	18	16	12	17
11-14	Foreign Shores	7	6	18	16	12	15
15-17	Smuggling	10	3	18	15	8	12
18-19	Special Voyage	10	3	18	15	12	8
20	Lost	11	2	17	17	16	10
Stat modifier		Dex , Wis or Chr	None	Wis or Chr	Wis or Chr	None	None

Survival Mishaps

1	Nothing Further
2	Tire of the sea - Honorably discharged
3	Shipwrecked – Lose all benefits, dishonorably discharged. Spend one term lost.
4	Demoted (U1 lose commission. Rank becomes the higher of L3 or their previous rank on the lower track)
5	Scar – Charisma changes by 1d6-3
6	Serious Injury - Lose 1d6-3 (min 1) Str, Dex or Con

Scholar

Reenlistment: DC 5

Enlist: DC 7 (Int)

Prerequisites: The character must have a positive intelligence modifier.

Notes:

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-10)

1	1,500
2	3,000
3	4,500
4	6,000
5	7,500
6	9,000
7	10,500

Material (11-19)

1	Bonus Language
2	Library
3	Skill Focus in a Knowledge skill
4	Rare Book
5	+1 Int or Educated Feat
6	Home
7	Bardic Lore, +2 to Bardic Lore rolls

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Mental Stat Bonus	Reputation	Magic Item
1-4	Clerical position	2	12	-	-	20
5-10	Teaching	4	10	16	22	18
11-14	Research	6	8	18	23	15
15-17	Advisor	8	6	20	20	12
18-19	Field Research	10	4	15	20	10
20	Forbidden Lore	12	2	12	18	6
Stat modifier		Int	None	None	Int	Previous Scholar Terms

Survival Mishaps

1	Nothing Further – lose one reputation
2	Desire to see the world – Honorably discharged
3	Heretical Teaching – lose all benefits, dishonorably discharged
4	Wild Goose Chase – Spend an additional term following a theory that does not pan out.
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Assaulted - Lose 1d6-3 (min 1) from Dex or Con

Street Urchin

Reenlistment: DC 2

Enlist: None

Prerequisites: Nobles may not take this path.

Notes: A character wishing to take the street urchin path must begin their life in this prior history. No character may take more than two terms in this prior history. A character who leaves this prior history may not return to it.

Earned Benefits

Cash (2-10)

1	250
2	500
3	750
4	1,000
5	1,250
6	1,500
7	None

Material (11-19)

1	Skill Focus in Dex or Cha Skill
2	Class Skill
3	+2 Dex
4	+1 Int
5	+1 Con
6	+1 Wis
7	None

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Street Stat Bonus	Class Skill	Cash Benefit
1-4	Beggar	4	14	14	16	16
5-10	Odd Jobs	4	14	19	10	15
11-14	Petty Thief	6	12	17	12	14
15-17	Pick Pocket	8	12	16	10	10
18-19	Look out	8	10	16	14	10
20	Informant	10	6	19	10	6
Stat modifier		Str, Dex or Int	None	None	None	Cha

Survival Mishaps

1	Nothing Further
2	Scared – Gain (lose) 1d6-3 Cha (treat a negative result as a loss)
3	Run out of town –Discharged, but keep benefits
4	Robbed – lose all cash
5	Imprisoned – spend one term in confinement, lose all cash. Discharged
6	Serious Injury- Lose 1d6-3 (min 1) Con

Underworld

Reenlistment: DC 2 – On a roll of 15 or higher, the character must reenlist if they have terms remaining.

Enlist: DC 10 (Dex or Int) – The DC increases by 1 for each failed miscreant term.

Prerequisites: Character is involved with organized crime

Notes: Nobles that take this path automatically begin with the rank of Lieutenant (U1). Commoners begin with the rank of Thug (L1). A noble who would be demoted to the lower track are dishonorably discharged instead and lose all benefits. A commoner with three or more successful terms of Miscreant begins as a Guild Member (L3).

Ranks	
L1	Thug
L2	Associate
L3	Guild Member
L4	Apprentice Burglar
L5	Senior Burglar
L6	Master Thief

U1	Lieutenant
U2	Neighborhood Boss
U3	Ward Boss/ Enforcer
U4	Inner Circle
U5	Guildmaster
U6	Crime Lord

Earned Benefits

Cash (2-11)

(All Cash benefits earned by U1-U6 are doubled)

1	250 x Rank
2	500 x Rank
3	750 x Rank
4	1,000 x Rank
5	1,250 x Rank
6	1,500 x Rank
7	1,750 x Rank

Material (12-19)

1	Masterwork Thieves Tools
2	Masterwork Armor (+1 if Commissioned)
3	Permanent Magic Item
4	+1 Dex
5	2d6 Potions
6	+1 Int
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Commission	Promotion	Cash Benefit	Magic Item
1-4	Burglary	4	8	-	13	19	19
5-10	Enforcement	6	6	24	14	16	18
11-14	Smuggling	7	5	18	13	13	17
15-17	Information Gathering	8	4	15	10	16	21
18-19	Independent Work	12	2	-	-	10	10
20	Big Job	8	3	14	8	14	14
Stat modifier		Dex or Int	None	Cha	Int	Previous Miscreant or Underworld Terms	

Survival Mishaps

1	Nothing Further
2	Forced to lay low - Honorably discharged
3	Accused of disloyalty – Lose all benefits, dishonorably discharged.
4	Responsible for failed job – Demoted (U1 lose commission. Rank becomes the higher of L3 or their previous rank on the lower track)
5	Head Injury – lose 1d6 -3 (min 1) Int
6	Serious Injury - Lose 1d6-3 (min 1) Dex

Woodsmen

Reenlistment: DC 5

Enlist: DC 5 (Wis or Con)

Prerequisites:

Notes:

Reputation	
R1	Anonymous
R2	Locally Known
R3	Regionally Known
R4	Nationally Known
R5	Famed
R6	Legendary

Earned Benefits

Cash (2-8)

1	250
2	500
3	750
4	1,000
5	1,250
6	1,500
7	1,750

Material (9-19)

1	Animal
2	Magic Weapon
3	+1 Wis
4	Magic Armor
5	+1 Con
6	Permanent Magic Item
7	Land

Occupation or Notable Events

1d20	Occupation or Event	Survival	Bonus XP	Reputation	Nobility	Cash Benefit	Magic Item
0	Apprenticed	8	8	-	-	19	19
1-4	Huntsman	5	11	-	-	16	-
5-10	Banditry	7	9	24	-	14	15
11-14	Trapper	6	10	-	-	15	19
15-17	Scouting	9	7	23	22	14	17
18-19	Conflict	10	6	20	22	18	15
20	Exploration	12	4	18	24	13	16
Stat modifier		Wis or Con	None	None	Reputation	Reputation	None

Survival Mishaps

1	Nothing Further – lose one reputation
2	Long for Civilization – honorably discharged
3	Blamed for a disaster – effectively dishonorably discharged, lose all benefits
4	Die – lose one level
5	Major Enemy – Take -2 to all future survival and reenlistment rolls, cumulative)
6	Serious Injury - Lose 1d6-3 (min 1) from Str, Dex or Con

Reference Tables

Table 1-1 (d20)	
Commoner	1-18
Noble	19-20

Table 1-2 (d100)	
<i>Commoner</i>	
01-59	Farmer
60-64	Craftsman, Village
65-68	Street Urchin
69-79	Laborer
80-84	Craftsman, Guild
85-87	Gypsy
88	Monk
89	Militant Monk
<i>Noble</i>	
90-95	Knight
96-100	Noble

Table 1-3: Experience Tables			
	Background	Low and Epic Level <small>(Below Level 11, Above Level 20)</small>	High Level <small>(Level 11 to Level 20)</small>
Survived Term	500 xp	4,000 xp	6,000 xp
Failed Term	250 xp	2,000 xp	3,000 xp
Close Call	500 xp	1,000 xp	1,500 xp
Nobility	1,000 xp	2,000 xp	3,000 xp
Commission	1,000 xp	2,000 xp	3,000 xp
Promotion	500 xp	1,000 xp	1,500 xp
Reputation	500 xp	1,000 xp	1,500 xp
Local Standing	500 xp	1,000 xp	1,500 xp
Bonus XP	1d4 x 500 xp	1d4 x 1,000 xp	1d4 x 1,500 xp

Table 1-4		
Race	Starting Age	Years Per Term
Bael	20	1d6
Dwarf	40	1d10
Dragon	1d4	See Notes
Elf	110	1d20
Gnome	40	1d10
Half-Elf	20	1d8
Half-Orc	14	1d3
Halfling	20	1d8
Human	15	1d4

Table 3-1: Magic Items (d100) Magic Item Benefit	
01-25	Minor Item
26-65	Minor Permanent Item
66-90	Medium Item
91-107	Medium Permanent Item
108-114	Major Magical Item
115-120	Major Permanent Item
120+	Epic Magical Item

Character History Sheet

Character _____ Race _____ Noble

STR _____ () INT _____ ()

DEX _____ () WIS _____ ()

CON _____ () CHA _____ ()

Term Length and Starting Age

Bael 1d6 (start)	Half-Elf 1d8 (start 20)
Dwarf 1d10 (start 40)	Half-Orc 1d3 (start 14)
Elf 1d20 (start 110)	Halfling 1d8 (start 20)
Gnome 1d10 (start 40)	Human 1d4 (start 15)

Background Failures _____

Path _____ Occupation or Event _____ Risk _____

Years _____ Total Years _____ XP _____ Total XP _____ Level _____

<input type="radio"/> Survival (500 XP) <input type="radio"/> Close Call (500 XP) <input type="radio"/> Failed Survival (250 XP) <input type="radio"/> Bonus XP _____ <small>(1d4 x 500 XP)</small> <input type="radio"/> Magic Item: _____ <input type="radio"/> Commission (1,000 XP) Nobility (1,000 XP) <input type="radio"/> Other: _____	<input type="radio"/> Promotion _____ <small>(500 XP)</small> <input type="radio"/> Reputation _____ <small>(500 XP)</small> <input type="radio"/> Local Standing _____ <small>(500 XP)</small> <input type="radio"/> Bonus Stat: _____ <input type="radio"/> Material Benefit: _____ <input type="radio"/> Cash Benefit: _____
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Term 1 Failures _____

Path _____ Occupation or Event _____ Risk _____

Years _____ Total Years _____ XP _____ Total XP _____ Level _____

<input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Close Call (1,000 XP or 1,500 XP) <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP) <input type="radio"/> Bonus XP _____ <small>(1d4 x 1,000 XP or 1d4 x 1,500 XP)</small> <input type="radio"/> Magic Item: _____ <input type="radio"/> Commission (2,000 XP or 3,000 XP) Nobility (2,000 XP or 3,000 XP) <input type="radio"/> Other: _____	<input type="radio"/> Promotion _____ <small>(1,000 XP or 1,500 XP)</small> <input type="radio"/> Reputation _____ <small>(1,000 XP or 1,500 XP)</small> <input type="radio"/> Local Standing _____ <small>(1,000 XP or 1,500 XP)</small> <input type="radio"/> Bonus Stat: _____ <input type="radio"/> Material Benefit: _____ <input type="radio"/> Cash Benefit: _____
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Term 2 Failures _____

Path _____ Occupation or Event _____ Risk _____

Years _____ Total Years _____ XP _____ Total XP _____ Level _____

<input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Close Call (1,000 XP or 1,500 XP) <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP) <input type="radio"/> Bonus XP _____ <small>(1d4 x 1,000 XP or 1d4 x 1,500 XP)</small> <input type="radio"/> Magic Item: _____ <input type="radio"/> Commission (2,000 XP or 3,000 XP) Nobility (2,000 XP or 3,000 XP) <input type="radio"/> Other: _____	<input type="radio"/> Promotion _____ <small>(1,000 XP or 1,500 XP)</small> <input type="radio"/> Reputation _____ <small>(1,000 XP or 1,500 XP)</small> <input type="radio"/> Local Standing _____ <small>(1,000 XP or 1,500 XP)</small> <input type="radio"/> Bonus Stat: _____ <input type="radio"/> Material Benefit: _____ <input type="radio"/> Cash Benefit: _____
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Character _____ Race _____ Noble
 Starting Years _____ Starting XP _____ Startling Level _____
 Reputation _____ Rank _____ Local Standing _____

Term _____ Failures _____
 Path _____ Occupation or Event _____ Risk _____
 Years _____ Total Years _____ XP _____ Total XP _____ Level _____

<input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP) <input type="radio"/> Bonus XP _____ (1d4 x 1,000 XP or 1d4 x 1,500 XP) <input type="radio"/> Magic Item: _____ <input type="radio"/> Commission (2,000 XP or 3,000 XP) Nobility (2,000 XP or 3,000 XP) <input type="radio"/> Other: _____	<input type="radio"/> Close Call (1,000 XP or 1,500 XP) <input type="radio"/> Promotion _____ (1,000 XP or 1,500 XP) <input type="radio"/> Reputation _____ (1,000 XP or 1,500 XP) <input type="radio"/> Local Standing _____ (1,000 XP or 1,500 XP) <input type="radio"/> Bonus Stat: _____ <input type="radio"/> Material Benefit: _____ <input type="radio"/> Cash Benefit: _____
---	--

Term _____ Failures _____
 Path _____ Occupation or Event _____ Risk _____
 Years _____ Total Years _____ XP _____ Total XP _____ Level _____

<input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP) <input type="radio"/> Bonus XP _____ (1d4 x 1,000 XP or 1d4 x 1,500 XP) <input type="radio"/> Magic Item: _____ <input type="radio"/> Commission (2,000 XP or 3,000 XP) Nobility (2,000 XP or 3,000 XP) <input type="radio"/> Other: _____	<input type="radio"/> Close Call (1,000 XP or 1,500 XP) <input type="radio"/> Promotion _____ (1,000 XP or 1,500 XP) <input type="radio"/> Reputation _____ (1,000 XP or 1,500 XP) <input type="radio"/> Local Standing _____ (1,000 XP or 1,500 XP) <input type="radio"/> Bonus Stat: _____ <input type="radio"/> Material Benefit: _____ <input type="radio"/> Cash Benefit: _____
---	--

Term _____ Failures _____
 Path _____ Occupation or Event _____ Risk _____
 Years _____ Total Years _____ XP _____ Total XP _____ Level _____

<input type="radio"/> Survival (4,000 XP or 6,000 XP) <input type="radio"/> Failed Survival (2,000 XP or 3,000 XP) <input type="radio"/> Bonus XP _____ (1d4 x 1,000 XP or 1d4 x 1,500 XP) <input type="radio"/> Magic Item: _____ <input type="radio"/> Commission (2,000 XP or 3,000 XP) Nobility (2,000 XP or 3,000 XP) <input type="radio"/> Other: _____	<input type="radio"/> Close Call (1,000 XP or 1,500 XP) <input type="radio"/> Promotion _____ (1,000 XP or 1,500 XP) <input type="radio"/> Reputation _____ (1,000 XP or 1,500 XP) <input type="radio"/> Local Standing _____ (1,000 XP or 1,500 XP) <input type="radio"/> Bonus Stat: _____ <input type="radio"/> Material Benefit: _____ <input type="radio"/> Cash Benefit: _____
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Benefit Worksheet

<p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6) (+1 for R4-R5 +2 R6) (+1 for L4-L5 +2 L6) (U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p>Benefits:</p>	<p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6) (+1 for R4-R5 +2 R6) (+1 for L4-L5 +2 L6) (U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p>Benefits:</p>
<p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6) (+1 for R4-R5 +2 R6) (+1 for L4-L5 +2 L6) (U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p>Benefits:</p>	<p>Term _____ Path _____</p> <p>Highest Rank _____</p> <p>Reputation _____</p> <p>Number of Rolls _____</p> <p>(1 per term. +1 for U2-U3, +2 U4-U5 +3 U6) (+1 for R4-R5 +2 R6) (+1 for L4-L5 +2 L6) (U5+ R5+ or L5+ Gain a +1 on benefit table roll)</p> <p>Benefits:</p>

Stat Worksheet

		Events											
		Stat	Mod	Stat	Mod	Stat	Mod	Stat	Mod	Stat	Mod	Stat	Mod
Str													
Dex													
Con													
Int													
Wis													
Cha													

		Events											
		Stat	Mod	Stat	Mod	Stat	Mod	Stat	Mod	Stat	Mod	Stat	Mod
Str													
Dex													
Con													
Int													
Wis													
Cha													

For Aging Effects See Table 6-5 in the Player's Hand Book, pg 109.