



Appendix B. Quick Character Histories

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b1. Filling Out: Discovering the Character within

The following tables are provided to players as a way to flesh out their characters with minimal effort. The following descriptions are not period or culture specific (as much as possible) and can be adapted for any genre.

Not all of the tables provided have a direct impact on game play and are merely included to provide the *role-playing* background to the role-playing game. However, because both the tables for Natural Bonuses and the table for Flaws do include elements that directly affect game play, it is strongly encouraged that players either roll on all of the tables or none of the tables so that play is balanced.

That being said (or written), let the twisting of personalities begin. . .



Age. *While it is conceivable that adventures could be any age, the expectation is that they are roughly working age, 16-65. Players are free to chose the age of their character, but if the ref wishes, the age can be linked to attributes in the following manner.*

Characters less than 16

- Knowledge -1
- Body -10%
- +10% Agility
- +10% Health

Character older than 40

- +1 to Knowledge
- Health -10%
- +5% to Size

Table ba. Relationship Status	
1	Single
2	Dating/ Engaged
3	Married
4	Divorced
5	Widow(er)
6	Celibate

Table bb. Education		
1	1	No Education/ Illiterate
	2-5	No Formal Education/ Literate
	6	No Formal Education/ Street Wise
2	Primary Education/ Schooling	
3-4	Graduate of General Education/ Trained by Skilled Laborer or Artisan	
5	Advanced Education	
6	Highest Level of Education Available by Society/ Learned member of the intelligensia	



Table b1. Natural Bonuses. Roll 1D6 to determine your character's natural affinities.

1	Bellicose Bastard	1	Weapon Control. Character's cautious nature prevents them from mistreating a weapon — item's in their care never break.
		2	Disarm. Naturally gentle nature gives the character a +3 to disarm attempts.
		3	Dead Eye. Character is a born killer and does not suffer penalties for called shots (though they still strike last).
		4	Natural Marksman. Character's affinities with distance weapons gives them a +2 to all attacks with distance weapons.
		5	Lightning Reflexes. Hard wired adrenal glands give the character a +2 Initiative in combat.
		6	Ambidextrous. Character can use either hand with equal proficiency. In hand to hand, the character can use two weapons (2 attacks).
2	Odd Ball Characteristics	1	Iron Gut. Character's iron stomach gives them a +3 resistance to disease and poison caused by ingestion.
		2	Steel Grip. Strong handed, the character has a +3 all attempts to maintain their hold and cannot be disarmed.
		3	Pack Horse. Character has super natural endurance and can carry an additional 1D6 encumbrance
		4	Iron Lung. Character has superhuman lung capacity and can hold their breath for twice normal while receiving a +2 modifier when testing for asphyxiation.
		5	Light Step. Character is naturally sneaky and can move silently, sneak, or hide in shadows with a +2 Modifier.
		6	Pain Threshold. Character feels no pain receives a +3 modifier against interrogation or when testing against falling unconscious
3	Left Brainers	1	Golden Tongue. Character is supernaturally persuasive and receives a +4 modifier when attempting to convince someone.
		2	Scary. Character appears scary and frightens others. As a consequence, they receive a +2 when attempting to intimidate other characters.
		3	Direction Sense. Character is a freaking homing pigeon. Character receives a +3 when attempting ascertain direction or location.
		4	Debutante. Character took Ms. Gladburn's etiquette class as a child and receives a +4 modifier when attempting to move within High Society.
		5	Cynical. Naturally cynical, the character receives a +3 when trying to peer through deceptions and lies.
		6	Walking Encyclopedia. Character's savant-like recall gives them a +2 bonus when attempting to recall trivial facts.
4	Animalistic Senses	1	Taste & Smell. Character has heightened sense of taste and smell and receives +3 modifier.
		2	Hearing. Character has heightened sense of hearing and receives +3 modifier.
		3	Vision. Character has heightened sense of sight and receives +3 modifier.
		4	Touch. Character has heightened sense of touch and receives +3 modifier when manipulating items by feel (includes kinesthetic sense).
		5	Cat Eyes. Character has supernaturally good night vision and receives a +2 modifier when working in low light conditions.
		6	Intuition. Not just for women, intuition allows a character to make a roll to determine if they are on the right track.
5	Who said you never have a choice?	1-2	Choose which category to roll a bonus from.
		3-4	Choose between either category A or D to roll a bonus from.
		5-6	Choose between either category B or C to roll a bonus from.
6	Bonus Roll	1-6	Roll Twice on the table and take both bonuses.



Table b2. Hobbies. Roll 1D6 to determine the main time-killer of your character. If you roll a [6], your character has actually made money doing their past-time.

1	Athlete	1	Track Field.. [1] Sprinter, [2] Marathon, [3] Thrown Items, [4] Jumping, [5] Pole Vault, [6] statistician
		2-3	Team Sports. [1] Football, [2] Soccer, [3] Basket Ball, [4] Hockey, [5] Baseball, [6] Lacrosse
		4	Culture Specific.: [1] Polo, [2] Taber Throw, [3] Drinking
		5	Exercise. [1] Weight Lifting, [2] Aerobics, [3] Swimmer, [4] Bicycling, [5] Gymnastics
		6	Coach. Re-roll for sport. [1-2] Coach, [3] Referee, [4] Announcer, [5] Concession Stand Worker
		1-2	Animals. [1] Training, [2] breeding, [3] showing, [4-6] riding
2	Outdoorsy Type	3	Survival. [1-2] Eco challenge freak, [3-4] dangerous climate camping, [5-6] society's goin crumble type
		4	Camping. [1-2] Hiking, [3] scavenging, [4] canoeing, [5] climbing, [6] nature watcher
		5-6	Gardening. [1] Herbalism, [2] vegetable, [3] flower, [4] topiary, [5] landscaping, [6] Farm Animals
3	Book Learning	1	Science. [1] Math, [2] Physics, [3] Chemistry, [4] Biology, [5] Researcher, [6] Astronomy
		2-3	Culture. [1] Law, [2] Politics, [3] Pop Culture, [4] Languages, [5] History, [6] Religion
		4-5	Applied. [1] Medicine, [2] Pharmacology, [3] Engineering, [4] Fire, [5] Inventor, [6] Plumbing & Sanitation
		6	Writer. [1], Journalism; [2] fiction; [3] Public Relations, [4] Instruction Writer, [5] Scripts
4	Enthusiast	1	Crafts. [1] Metal, [2] leather, [3] clay, [4] fabric, [5] wood, [6] Brewing
		2	Bar Games. [1] Slight of hand, [2] juggling, [3] rope tricks, [4] ventriloquism, [5] riddles
		3	Games/ Gambling. [1-2] Cards, [3] roulette, [4] sports, or [5-6] board games.
		4	Magic. [1] Palm Reading, [2] Crystals, [3] Medium, [4] Tarot, [5] Astrology, [6] Mind Reader
		5	Domestic. [1] Decorating, [2] Cooking, [3] Sewing, [4] Meddling in Relationships, [5] Gossip, [6] Socialite
		1	Musician. [1] Wind/brass, [2] String, [3] Percussion, [4] culture specific, [5] electric, [6] Singer
5	Artiste!	2	Dancer. [1] Ball Room, [2] Ballet, [3] Salsa, [4] Jazz, [5] Free Form
		3	Painter. [1] Figs, [2] Canvas, [3] Sculptures, [4] murals, [5] buildings, [6] cars
		4	Sculpture. [1] Rock, [2] clay, [3] metal, [4] taxidermy, [5] people, [6] misc.
		5	Actor. [1] Performance artist, [2] stand up comedian, [3] Greek Drama, [4] Adult Films, [5] Shakespearean, [6] Any
		1-3	Semi-pro, trying to get paid to do it. Re-roll on the table to determine job.
6	Professional	4-5	Extra Money. Re-roll on the table to determine job.
		6	For a living. Re-roll on the table to determine job.



b2. Social Class

Socioeconomic Status is the single most important key to personality, cultural traits, and language inflection, and social skills of any person. Table b3 does nothing but give the player a sense of their character's social history and is not meant to hinder their character's development (unless the ref wants to—but hey, that's out of our hands *snicker*).

Table b3. Social Class. Roll 1D6 to determine the initial social class of a character

1		1	True Slave: [1] Valued, [2-3] Meat for Market, [4-6] Ignored
		2	Indentured Servitude
		3	Criminal: [1-3] Time Served, [4-5] Paroled, [6] Escaped
		4	Institutionalized: [1-3] Ward of the Court (orphan), [4-5] Looney Bin, [6] MR/DD Facility
		5	[1-3] Bankrupt, [4-6] Street Person
		6	Oppressed Minority
2-3	Rural	1	Nomad/ Migrant Worker: Eligible for 5% of starting income, but owns a means of transportation
		2	Tenant Farmer: Eligible for 5 to 20% of starting income, owns no property.
		3	Hill Billy: Eligible for 10 to 40% of starting income, may own a means of transportation or home.
		4	Cottage Industry: Eligible for 40 to 75% of starting income including a place of residence.
		5	Family Farm: Eligible for 50 to 90% of starting income with some property and land.
		6	Agri-business/ Plantation: Eligible for 75 to 150% of starting income in cash, but has extensive property and land holdings
4-5	Urban	1	Resident of Inner City/ Ghetto: Eligible for 5 to 20% of starting income, owns no property.
		2	On Public Assistance: Eligible for 10 to 40% of starting income, may own a means of transportation or home.
		3	Working Class/ Artisan: Eligible for 60 to 80% of starting income including a place of residence.
		4	Lower Middle Class/ Merchant: Eligible for 80 to 100% of starting income with some property and land.
		5	Affluent/ Professional: Eligible for 75 to 150% of starting income in cash, but has extensive property or investments
		6	Industrialist/ Capitalist: Eligible for 150 to 300% of starting income in cash, but has extensive property and land holdings
6	Noble	1	From Political Family: Eligible for 80 to 100% of starting income with some property and land.
		2	Currently Holding Political Office: Eligible for 75 to 150% of starting income in cash, but has extensive property or investments
		3	Noble Lineage: Eligible for 100 to 150% of starting income in cash, but has extensive property and land holdings
		4	Landless Noble: Eligible for 150 to 200% of starting income in cash, but has extensive property or investments
		5	Landed Noble: Eligible for 150 to 300% of starting income in cash, but has extensive property and land holdings
		6	Puppet Master: Eligible for 300 to 500% of starting income in cash, but has extensive property and land holdings



b3. A word about Flaws

Every character has an Achilles heel, just like, well Achilles who had the original heel. To discover the personality or physical flaw of your adventurer, roll on the table below. Descriptions of each flaw and how they impact game play can be found the following page.

Table b4. Flaws. Roll 1D6 to determine physical or personality flaw possessed by your character.

1-2	1	Creature Phobias	[1] Animal Phobia, [2] Insect Phobia, [3] Occupational Phobia, [4] Xenophobia, [5] Afraid of the opposite sex, [6] Agoraphobia
	2	General Phobias	[1] Acrophobia, [2] Pyrophobia, [3] Hydrophobia, [4] Claustrophobia, [5] Technophobia, [6] Thanaphobia
	3	Delusions	[1] Multiple Personality Syndrome, [2] Paranoia, [3] Messiah Complex, [4] Auditory Illusions, [5] Visions
3-4	1	Bad Habits	[1] Unclean (won't bath), [2] Glutton, [3] Lecher, [4] Greedy, [5] Sloth (Lazy)
	2	Obsessive-Compulsive Disorder (OCD)	[1] Pyromaniac, [2] Kleptomaniac, [3] Clean Freak, [4] Anal Retentive, [5] Nymphomaniac, [6] Pathological Liar
	3	Deviancy	[1] Masochist, [2] Sadist, [3] Munchausen Syndrome by Proxy, [4] Cannibal, [5] Anti-social Personality Disorder
	4	Annoying	[1] Narcissistic, [2] Superstitious, [3] Hypochondriac, [4] Right Wing Conservative, [5] Leftist Liberal, [6] Anarchist
5	1	Limitations	[1] Near-Sighted, [2] Far Sighted, [3] Anosmia (no sense of taste or smell), [4] Missing Limb ([1] Hand, [2] Foot, [3] arm, [4] leg, [5] Lame), [5] No tactile Sense, [6] Deaf
	2	Physique	[1] Wimp, [2] Obese, [3] Thin, [4] Albino, [5] Dwarf, [6] Long-Time Smoker
	3	Danger	[1] Hemophiliac, [2] Sever Allergy, [3] Sickly, [4] Seizure Disorder, [5] Calcium Deficient, [6] Conjoined Twin
	4	Nancy-Girl	[1] Weight Intolerant, [2] Weak Stomach, [3] Irritable Bowel Syndrome, [4] Fragile Mind
6	1-3	Combat	[1] Blood Guilt, [2] Berserker, [3] Chivalrous, [4] Item Breaker
	4-6	Animal Hated	[1] Dogs, [2] Cats, [3] Insects, [4] Sea Life, [5] Large Herbivores, [6] If its alive, it hates the character





Table b5. Flaws in Game Terms

Category	Description of Impact During Play
Phobias (Creature & General)	When faced with the product of their fears, the character must roll K [12] or flee from the source of the fear in mindless terror, able to perform no other actions for 1D6+2 Rounds or until the cause of the fear is removed.
Delusions	When the character rolls a natural 3, they immediately begin hallucinating and acting in a manner appropriate to the hallucination.
Bad Habits	The character's repulsive habits persistently manifest causing everyone around them to distrust them around the cause of their habit or to be disgusted by them. NPC reaction to the character is always at a [-3].
Obsessive-Compulsive Disorder (OCD)	Character must engage in the appropriate ritual whenever the opportunity presents itself unless they can make a K[12] roll to resist the temptation.
Deviancy	The character will get an "urge" to engage in the behavior whenever they roll a natural 7. They have the opportunity to resist the "urge" providing they can make a success roll of K [12].
Annoying	Like characters' with Bad Habits, annoying characters continually engage in whatever behavior is indicated making everyone else shy away from them. Before an NPC or other player-character can lend assistance to the annoying character, they must first make a success roll of K[11] in order to over-come their natural tendency to make an annoying character suffer.
Perception	Character suffers a limitation on a particular sense equal to [-1D6]. In some instances, the disability can be remedied using an appropriate device (such as glasses), but in others this will be impossible. For lameness, the character's movement rate is reduced by [-1D3], for missing hands, the character's Agility attempts are minus [-1D3] when appropriate.
Physique	<ul style="list-style-type: none"> [1] Wimp: Character must make a body roll versus damage sustained each time they are injured or they faint from the pain for 1D3 rounds. [2] Obese: Character has an illusionary Size value of 300% current value for the purpose of determining "fit" as in through escape hatches, armor, etc... [3] Thin: Whenever "hit" by a concussive force, character must make a Body roll versus damage or be knocked back a number of spaces equal to the damage and crumple on the ground [4] Albino: Character suffers 1D3 damage for every 10 rounds exposed to the sun. [5] Dwarf: You figure it out. [6] Long-Time Smoker. Character must make a natural roll of [7] every two-rounds of combat or become winded and suffer a -1 to all physical activities for the remainder of combat.
Danger	<ul style="list-style-type: none"> [1] Hemophiliac: When injured by a concussive force (cutting, hitting, etc...) character will begin bleeding on a natural roll of [10] or higher until receiving the appropriate aid. [2] Sever Allergy: Character is allergic to a common natural substance and suffers -1D3 to all attempts while in its presence [3] Sickly: Character must make a natural [11] to resist the effects of disease [4] Seizure Disorder: On a natural [11], the character is taken by a seizure for 1D3 rounds [5] Calcium Deficient: Character's body is halved when calculating damage resistance [6] Conjoined Twin: Character literally has a "better half" still attached.
Nancy-Girl	<ul style="list-style-type: none"> [1] Weight Intolerant: Character will not/ can not carry more than 3 encumbrance [2] Weak Stomach: When in the presence of something nasty or even violence, anchovies, etc.. the character must make a natural [9] or begin losing their lunch for 1D3 rounds. [3] Irritable Bowel Syndrome: A roll of natural [3] causes the character to begin suffering stomach cramps and diarrhea for 1D3 rounds [4] Fragile Mind: Mental stress causes the character to "shut down" temporarily. Character must make K[12] roll or "go bye-bye" mentally for 1D6 rounds when presented with extreme stress.
Combat Troubles	<ul style="list-style-type: none"> [1] Blood Guilt: Character will never attempt to kill another creature and will immediately suffer unassuageable guilt for 2D6 rounds following a death caused by the character. [2] Berserker: A natural [7] or [11] during combat causes the character to lose control and begin attacking each nearest target in succession with a +2 melee bonus (no missiles allowed), character will continue until unconscious or makes a K[12] roll [3] Chivalrous: Character will never "gang up" on an enemy or participate in an ambush [4] Item Breaker: When using any item, the character causes it to malfunction on a natural roll of 7 or less. All items with non malfunction number break on a natural 3.
Animal Hated	Character is hated by a particular type of creature that, when in their presence, will attack the character.