

Background Determination Table

001 – 005	Wrath Of The Gods: One of the greater gods of the world loathes you, and all your doing, and will try to make your pitiful life as hard as possible, but as well there might be some other gods who tries to protect you from your sworn enemy.
006 – 020	Cursed Family: (Roll again on the curse table!!)
021 – 080	Slave: You are a runaway slave, your family is missing or dead, all you have now is rags and a club, and someone is looking for you! By the way you are hereby status 1.
081 – 120	Ties To Darkness: Someone in your family have decided your fate, probably by selling your soul or services to the forces of darkness, you might not know this, or you could be very aware of it, now working determined to uphold your your old promise. [NOTE: This option might not fit any race! e.g. Gnolls]
121 – 165	Outlaw Family: Your family is hunted by, or at least outcasts from their society.
166 – 210	Very Poor Family: Your family is exceptionally poor, you own almost nothing, but found your starting wealth and herbs in a cache hidden under your bed.
212 – 240	Criminal Background: You and your family are connected to a guild of thieves, cut throats, revolutionaries or some other illegal fraction. With this background you have a lot easier getting contraband smuggled, hiring a cutthroat or getting secret informations. You carry a sign (a pendant, tattoo, ring, necklace etc.) which proves you connection with this clandestine group.
241 – 265	Cultist Background: Your family belongs to some peculiar cult, and so do you. The cult might be acting for the forces of light, but it might as well be serving the powers of evil!
266 – 270	Madness In Family: Every 3 generations madness strikes somewhere in your family, you are of this ill-fated generation and madness could strike when you least expect it, to prevent this calamity from happening to you, your family have seen to that you have 3 times as much money and herbs from the beginning. But who knows money and power might not help if you are the pitiful one.....
271 – 295	Hermit Uprising: When you was very young, you were found by a hermit who adopted you, and taught you all he knew, you have never been in a town, never left the area where you come from all you know about the world outside comes from tales or reading, you might very well be a shy person.
296 – 500	Rural Uprising: Coming from the countryside your family is involved with farming or foresting or any other rural activity enjoyed by the rural population of your people. [You receive three ranks to be put in at least two survival or animal skills.]
501 – 650	Urban Uprising: You family is a average urban family living a ordinary urban life [You receive three ranks to be put in at least two social or linguistic skills]
651 – 685	Professional Family: You family is from a long line of proud crafters of some sort (e.g.. Glass blowers, Potters, Coopers, Lawyers etc. etc.) It's a family concern that you have not chosen the family trade as a way of living, but they are hoping you'll one day come back to take over the shop [You receive four ranks in your family craft skill, and re roll any status below 3]
686 – 700	Animal Friend: Raised on a farm or some place near a rural institute, you have through your childhood gained an intimate understanding of any one species of animal, including their habits, signals, ways of thinking, lifestyle, animalistic secrets etc. [you receive a special bonus of +15 on any skill involving this kind of animal.]
701 – 730	Well Educated: Someone, probably your family have paid for a good linguistic education, so when you start your adventuring life. You understand two racial known languages to 10/10 or two other languages to 5/5.
731 – 750	Famous Family Member: Someone in your close family (e.g. a uncle or grandfather) are very famous because he did/wrote/killed something famous, this could get you into some exclusive social circles, or perhaps a free dinner at the court from times to times.
751 – 780	Artist/Musician Family: Your family have for generations been court-minstrels, traveling circus artists, a family orchestra or perhaps an entire family of art crafters. This gives you some knowledge about this art form and you receive [+3 ranks in a appropriate skill]. Furthermore you start with D10. season tickets to their show or whatever.
781 – 790	Legendary Hero: Actually you are more like a accidental hero, at some point in your life you witnessed the avoidance of a big disaster or something like that, anyway.... somehow you got the credit for this feat, and are now known as a hero around the land, minstrels tell of your deeds in the royal courts, bards sing songs of you in taverns etc. etc. This makes you welcome in most inns and towns where you cant get a free meal and a place to spend the night, but from time to time some local rowdies want to fight against you to prove their worth against a "genuine" hero.
791 – 810	Arcane Ties: Your family knows a powerful magician or is in a leading position of a magical guild, who will accept you as a apprentice. This gives you the possibility to learn the magical arts, whatever your social status or race. If you race already allows spell users, you have the opportunity to become a arch-mage apprentice.
811 – 850	Rich Family: Your family is rich filthy rich!. You start with five times the amount of gear as anybody else, besides you should make a free +20 wealth roll.
851 – 880	Lone Ranger Syndrome: You have no background, or at least only you know of it, and will not discuss it publicly. When a game session starts, you come riding in from the sun, and when the scenario is over you travel away against the setting sun, always alone and secretive. You do not have any social status, and can be almost any profession you want.
881 – 920	Monastery Uppgrowth: As a very young person a monastery took you under it's wing, when your parents died or some other tragic event crushed their lives. You have a good understanding of 2 different lores [+2 ranks in two lores.] due to the huge libraries at the place you were raised. You have also been introduced to the arts of unarmed combat, and may choose any martial arts profession you like. Furthermore you have trained untold hours, attaining perfect control over body and soul, making you a very proficient athlete. [+10 any athletic skill]
921 – 950	Race Lore: You have a very good understanding of one race. This information comes from a friend or by studying this race very intensely during your childhood. [You receive 2 ranks in racial history for this race plus their prime language at 5/6]
951 – 965	Noble Blood: Your family are of noble heritage, you at least have status 7 and all the benefits and sorrows that follows.
966 – 980	Guild Family: Your family is connected with a guild of some sort, this gives you some good equipment from the beginning, and you will be able to by the things the guild deals in, a lot cheaper than the normal prices. Of curse you will not be allowed to get your friends stuff at these low prices, since you might ruin the guild by doing so
981 – 998	Quick Learner: You have trained hard as a youth and start one level higher than nominated, furthermore you have D10 x 1000 extra experience points from the beginning! (Now roll again on this table to find your background)
999 – 000	Lucky: Pick a background of your own choice

Background curse table

01 – 10	Uncontrollable lycanthropy: You and most of your family have been stricken with a terrible curse once every 14- 30 days (depending on which moon) you turn into a cruel abomination half man half beast, you seldom remember what happened when you were in this state. It's not possible for you to control this change with Control Lychantropy skill only fight the urge to do something nasty.
11 – 25	Cannot refuse an offer of hospitality: When someone offers you a place to stay or a free meal etc. You will almost certainly accept this offer with a smile, even if the person offering it just might be a vampire or whatever!... your character is allowed to make a RR against his own level, modified by RE stat and a -20 penalty if it's obvious that this "friendly" person is no good!.
26 – 35	Cannot befriend a animal: Somehow all kinds of animals dislikes you, you can never have a beast of burden for more than a week or so, then it runs away, this means that all the animal-related ranks you should have received as adolescent are wasted. You do on the other hand not have any trouble with lice, mosquitoes and other nasty bugs as even they won't come near you. (If attacked by hungry animals they will try to avoid you, and totally ignore you if you remain passive!)
36 – 50	Cannot refuse a plea for help: Whenever you hear a plea for help you MUST respond, if you already are helping someone else then you must quickly decide who can wait and who can't because you WILL help everyone. If it's very inconvenient you are allowed to make a RR against your own level modified only by your negative EM bonus.
51 – 55	Rainy Cloud: A small cloud always follows you when outside, about three feet above your head. If enough humidity in the area the cloud will start raining, if you should be so unlucky to be in a thunderstorm, this small cloud will [8% chance pr. hour] sometimes strike you with small but quite potent lightning balls [roll a unmodified +0 roll Shockbolt attack with 1/2 Damage]
56 – 65	Cannot refuse a one on one duel.
66 – 80	Cannot accept a loan, without repaying it threefold
81 – 85	Fiendish Shadow: You have no control over your shadow sometimes it wanders of on it's own frightening old women and children other times it just behaves unacceptable by making faces of important persons etc. This could mean a lot of trouble in some places. The worst thing about your shadow is it's ability to try to strangle or in other ways hurt people, luckily this can only occur when the only light source is the full moon of Orhan!
86 – 00	Friend slayer: Now and then a truly wicked mood invades your mind, usually you are able to ignore it. But when in battle you will not be able to control this fiendish desire to maim the ones who do not expect it from you, preferably the weak who just might die from what you are able to do [Whenever you roll between 01 and 08 in a combat roll, you will attack the nearest unsuspecting victim, unless you of course fumble your weapon.....Flails might be good for your reputation]

Determine your social status on the table below

(Check with your specific race what table you should roll on)