

Character Background

Invent whatever you like. You are encouraged to come up with bizarre cultural origins, far-out religions or philosophies, outlandish forms of attire, and so on. Players of cleric characters (and any others who feel like it) may choose any known deity or make up their own.

The following tables may be used to provide a basic background concept for your character, based on your class – roll, choose one or make up something similar.

Note that none of these backgrounds grant any specific mechanical bonuses, but may occasionally be referred to in situations where we need to determine which PCs can do what. (For example, who can swim, who knows about tracking, who could identify gems, etc.)

1d8 Cleric	Fighter
1 Cultist	Monster hunter
2 Monk	Wildsman / scout
3 Monster hunter / inquisitor	Barbarian
4 Zealot / evangelist	Mercenary
5 Mendicant	Sailor / pirate
6 Templar / paladin	Guard / soldier
7 Prophet	Gladiator
8 Chosen one	Bandit

1d8 Magic-User	Thief
1 Astrologer	Tomb robber
2 Alchemist	Assassin
3 Mystic	Con artist
4 Herbalist	Acrobat / performer
5 Sage	Bandit / highwayman
6 Witch / hedge wizard	Gambler / hedonist
7 Warlock	Burglar
8 Cultist	Spy

1d8 Dwarf	Elf
1 Monster hunter	Noble
2 Smith / mechanist	Duellist
3 Miner	Hedonist
4 Guard / soldier	Aesthete
5 Stonemason / gem cutter	Bard
6 Drunkard	Fey warlock
7 Berserker	Fated
8 Outcast	Trickster

1d8 Halfling
1 Gourmand
2 Scavenger
3 Wanderer
4 Tinker
5 Burglar
6 Bard
7 Merchant
8 Sheriff

Other Random Stuff!

Some ideas for extra randomly determined information about your character – purely optional, only roll if you want to put your character in the hands of fate.

Also feel free to use any of the charts in the AEC for random age / height / weight / personality traits (p. 150..151).

1d00	Sex
01..45	Male
41..90	Female
91..93	Hermaphrodite
94..96	Sexless – like an action man or barbie
97..00	Mutant – no one can work out what's going on down there

1d00	Sexuality
01..16	Into guys
17..32	Into guys (most of the time...)
33..48	Bi
49..64	Into girls (most of the time...)
65..80	Into girls
81..82	Asexual
83..90	Kinky – whips & chains, midgets, whatever*
91..95	Into another race – trolls, gnolls, gnomes, etc.*
96..99	Into something totally weird – rabbits, plants, robots, etc.*
00	All of the above

* Roll d80 to see what sex(es) you're into.

1d12 Cultural Inspiration	Religion
1 Viking raiders	Atheist
2 Roman	Violent atheist (GOD MUST DIE)
3 Jungle tribe – maybe psychedelic	Agnostic / don't give a shit
4 Desert nomads	Monotheist
5 Pyramids and human sacrifices	Dualist (“god vs the devil”)
6 Eskimo	Violent monotheist or dualist (THE ONE TRUE GOD!)
7 Steampunk (no you don't have any special devices)	Animal / nature spirits
8 Post apocalyptic (Mad Max)	Ancestral worship
9 Caveman	Pantheist – doom laden
10 Isolated idyllic valley of paradise	Pantheist – all-embracing
11 Outer space (magical, not sci-fi)	Cosmic philosophy
12 Underworld	Confused / easily swayed

1d12 Skin Colour (not all Vikings must be white)
1 White like snow
2 Albino / subterranean white
3 “White” (typical Caucasian)
4 Tanned
5 Brown
6 Dark brown
7 Black like ink
8 Yellowish tinge
9 Reddish tinge
10 Far out (1. purple, 2. orange, 3. green, 4. blue)
11 Transparent
12 Shifting