

Table 10 - Parents

Table 10 - Parents is designed to add some details to the person or persons that raised the character. If the occupation of the person(s) that raised the character has already been determined (or if they were not raised by a "person" at all) then ignore this table and go on to Table 11 - Childhood Events.

Table 10 - Parents refers to the "Head of Household", this represents whoever is in charge of the household that the character was raised in and could be a Mother, Father, Grandparent, Aunt or Uncle, etc.

Roll	Result	Next Table	
		Amo	All Others
1-12	Head of Household has one occupation	10A	10C
13-14	Head of Household has one primary occupation and a second part-time occupation.	10A	10C
15-16	Head of Household does not work. One other member of the household has an occupation.	10A	10C
17-18	Two members of the Household have occupations.	10A	10C
19	Head of Household is or was an adventurer	10D	10D
20	Head of Household does not have a discernible occupation but always seems to have money available when it is needed. GM secretly determines the reason on Table 10E.	10E	10E

Table 10A

Roll	Result	Next Table
1-2	Craftsman	10F
3-8	Farmer. Gain Farmer Skill Package	10N
9-11	Fisherman. Gain Fisherman Skill Package	10N
12-13	Herdsmen. Gain Herdsman Skill Package	10N
14-15	Hunter. Gain Hunter Skill Package	10N
16-17	Warrior. Gain Warrior Skill Package	10N
18	Craftsman	10F
19	Merchant	10G
20	Special Occupation	10B

Table 10B

Roll	Result	Next Table	
1-7	Civilized Occupation	10C	
8-9	Shaman. Gain Shaman Skill Package		10N
10	Healer/Herbalist. Gain Healer Skill Package	10N	
11	Adventurer	10D	
12	Career Criminal	10H	
13	Warrior. Gain Warrior Skill Package	10N	
14	Runeschriver. Gain A-Ar Bloodline Skill Package	10N	

Roll	Result	Next Table	
15	Shaman. Gain Shaman Skill Package		10N
16	Horsemaster. Gain Horsemaster Skill Package	10N	
17	Explorer. Gain Explorer Skill Package	10N	
18	Skald. Gain Skald Skill Package	10N	
19	Forester. Gain Forester Skill Package	10N	
20	Craftsman	10F	

When rolling on Table 10C, make sure to roll 1D10 and add your Social Mod to it.

Table 10C

Roll	Result	Next Table
5 or less	Lower Class Occupation	10I
6-7	Special Occupation	10J
8-11	Middle Class Occupation	10K
12-14	Upper Class Occupation	10L
15	Special Occupation	10J
16 or higher	Upper Class Occupation	10L

Table 10D

Roll	Result	Next Table	
1-2	Runeschrivjer. Gain A-Ar Bloodline Skill Package	10N	
3-6	Priest	10M	
7-11	Warrior. Gain Warrior Skill Package	10N	
12-14	Thief. Gain Thief Skill Package	10N	
15	Ranger. Gain Ranger Skill Package	10N	
16	Shaman. Gain Shaman Skill Package		10N
17	Spirit Binder. Gain A-Ar Bloodline Skill Package	10N	
18-19	Bard. Gain Bard Skill Package	10N	
20	Seeker. Gain Seeker Skill Package	10N	

Table 10E

Roll	Result	Next Table
1	Gets money from a treasure hoard that he/she found while adventuring. Roll on Table 10D to determine past adventuring profession. Player does not know of this past and does not gain a skill package from it.	10-
2	"Parent" is secretly a thief and gets his/her income from stealing.	10-
3	"Parent" gets their money from a secret inheritance	10-
4	"Parent" chanced upon a buried treasure and takes from it as needed.	10-
5	"Parent" receives money from investments	10-
6	"Parent" counterfeits the money as needed	10-

Table 10F

Roll	Result	Next Table
1	Blacksmith. Gain Blacksmith Skill Package.	10N
2	Potter. Gain Potter Skill Package.	10N
3	Weaver. Gain Weaver Skill Package.	10N
4	Stone Mason. Gain Stone Mason Skill Package.	10N
5	Bowyer. Gain Bowyer Skill Package.	10N
6	Baker. Gain Baker Skill Package.	10N
7	Butcher. Gain Butcher Skill Package.	10N
8	Carpenter. Gain Carpenter Skill Package.	10N
9	Tanner. Gain Tanner Skill Package.	10N
10	Rope Maker. Gain Rope Maker Skill Package.	10N
11	Leather Worker. Gain Leather Worker Skill Package.	10N
12	Cobbler. Gain Cobbler Skill Package.	10N
13	Basket Weaver. Gain Basket Weaver Skill Package.	10N
14	Cooper. Gain Cooper Skill Package.	10N
15	Painter. Gain Painter Skill Package.	10N
16	Spinner. Gain Spinner Skill Package.	10N
17	Dyer. Gain Dyer Skill Package.	10N
18	Fletcher. Gain Fletcher Skill Package.	10N
19	Sailmaker. Gain Sailmaker Skill Package.	10N
20	Saddle Maker. Gain Saddle Maker Skill Package.	10N

When rolling on Table 10G please roll 1D20 and add your Social Mod to it.

Table 10G

Roll	Result	Next Table
0 or less	Pawnshop Owner. Gain Pawnshop Owner Skill Package.	10N
1	Caravan Master. Gain Caravan Master Skill Package.	10N
2	Trader. Gain Trader Skill Package.	10N
3	Tavernkeeper. Gain Tavernkeeper Skill Package.	10N
4	Innkeeper. Gain Innkeeper Skill Package.	10N
5	Dry Goods Seller. Gain Dry Goods Seller Skill Package.	10N
6	Curio Merchant. Gain Curio Merchant Skill Package.	10N
7	Snake Oil Salesman. Gain Con-Artist Skill Package.	10N
8	Book Seller. Gain Book Seller Skill Package.	10N
9	Clothing Seller. Gain Clothing Seller Skill Package.	10N
10	Weapon Shop Owner. Gain Weapon Shop Owner Skill Package.	10N
11	Fishmonger. Gain Fishmonger Skill Package.	10N
12	Green Grocer. Gain Green Grocer Skill Package.	10N
13	Wine Merchant. Gain Wine Merchant Skill Package.	10N
14	Importer. Gain Importer Skill Package.	10N
15	Furniture Dealer. Gain Furniture Dealer Skill Package.	10N

Roll	Result	Next Table
16	Slaver. Gain Slaver Skill Package.	10N
17	Carpet & Tapestry. Gain Tapestry Merchant Skill Package.	10N
18	Livestock Trader. Gain Livestock Trader Skill Package.	10N
19	Shipping Agent. Gain Shipping Agent Skill Package.	10N
20	Silk Merchant. Gain Silk Merchant Skill Package.	10N
21	Art Dealer. Gain Art Dealer Skill Package.	10N
22	Gem Merchant. Gain Gem Merchant Skill Package.	10N
23	Real Estate Broker. Gain Real Estate Broker Skill Package.	10N
24	Lumber Merchant. Gain Lumber Merchant Skill Package.	10N
25-28	Master Merchant - Roll 1D6+1 to determine the number of businesses he owns and then roll on this table that many times. Ignore any future roll over 25. Gain Master Merchant Skill Package.	10N
29 or higher	Monopoly. Roll again to determine the business he owns and this person controls every single one of those businesses in the characters home city. Gain Executive Merchant Skill Package.	10N

Table 10H

Roll	Result	Next Table
1	Murderer. Gain Murderer Skill Package.	10N
2	Kidnapper. Gain Kidnapper Skill Package.	10N
3	Guild Thief. Gain Thief Skill Package.	10N
4	Pickpocket. Gain Pickpocket Skill Package.	10N
5	Extortionist/Blackmailer. Gain Blackmailer Skill Package.	10N
6	Con-Artist. Gain Con-Artist Skill Package.	10N
7	Street Thief. Gain Thief Skill Package.	10N
8	Highwayman. Gain Highwayman Skill Package.	10N
9	Bandit. Gain Highwayman Skill Package.	10N
10	Professional Assassin. Gain Assassin Skill Package.	10N
11	Smuggler. Gain Smuggler Skill Package.	10N
12	Mugger. Gain Mugger Skill Package.	10N
13	Horse Thief. Gain Rustler Skill Package.	10N
14	Rustler. Gain Rustler Skill Package.	10N
15	Thug. Gain Thug Skill Package.	10N
16	Pimp. Gain Pimp Skill Package.	10N
17	Prostitute. Gain Prostitute Skill Package.	10N
18	Gang Leader. Gain Gang Skill Package.	10N
19	Rapist. Gain Kidnapper Skill Package.	10N
20	Pirate. Gain Pirate Skill Package.	10N

Table 10I

Roll	Result	Next Table
1	Beggar. Gain Beggar Skill Package	10N

Roll	Result	Next Table
2-6	Farmer - Roll on the table below. 1-2 : Freeman Farmer. Gain Farmer Skill Package 3 : Herder. Gain Herder Skill Package 4 : Sharecropper. Gain Farmer Skill Package	10N
7	Tinker. Gain Tinker Skill Package	10N
8	Sailor. Gain Sailor Skill Package	10N
9-10	Laborer. Roll on the table below. 1 : Miner. Gain Miner Skill Package. 2 : Stone Cutter. Gain Stone Cutter Skill Package. 3 : Wood Cutter. Gain Wood Cutter Skill Package. 4 : Charcoal Burner. Gain Charcoal Burner Skill Package. 5-6 : Unskilled Laborer. Gain Laborer Skill Package.	10N
11	Launderer. Gain Launderer Skill Package.	10N
12-14	Fisherman. Gain Fisherman Skill Package.	10N
15	Household Servant. Roll on the table below. 1 : Butler. Gain Butler Skill Package. 2 : Cook. Gain Cook Skill Package. 3 : Housekeeper. Gain Housekeeper Skill Package. 4 : Gardner. Gain Gardner Skill Package. 5 : Stable Hand. Gain Stable Hand Skill Package. 6 : Footman. Gain Footman Skill Package.	10N
16	Tavern/Inn Employee. Roll on the table below. 1 : Bartender. Gain Bartender Skill Package. 2 : Serving Person. Gain Waiter Skill Package. 3 : Housekeeper. Gain Housekeeper Skill Package. 4 : Bouncer. Gain Thug Skill Package.	10N
17	Street Vender. Gain Trader Skill Package.	10N
18	Soldier	10O
19	Craftsman	10F
20	Tinker. Gain Tinker Skill Package	10N

Table 10J

Roll	Result	Next Table
1	Professional Assassin. Gain Assassin Skill Package.	10N
2	Gladiator. Gain Warrior Skill Package.	10N
3	Adventurer.	10D
4	Career Criminal.	10H
5	Priest	10M
6	Runeschrivjer. Gain A-Ar Bloodline Skill Package	10N
7	Jack-Of-All-Trades. Gain Jack-Of-All-Trades Skill Enhancer.	10N
8	Bard. Gain Bard Skill Package	10N
9	Printer. Gain Printer Skill Package.	10N
10	Spy. Gain Assassin Skill Package.	10N
11	Guild Thief. Gain Thief Skill Package.	10N
12	Astrologer. Gain Astrologer Skill Package.	10N
13	Rumormonger. Gain Well Connected Skill Enhancer.	10N
14	Priest	10M

Roll	Result	Next Table
15	Spirit Binder. Gain A-Ar Bloodline Skill Package	10N
16	Professional Gambler. Gain Gambler Skill Package.	10N
17	Healer/Herbalist. Gain Healer Skill Package.	10N
18	Veterinarian. Gain Veterinarian Skill Package.	10N
19	Ship Builder. Gain Shipwright Skill Package.	10N
20	Roll Again	10J

Table 10K

Roll	Result	Next Table
1	Money Lender. Gain Money Lender Skill Package.	10N
2-5	Merchant	10G
6	Business Owner. Roll again on Table 10I to determine what business. The NPC does not actually do the work him or herself.	10I
7-8	Craftsman	10P
9	Instructor - Roll on the table below. 1 : Weapon Use. Gain Warrior Package. \\2 : Roll on Table 10Q to determine the skill he/she teaches. 3 : Military Skill. Roll on the table below. * 1 : Table 10R * 2 : Table 10S * 3 : Table 10T * 4 : Table 10U 4 : A Craft. Roll on the table below. * 1-2 : Table 10F * 3-4 : Table 10P * 5-6 : Table 10V	10N
10	Government Official.	10W
11	Craftsman	10F
12	Chef. Gain Cook Skill Package.	10N
13	An Overseer. Roll on Table 10I to determine the workers he oversees. Gain the appropriate Skill Package.	10I
14	Innkeeper. Gain Innkeeper Skill Package	10N
15	Scribe. Gain Scribe Skill Package.	10N
16	Guide. Gain Forester Skill Package.	10N
17	Ship Captain. Gain Sailor Skill Package.	10N
18	Engineer. Gain Engineer Skill Package.	10N
19	Teacher. Gain Teacher Skill Package.	10N
20	Tavern Owner. Gain Tavernkeeper Skill Package.	10N

Table 10L

Roll	Result	Next Table
1	Runeschrivjer. Gain A-Ar Bloodline Skill Package	10N
2	Engineer. Gain Engineer Skill Package.	10N
3	Architect. Gain Architect Skill Package.	10N

Roll	Result	Next Table
4	Chiurgeon. Gain Chiurgeon Skill Package.	10N
5-7	Merchant	10G
8	Craftsman	10V
9	Courtier/Courtesan. Gain Courtier Skill Package.	10N
10	Diplomat. Gain Diplomat Skill Package.	10N
11	Author/Playwright/Poet. Gain Poet Skill Package.	10N
12	Barrister. Gain Barrister Skill Package.	10N
13	Philosopher. Gain Philosopher Skill Package.	10N
14	Craftsman	10P
15	Interpreter. Gain Linguist Skill Enhancer.	10N
16	Government Official.	10W
17	Banker. Gain Moneylender Skill Package.	10N
18	Business Owner. Roll again on Table 10I to determine what business. The NPC does not actually do the work him or herself.	10I
19	Landlord. Roll 1D10 for number of properties owned. Gain Real Estate Broker Skill Package.	10N
20	Guild Master.	10P

Table 10M determines the religious orientation of a Priest NPC. The character will acquire the Religious Upbringing Skill Package that is appropriate for the religious orientation rolled below.

Table 10M

Roll	Lucani	Doresti	All Others	Next Table
1-2	Sorcerer-Priest	Manes	Red Gods	10N
3-4	Sorcerer-Priest	Shosmayumi	Red Gods	10N
5-20	Sorcerer-Priest	Fendirisha	Red Gods	10N
21-22	Sorcerer-Priest	Ispa	Yellow Gods	10N
23-24	Sorcerer-Priest	Pola	Yellow Gods	10N
25-26	Sorcerer-Priest	Xesina	Yellow Gods	10N
27-28	Sorcerer-Priest	Phraotes	Yellow Gods	10N
29-30	Sorcerer-Priest	Testian	Yellow Gods	10N
31-32	Sorcerer-Priest	Chulashmel	Yellow Gods	10N
33-34	Sorcerer-Priest	Eiri	Yellow Gods	10N
35-36	Sorcerer-Priest	Tannermet	Yellow Gods	10N
37-38	Sorcerer-Priest	Varro	Yellow Gods	10N
39-40	Sorcerer-Priest	Vashti	Yellow Gods	10N
41-42	Sorcerer-Priest	Ereldar	Yellow Gods	10N
43-44	Sorcerer-Priest	Maidet	Yellow Gods	10N
45-46	Sorcerer-Priest	Ofrinea	Yellow Gods	10N
47-48	Sorcerer-Priest	Siterrist	Yellow Gods	10N
49-50	Sorcerer-Priest	Tengiron	Yellow Gods	10N
51-52	Sorcerer-Priest	Deelath	Blue Gods	10N
53-54	Sorcerer-Priest	Ezema	Blue Gods	10N
55-56	Sorcerer-Priest	Ezemend	Blue Gods	10N

Roll	Lucani	Doresti	All Others	Next Table
57-58	Sorcerer-Priest	Jannet	Blue Gods	10N
59-60	Sorcerer-Priest	Lamber	Blue Gods	10N
61-62	Sorcerer-Priest	Mininyen	Blue Gods	10N
63-64	Sorcerer-Priest	Nantunas	Blue Gods	10N
65-66	Sorcerer-Priest	Vamind	Blue Gods	10N
67-82	Sorcerer-Priest	Pane	Blue Gods	10N
83-84	Sorcerer-Priest	Xeruvames	Blue Gods	10N
85-86	Sorcerer-Priest	Nemera	Blue Gods	10N
87-88	Sorcerer-Priest	Otames	Blue Gods	10N
89-90	Sorcerer-Priest	Reshan	Blue Gods	10N
91-92	Sorcerer-Priest	Mani	Blue Gods	10N
93-94	Sorcerer-Priest	Maserestus	Blue Gods	10N
95-96	Sorcerer-Priest	Octitius	Blue Gods	10N
97-98	Sorcerer-Priest	Sautia	Blue Gods	10N
99-100	Sorcerer-Priest	Merele	Blue Gods	10N

Table 10N creates noteworthy characteristics of the NPC. Please roll 1D3 times on the table below. Sometimes you will be asked to go to another table to generate some detail or other. If asked to do so, then generate the specific detail and then return here until all 1D3 traits are finished, then go on to Table 11 - Childhood Events.

Table 10N

Roll	Result	Next Table
1	Noted for a particular personality trait. Roll on the table below. 1-3 : Table 647 - Light Traits 4-5 : Table 648 - Dark Traits 6 : Table 649 - Exotic Traits	11
2	NPC had 1D3 Unusual Birth Circumstances. Roll these on Table 9 - Unusual Births with no modifiers.	11
3	Devotes time to a hobby. Roll on Table 427 - Hobbies	11
4	Possesses an unusual item. Roll on Table 863 - Gifts and Legacies	11
5	NPC is particularly inventive, creative, possibly even artistic	11
6	NPC was affected by an exotic event that is spoken of often. Roll on Table 544 - Exotic Events	11
7	NPC talks of a legendary lost treasure and even has vague hints as to its possible location	11

Roll	Result	Next Table
8	<p>NPC has an obsession regarding something that happened (or might happen). Roll on the table below.</p> <p>1 : A relationship with someone. Roll on Table 750 - Others</p> <p>2 : A significant event from their past. Roll on Table 11 - Childhood Events</p> <p>3 : The working out of a personality trait. Roll on the table below.</p> <p>* 1-3 : Table 647 - Light Traits</p> <p>* 4-6 : Table 648 - Dark Traits</p> <p>4 : The accomplishment of a motivation. Roll on Table 1000 - Motivations</p> <p>5 : Accomplishing a future event. Roll on Table 217 - Adulthood Events</p> <p>6 : Preventing a future event. Roll on Table 217 - Adulthood Events</p>	11
9	NPC has a secret identity. Roll on Table 3 - Igard Confederacy Social Status and then determine the profession of the secret identity.	11
10	NPC has a patron. Roll on Table 543 - In Service Of...	11
11	NPC is a military veteran. Roll on Table 12 - Military Experience.	11
12	NPC is very religious and tries to evangelize others to join his faith. Roll on Table 10M to determine the religion.	11
13	NPC is noted for (or hesitant to speak about) something that occurred in their past. Roll on the table below.	
1	Roll on Table 217 - Adulthood Events. NPC is famous; possibly even a hero, for this event.	
2	Roll on Table 217 - Adulthood Events. NPC is persecuted; possibly even villainized, for this event.	
3	NPC is locally important and not just another face in the crowd	
4	Roll on Table 217 - Adulthood Events. NPC will not talk about this event.	
	11	
14	NPC's family relationship involves something noteworthy. Roll on the table below.	
1	NPC is particularly loving towards his family	
2	NPC does not love his family or children	
3	NPC is unfaithful to spouse	
4	NPC was previously married 1D4 times	
	11	
15-16	NPC was originally from another land. Roll on Table 8A	11
17	NPC was originally from a different Social Status. Roll on Table 3 - Igard Confederacy Social Status	11
18	NPC has noteworthy friends and/or enemies. Roll on table below.	
1	NPC has a rival. Roll on Table 762 - Rivals to determine the nature of the rivalry. Roll 1D6 on a result of 5-6, the rivalry extends to the player.	
2	NPC had many enemies. Roll 1D10+2 to determine the number. Roll on Table 762 - Rivals to determine the nature of each enemy. Roll 1D6 on a result of 5-6, the enemy extends to the player.	
3	NPC had many friends. Roll 1D10+2 to determine the number.	
4	NPC has 1D6+1 jilted lovers	
5	NPC had a companion. Roll on Table 761 - Companions	
6	Roll twice more on this table, re-rolling 6's and duplicates.	
	11	
19	NPC was horribly wounded. Roll on Table 870 - Serious Wounds	11
20	NPC is noted for their extremely unusual personality. Roll 1D3 times on Table 649 - Exotic Traits	11

Table 10W

Roll	Result	Next Table
1	Scribe. Gain Scribe Skill Package.	10N
2	Clerk. Gain Clerk Skill Package.	10N
3	Legionnaire. Gain Legionnaire Skill Package.	10N
4	Military Tribune. Gain Military Tribune Skill Package.	10N
5	Decurion. Gain Decurion Skill Package.	10N
6-7	Quaestor. Gain Quaestor Skill Package.	10N
8	Diplomat. Gain Diplomat Skill Package.	10N
9	Aedile. Gain Aedile Skill Package.	10N
10-11	Praetor. Gain Praetor Skill Package.	10N
12	Consul. Gain Consul Skill Package.	10N
13	Plebian Tribune. Gain Plebian Tribune Skill Package.	10N
14	Secret Policeman. Gain Secret Policeman Skill Package.	10N
15	Legionnaire. Gain Legionnaire Skill Package.	10N
16	Army Officer. Go to Table 538 - Military Rank to determine the actual rank.	10N
17	Aedile. Gain Aedile Skill Package.	10N
18	Senator. Gain Senator Skill Package.	10N
19	Quaestor. Gain Quaestor Skill Package.	10N
20	Spy. Gain Spy Skill Package.	10N

Continue to [Table 11 - Childhood Events](#)

Back to [character creation system](#)

Back to [start](#)

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