

PROCESS: when creating character, roll randomly for 3 results, and choose one of the three to apply to your character. (rolling 1-80: either roll 1d100 and re-roll anything over 80, or roll 1d8 for the “tens” column, with 8=0, and 1d10 for the “ones” column.)

#1 ROBUST BLOODLINE

Character Heals 1 h.p. per day in addition to any other natural or magical healing, whether he rests or not.

#2 MIND OVER MATTER

After concentrating for 10 minutes, the character can Levitate (a the spell) for up to 30 minutes 1/day)

#3 MASTER OF THE HERB

Character can gather and prepare the Herbs and Herbal Concoctions from the gear book. It will take 2 days for each 10gp worth of list price to gather and can't be done from December to March

#4 HOLY BOURBON

The character begins play with 3 potions of Cure Critical Wounds.

#5 FAR-SIGHTED

Character ignores the -1 to hit penalty for missile attack at long range.

#6 RAT MAN

Character can never be surprised by rats, giant rats, ratmen or wererats/ Character gets +2 to hit when attacking rats, giant rats, ratmen or wererats.

#7 A CLERIC BORN

The character gets 1 extra level-1 spell slot per day if he chooses the cleric class. He gets this bonus spell at first level!

#8 PROPERTY IN TOWN

Character has inherited a townhouse in a town or city. The townhouse is fully furnished and a housekeeper is already employed.

#9 LORDLY LEGACY

Character inherits the title to a ruined keep and the empty lands 5 miles about.

#10 GOOD CONNECTIONS

When you sell stolen goods, you get double the usual fence's price.

#11 AURA OF LIFE

Character adds +4 to all saving throws against level-drain attacks.

#12 SOLAR BLESSING

Character gets +1 to AC, damage rolls, and saving throws when outdoors, under clear sunlight.

#13 SALUBRIOUS BLOODLINE

Character is immune to all diseases, including lycanthropy and mummy rot.

#14 FEARLESS

Character is immune to any spell or monster-effect that causes fear or panic.

#15 CLAN OF THE LIDLESS EYE

Character requires no sleep and is immune to sleep spells and other sleep-inducing magics and poisons.

#16 A MIND FOR MAGIC

When character gains a new spell level, you may re-roll a failed learn spell roll of your choice.

#17 EXPERT HORSEMAN

While riding a horse, character adds 10' to the horse's movement rate.

#18 TERRIFYING GLARE

Once per day, character can force 1 enemy (human, humanoid or demi-human) to save vs. spell or flee in panic for 1d rounds, just by looking at him! Range is 20'.

#19 IN-TUNE WITH THE ONENESS OF THE UNIVERSE

After meditating for 10 minutes, character can move 1 object weighing 20 pounds or less for up to 10 minutes as long as he concentrates, using only his mind. Range 100'.

#20 RUH-ROH

Character possesses an otherwise normal talking dog.

#21 BRAWLER

When fighting with his fists, character does 1d4 damage (lethal or subdual).

#22 A FIGHTER BORN

Character scores +1 damage per missile or melee weapon attack, if he chooses the Fighter class.

#23 JUST CAN'T KEEP YOU DOWN

If character drops to 0 hit points and passes the FIRST CON-check to stay alive, may make a second CON check to leap back onto feet with 2 hit points.

#24 BLOOD OF ATLANTIS

Character can hold his breath for 10 minutes and telepathically communicate with marine mammals.

#25 THE MARK OF CAIN

Character has a birthmark which, if shown to Orcs or Ogres, will make them non-hostile.

#26 KNIGHTLY LEGACY

Character inherits a heavy warhorse with maximum hit points and a regular medium horse. Saddle and all other trappings included.

#27 TOUGH UPBRINGING

Character gets +2 hit points to his total at first level.

#28 GOD OWES YOU A FAVOR

Character's ancestor helped the high priest of Isis and Osiris in some important fashion, so a descendant can claim a free healing potion each month if he presents himself at a temple of Isis/Osiris on the 7th day of any month.

#29 LUMINOUS INHERITENCE

Character as inherited 6 short iron rods (8" long) each of which has a Continual Light spell cast upon it.

#30 TIME ENOUGH FOR THE EARTH IN THE GRAVE

Character gets +4 on saving throws vs. being turned to stone and takes half damage from attacks by Earth Elementals.

#31 NATURAL BORN ALCHEMIST

Character can identify any potion by a simple sniff without a skill roll. Can also create potions at a 25% discount price, if he chooses a class that makes potions.

#32 HERO'S LEGACY

Character inherits a +1 magic sword.

#33 GOOD JUDGE OF HORSEFLESH

Any horse that the character buys will have +1 hit point per hit die.

#34 MUSICAL GENIUS

Character is able to play any musical instrument. One per day, he can use music to cast a Charm Person spell.

#35 SUPERIOR EDUCATION

Character increases INT and WIS by 1 each.

#36 LOYAL SQUIRE

If the character is a human fighter, he has the service of a squire with his own light horse, leather armor, shield and short sword. The Squire begins as a normal man (1d4 hp), but when the character reaches 2nd level, the squire becomes a first level fighter, and then advances as henchman would. This squire does not count toward number of followers/henchmen.

#37 WINDFALL

Character gains an immediate, 1-time, gift or inheritance of 500gp.

#38 COTTAGE IN THE WOODS

Character owns a sturdy cottage nestled in the woods.

#39 MIGHTY WAR CRY

Once per day, the character can make a mighty shout that causes all within 10' to make a save vs. spells or become a round stunned by the noise. The cry happens in the Spell Phase, but does not use up the character's attack or move for the round.

#40 CHOSEN BY THE GODS

Character gets +1 AC when attacked by demons or the undead.

#41 HUNTSMAN'S LEGACY

Character inherits 25 +1 arrows.

#42 STEEPED IN HOLINESS

Character can make healing potions, clerical scrolls and holy water at 25% less cost than other clerics.

#43 FAMILY HEIRLOOM

Character inherits one miscellaneous magic item, chosen at random. The item must be permanent and does not use charges.

#44 EYE FOR THE STONES

When a character sells off jewelry or gemstones, he receives 25% more money than normal.

#45 ABSENTEE LANDLORD

Character owns a productive farming estate in a far-off Dukedom. He receives 50gp per month each and every month.

#46 A THIEF BORN

A character with the thief class can re-roll 2 failed skill checks per day.

#47 DRANK FROM A STRANGE FOUNTAIN

Add +1 to any one of character's ability scores.

#48 FENCING MASTER

When using a sword, short-sword or dagger, character's parry is improved by 1, and the SR of the weapon is treated as 1 lower than it is after the first round of contact.

#49 A WIZARD BORN

Character gains 1 extra level-1 spell slot per day, beginning at first level, if he chooses the Magic-User class.

#50 WISE MENTOR

Character is a friend to a knowledgeable sage in a specific town. Judge and player will work out the details of sage's knowledge.

#51 A BLESSING FROM ON HIGH

One ability score, chosen at random, is increased by 1d4 permanently (maximum 18).

#52 I AIN'T AFRAID OF NO BEARS

Each time a bear or part-bear monster tries to attack the character, it must make a save vs spells or it will not attack that round.

#53 TOTALLY TRUSTWORTHY COMPANION

A neutral goblin thief, level-1, is your sworn henchman, but does not count toward your henchman total.

#54 IRON STOMACH

Character can eat spoiled food with no ill effects. He also gets a +2 saving throw vs any poison that is eaten or drunk.

#55 "NOBLE" FAMILY

Character's father is/was a bankrupt Baron of the Realm who has/had lost all his property. Character is entitled to be knighted at age 21, regardless of equipment or class.

#56 PIXIE PROTECTOR

A powerful pixie magic-user chief in the nearby forest is your friend and will do you favors, if you don't make a pig of yourself. If you're a jerk he'll make a pig of you.

#57 THE WRONG CROWD

Character has 4 childhood friends in one particular town. They are all thieves and will be within 1-2 levels of the character's level (until about level 6). They can be counted on to pull jobs in that town for an even split.

#58 A DEVIL FOR THE DRINK

Character heals 2hp, instead of 1, for drinking wine or beer after a fight.

#59 FIRE WON'T BURN THERE, NO FIRE AT ALL

Character gets +4 on saving throws against all fire-based attacks.

#60 ANIMAL EMPATHY

Character can give orders to his dogs, horses or other trained animals at a range of up to 40' and have them obeyed if he makes a d20 CHA check.

#61 MYSTIC TROVE

Character has 3 random 1st level magic-user scrolls.

#62 SECOND SIGHT

After taking a round of inaction to focus, a character can see through any illusion or disguise for 1 round.

#63 SPRINTER

Add 5' to the character's movement rate.

#64 SNEAKY BASTARD

Character gains the Move Silently and Hide In Shadows thief skills, if not a thief. If he is a thief, he can re-roll a failed MS or HS skill roll twice per day.

#65 DAGGER MAN

Character gets +2 to hit when using a dagger. If he is a thief, he also gets an additional 1d4 damage when backstabbing with a dagger.

#66 GIFT FOR LANGUAGES

Character chooses 2 extra languages

#67 TRAINED AUGUR

If character observes birds for an hour, he interprets their flights to read the answer of 1 yes/no question from the gods. May be used once per week.

#68 GIFT OF LIFE

Character is given a scroll of Raise Dead and a potion of neutralize poison by a mysterious stranger.

#69 EXPERT INTERROGATOR

Character can extract information from any prisoner by rolling a 1d20 CHA check, it would take 1d6 full turns.

#70 LUCKY

The first Saving Throw that the character fails during a day is re-rolled

#71 NATURAL ARCHER

Character gets +1 damage with any type of bow, sling or crossbow.

#72 DEMON BUDDY

Once a week the character can pronounce the secret name of a normal-sized demon who will do a favor, in exchange for a sacrifice it will name.

#73 FAVORITE HOLE

Character knows the location of a hole in the ground. At the 15th of any month, at 3am, if someone sticks his hand into the hole he will be able to pull out a random potion.

#74 FAMILY VASSALS

There is a farm family of 6-12 halflings with a prosperous farm. For generations, this family has been vassals of the character's family, and they will help him in anyway they came.

#75 ELF FRIEND

Any group of elves that the character encounters will react in a friendly fashion unless attacked.

#76 SERPENT BLOODLINE

The character knows the Glyphic language, and gets +2 in reaction rolls from Nagas and Lamiae.

#77 BETTER THAN HE SEEMED

The first time the character fails an Ability Check during any day is re-rolled.

#78 NATURAL HEALER

Anytime the character succeeds at First Aid or casts a healing spell, he cures an additional +1 hp.

#79 NIMBLE LEARNER

When the character advances a level, he can exchange any one of his General Skills for another choice.

#80 MOUNTAIN MAN

Any time that the character sleeps out of doors, outside of a city, he heals 2 hit points of damage. The character can also re-roll one Tracking or Hiding or Move Silently roll that was missed per day in a mountain.