

# Quick Character Generation

## A Basic Fantasy RPG Supplement

### Release 2

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### Introduction

This document provides a set of tables to quickly generate a player character randomly, including not only statistics but also backstory. While this is presented as a Basic Fantasy RPG supplement, in fact it may be useful in a variety of different games. If you would like a copy of the Basic Fantasy Role-Playing Game Core Rules, please visit [www.basicfantasy.org](http://www.basicfantasy.org).

### Using These Rules

Got your fighter squashed under the heel of a troll and wanting to jump back in the saddle before the night ends? Need to slot in a new player at the table PDQ before your players get ornery? Want a character with an interesting and quirky background, but feeling just too darned overworked/lazy/uninspired? Or just looking for a nifty way to generate characters with a fun mini-game?

Then friends... this is the random character generator system, for you. Get a PC or NPC up and running from stats to equipment to background in less than ten minutes

using the following steps.

1. Roll 1d20 on Chart A to select a set of ability scores. The GM should decide in advance whether to use the ability scores below strictly in the given order or to permit the player to arrange them as desired. Alternately, the player might be allowed to simply choose a row, but if this is done the player should not be allowed to choose a row.

### Chart A: Ability Scores

Roll d20	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
1	13	9	15	10	11	11
2	11	7	18	9	10	14
3	10	15	15	10	9	10
4	9	13	13	6	15	13
5	16	9	7	10	13	14
6	15	12	12	10	14	6
7	16	10	9	11	9	14
8	14	9	10	13	9	14
9	8	18	9	12	11	11
10	7	14	16	9	9	14
11	9	16	11	10	10	13
12	10	14	9	9	13	14
13	12	11	10	16	11	9
14	13	7	10	13	14	12
15	9	10	9	13	13	15
16	9	10	11	15	13	11
17	12	13	9	10	14	11
18	16	14	6	9	10	14
19	9	15	10	15	10	10
20	10	16	8	14	11	10

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Generating ability scores using Chart A is optional; conventional character generation methods may be used instead, and the remaining charts herein consulted for backstory generation.

2. Roll on Chart B for character background.
3. Pick the character's class and race based on what you think your character became after his/her previous travails on Chart B.
4. Roll on Charts C for starting equipment.
5. Roll hit points.

### Chart B: Character Background

To determine your character's background, roll the following charts in order from Chart 1 to Chart 4. Consult sub-tables as directed. If a result shows more than one result (such as "Peasant/Farmworker"), pick one choice--or roll a die to determine the exact result.

Characters starting over first level get an extra roll on Chart 4 for each two levels past the first. (Thus a third level gets one extra roll, a fifth level one two extra.) At the option of the GM, players may be assumed to have appropriate skills from the **Backgrounds and Specialties Supplement** if an apprenticeship, occupation, or other appropriate event rolled allows for it. **Example: Evaro the Elf rolls that he "learned occupation: sailor". He is now assumed to have "Seafarer" skills.**

#### Chart 1. Birth Order (Roll d10)

1	First born
2-3	Second child
4-5	Third child
6	Fourth
7	Fifth
8	Sixth
9	Seventh
10	Eighth or more

#### Chart 2: Parent Occupation (Roll d20)

1	Beggar/Drifter
2	Criminal
3	Peasant/Farm worker
4	Farmer/Fisherman
5	Miner/Forester
6	Sailor
7	Soldier/Mercenary
8-9	Craftsman/Skilled worker (Roll on Chart 2A)

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6. Choose spells (if any).

7. Play!

This procedure is completely optional, and may be amended as desired by the GM for his or her game. These charts reflect the vaguely Germanic/Slavic renaissance-era setting of the author's own Hill Cantons campaign. For more information, visit:

<http://hillcantons.blogspot.com>

Game Masters are encouraged to modify these charts as desired to fit the tone, feel, and spirit of their own campaigns.

#### Chart 2: Parent Occupation (Roll d20)

10	Sage/Scholar/Alchemist
11	Scribe
12	Slaver
13	Adventurer
14	Actor/Bard/Courtesan
15	Government Official (Roll on Chart 2B)
16-17	Merchant (Roll on Chart 2C)
18	Clergy (Roll on Chart 2D)
19	Gentleman
20	Noble (Roll on Chart 2E)

#### Chart 2A: Craft (Roll d20)

1	Tailor
2	Fletcher/Bowyer
3	Glass Blower
4	Carpenter
5	Animal trainer/Beast master
6	Cartographer
7	Smith
8	Cobbler
9	Weaver
10	Armorer/Weaponsmith
11	Brewer/baker
12	Mason
13	Potter
14	Miller
15	Dyer
16	Shipwright
17	Jeweler
18	Artist/Sculptor

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### Chart 2A: Craft (Roll d20)

19	Musician
20	Roll twice

### Chart 2B: Government Officials (Roll d8)

1-2	Tax collector
3	Sheriff/shrive
4	Forest warden
5	Magistrate
6	Town mayor
7	City mayor
8	Royal/Ducal advisor

### Chart 2C: Merchant (Roll d6)

1	Shopkeeper, foodstuffs
2	Shopkeeper, dry goods
3	Shopkeeper, exotic goods
4	Innkeeper
5	Local trader
6	Long-distance trader

### Chart 2D: Clergy (Roll d6)

1-2	Parish/lower clergy, mainstream religion
3	Upper clergy, mainstream
4	Clergy, heretic religion
5	Pagan/Druidical
6	Elder gods

### Chart 2E: Nobility (Roll d20)

1-3	Landless Knight
4-6	Knight Banneret
7-10	Knight
11-15	Baron/Landgraf
16	Count
17	Marquis/Margrave
18	Duke
19	Arch Duke/Prince
20	King

### Chart 3: Significant Events in Childhood and Adolescence (Roll d20 1-4 times)

1	Loved/protected by parents
2	Unloved/spurned by parents
3-4	Orphaned (Roll on Chart 3A)
5	Family killed by Other (Roll on Chart 3C)
6	Caused death of Relative (Roll on Chart 3B) or Other (3C)

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### Chart 3: Significant Events in Childhood and Adolescence (Roll d20 1-4 times)

7	Illegitimate raised by mother or by guardian (3A)
8	Apprenticed in parent's occupation
9	Apprenticed in craft of a mentor (Roll Chart 2)
10	Parent killed by Relative or Other
11	Father/mother/both outlawed (Roll Chart 3D for crime)
12	Religious experience
13	Jealous sibling/rivalry
14	Lived a nomadic life
15	Moved to the big city
16	Moved to the borderlands/wilderness
17	Run away from home or guardian
18	Learned weapon usage
19	Religious experience (4E)/magic occurrence (4F)
20	Committed a crime (3D)

### Chart 3A: Guardians (Roll d20)

1	Wicked/cruel stepmother or father
2	Hedge Wizard/Mage
3	Monastery/Convent
4	Craftworker (Roll 2A)
5	Relative (Roll 3B)
6	Sold into slavery
7	Raised by wolves
8	Adventurer
9	Dwarven indentured servants
10	Mysterious red-robed "elven" guardians
11	Centaurs/Hobgoblins/Deep Ones/ other monsters
12	Raised by mercenaries/landsnechts
13	Bandits/pirates
14	Nomads/cossacks/barbarians
15	Adopted by merchant (Chart 2C)
16	Adopted by clergy (Chart 2D)
17	Adopted by noble (Chart 2E)
18-20	Lived on the streets/no guardian

### Chart 3B: Relatives (Roll d6)

1	Brother/Sister
2	First Cousin
3	Uncle/Aunt
4	Grandfather/mother
5	Great Uncle/aunt
6	Distant relation

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### Chart 3C: Others

1	Government official (Roll 2B)
2	Friend
3	Thief
4	Wizard
5	Mentor
6	Noble (Roll 2E)
7	Raider/invader
8	Humanoid/demi-human
9	Monster
10	Lover
11	Craftsman
12	Highwayman/bandit/pirate
13	Adventurer
14	Comrade
15	Wild animal
16	Nomad
17	Religious sect member/leader
18	Mysterious stranger
19-20	Roll twice for two working together

### Chart 3D: Crimes and Misdemeanors

1-2	Theft
3	Assault
4-5	Heresy
6	Murder
7	Insulting a noble of a higher order
8	Trespassing
7	Treason
9	Tax evasion
10-11	Political dissidence
12	Harboring criminals
13	Unlawful sorcery
14	Banditry/piracy
15-16	Wrong place at the wrong time
17	Messenger of bad news
18-20	Roll twice

### Chart 4: Significant Events in Young Adulthood (Roll 1-4 d20)

1	Religious experience (Roll Chart 4E)
2	Magic occurrence (Chart 4F)
3	Responsible for death of relative (Chart 3B)/other (3C)
4-5	Developed virtues (Chart 4C)/ vices (Chart 4D)
6-7	Conscripted/volunteered for military service (Chart

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### Chart 4: Significant Events in Young Adulthood (Roll 1-4 d20)

4A)	
8	Romantic affair (25% chance of child)
9	Learned occupation (Chart 2)
10	Traveled abroad
11	Survived plague
12	Moved to big city
13	Moved to borderlands/wilderness
14	Sold into slavery (escaped)
15	Committed a crime (3D)
16	Home village/town wiped out by others (3C)
17	Encountered monster
18	Served wealthy patron/noble court
19	Saved life of relative (3B)/other (3C)
20	Apprenticed to mentor (2A)

### Chart 4A: Military Service (Roll 1-4 d20)

1	Promoted
2	Demoted
3	Lone survivor of unit
4	Captured by enemy and tortured
5	Deserted
6	Joined mercenaries/landsknechts
7	Responsible for the deaths of comrades
8	Best friend killed at your side
9	Prevented the destruction of innocents
10	Spent most time in "rear echelon" non-combat (Roll Chart 4B)
11	Committed an unsanctioned crime (Chart 3D)
12	Ran away from battle
13	Displayed heroism on the battlefield
14	Learned use of exotic weapons
15	Learned siegecraft
16	Led mutiny
17	Survived disease/magical occurrence
18	Developed virtues (4C)/vices (4D)
19-20	Transferred to other service (4B)

### Chart 4B: Other Service (Roll 1d12)

1	Palace guard
2	City guard/watch
3	Temple guard
4	Border militia/rangers
5	Private bodyguard
6	Engineer/sapper

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### Chart 4B: Other Service (Roll 1d12)

7	Scouts
8	Navy
9	Shipboard marine
10	Messenger
11	Caravan guard
12	Border guard

### Chart 4C: Virtues (Roll 1-4 d20)

1	Cleanliness
2	Benefactor for the poor
3	Well-mannered
4	Friendly
5	Teetotaler
6	Pious
7	Sincere/earnest
8	Quiet/good listener
9	Honest
10	Defender of the oppressed
11	Loving
12	Tolerant of all faiths
13	Self-confident
14	Hard-working
15	Humble
16	Good negotiator/diplomat
17	Hard bargainer
18	Punctual
19	Sensitive/tender
20	Gregarious

### Chart 4D: Vices (Roll 1-4 d20)

1	Heavy drinker
2	Drug problem
3	Gambler
4	Randiness
5	Swears like a sailor
6	Duplicitous
7	Mistrustful
8	Loner
9	Pushy
10	Loud

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### Chart 4D: Vices (Roll 1-4 d20)

11	Poor Hygiene
12	Loves brawling
13	Quick-tempered
14	Selfish
15	Braggart
16	Lazy
17	Greedy
18	Intolerant
19	Lacks self-confidence
20	Sacrilegious

### Chart 4E: Religious Experience (Roll 1-4 d20)

1	Joined faith
2	Lost faith
3	Vision of demi-god/saint
4	Vision of deity
5	Vision of demon/elder god
6	Became lay clergy (non-spell casting)
7	Pilgrimage to holy place
8	Excommunicated
9	Persecuted for faith
10	Involved in holy war (Roll 4A)
11	Became religious hypocrite
12	Made prophetic statement
13	Discredited faith
14	Sent to religious school
15	Started own sect
16-20	Developed virtue (4C)/vice (4D)

### Chart 4F: Magical Occurrence (Roll 1-4 d10)

1	Survived magical disaster
2	Witnessed summoning
3	Saw magical omens
4	Visited by witch
5	Gathered spell components for hedge wizard
6	Found magical place
7	Found arcane scrolls
8	Discovered ancient book
9	Spell cast on you
10	Learned cantrip

## Chart C: Equipment

First-level characters roll once on each of the the following charts without modifiers. Add +1 per extra level to each roll for characters starting at higher than first level, up to a maximum of +5. For example, a third-level character gets a +2 on each roll.

Optional background-based modifiers or free rolls based on results from the previous charts can also be used at the GM's discretion. Example: Bruno the Battler rolls that he was "conscripted into the army" and "displayed heroism on the battlefield". Based on Bruno's glorious martial exploits, the GM decides to allow him to either add +1 to his roll on the armor chart or to roll an additional time on a weapon chart.

**Characters start with the following based on their class:**

- Fighter: extra roll on either weapon chart
- Cleric: holy symbol
- Thief: thieves tools
- Magic User: spellbook

Combo-class characters begin with all relevant items; for example, a Magic-User/Thief begins with both thieves tools and a spellbook.

### Chart 1: Armor (Roll d6)

Armor table, if Fighter or Cleric. (Thieves automatically receive leather armor to start).

1-2	Leather**
3-6	Chainmail*
7	Platemail
8	Chainmail and Shield +1
9	Chainmail +1
10	Platemail +1

\* 1 extra roll on either melee or missile weapon (or add shield)

\*\* 2 extra rolls on weapon (or add shield)

### Chart 2A: Melee Weapon (Roll 1d6)

Fighter can alternately roll on the Chart 2B. Clerics, Magic-Users, and Thieves can only receive a class-appropriate weapon.

1-2	Dagger, Hand Axe, Short Sword, Mace, Club, or Staff
3-5	Sword, Battle Axe, Warhammer, or Spear
6	Two-handed Sword/Polearm
7	Pick any two above
8+	+1 magical weapon chosen by GM

### Chart 2B: Missile Weapon (Roll 1d6)

1	Sling
2	Light Crossbow
3	Short Bow
4	Throwing Axe/Spear
5	Heavy Crossbow
6	Long Bow
7	Pick any two above
8+	+1 magical weapon chosen by GM

(one free quiver, boltcase, or pouch of ammunition is included.)

### Chart 3: Adventuring Gear (Roll 1d6)

All bundles come with backpack, pouch, bedroll, water skin, tinderbox, and one week of rations

1-2	Bundle A (10 oil flasks, hooded lantern, shovel, 12 iron spikes, whistle)
3-4	Bundle B (10 torches, four oil flasks, 10 pieces of chalk/charcoal, blank scroll, mirror, crowbar)
5-6	Bundle C (five torches, five oil flasks, 50 ft. hemp rope, grappling hook, wooden pole)
7	Pick two of the above
8+	Magic item of the GM's choice

### Chart 4: Mount (Roll 1d6)

1-2	None
3	Mule
4	Pony
5	War Pony
6	Riding Horse
7-8	War Horse
9+	Special mount or vehicle chosen by GM

(saddles and other riding gear assumed)

### Chart 5: Starting wealth (Roll 1d6)

1	5 gold pieces
2-3	10 gp
4	15 gp
5	20 gp
6	30 gp
7	60 gp
8	100 gp
9	200 gp
10	300 gp

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