

Job:

Inn Keeper	Blacksmith	Guard 8
Inn Maid 1	Forge Master	Guard 9
Inn Maid 2	Blacksmith Apprentice 1	Guard 10
Stable Master	Blacksmith Apprentice 2	General Good Merchant
Stable Hand 1	Head of Guard	General Good Helper
Stable Hand 2	Guard 1	Traveling Merchant 1
Tavern Cook	Guard 2	Traveling Merchant 2
Tavern Maid	Guard 3	Healer
Tavern Keeper	Guard 4	Librarian
Alchemist	Guard 5	
Alchemist Assistant	Guard 6	
	Guard 7	

Name : <https://www.fantasynamengen.com/>

(Please pick an easy-ish village name)

Race: d100

(majority will be human unless creating a previous adventurer)

0-75	Human
76-78	Dwarf
79-81	Elf
82-83	Tiefling
84-87	Halfling
88-89	Dragonborn
90-92	Gnome
93-98	Half-Elf
99-00	Half-orc

Class: 1d12

This is what the person will feel that it associates with

(not that it will have these abilities, but it gives it a general background)

(example: Bar Maid feels the urge to gather knowledge like a wizard would)

1	Barbarian
2	Bard
3	Cleric
4	Druid
5	Fighter
6	Monk
7	Paladin
8	Ranger
9	Rogue
10	Sorcerer
11	Warlock
12	Wizard

Can Random or Choose for the following:

Please take other races into account:

Sex/Age/Height/Weight:

Hair 1d20		Eyes 1d8	
1	Blue Black	1	Black
2-3	Black	2	Dark Brown
4-6	Dark Brown	3	Brown
7-10	Brown	4	Hazel
11-12	Light Brown	5	Grey
12-13	Light Blond	6	Dark Blue
13-14	Blond	7	Green
15	Strawberry Blond	8	Light Blue
16-17	Deep Red Brown		
18	Copper		
19	Red		
20	White		

Alignment:		Possessions 1d10		Appearance 1d10		Sanity 1d20	
1	LG	1	None	1	Dirty	1-3	Very Stable
2	LN	2-3	Scant	2	Clean	4-14	Normal
3	LE	4-7	Normal	3	Unkempt	15-16	Neurotic
4	CG	8	Above Average	4	Immaculate	17-18	Unstable
5	CE	9	Exceptional	5	Rough	19 *	Insane
6	CN	10	Super Abundant	6	Ragged	20 *	Maniacal
7	NG			7	Dandyish	* Roll again, keep if number appears again.	
8	NE			8	Foppish		
9-10	N			9	Non-descript		
				10	Imposing		

General Tendencies 2d12 (first d12 is for even/odd, second d12 pick trait)

Odd		Even	
1	Optimist	1	Precise
2	Pessimist	2	Perceptive
3	Hedonist	3	Opinionated
4	Altruist	4	Violent
5	Helpful	5	Studious
6	Careless	6	Barbaric
7	Mischievous	7	Cruel
8	Sober	8	Prankster
9	Inquisitive	9	Servile
10	Moody	10	Fanatical
11	Trusting	11	Malevolent
12	Suspicious	12	Loquacious

Personality 2d8

1-6 Average		7 Extroverted		8 Introverted	
1	Modest	1	Forceful	1	Retiring
2	Arrogant	2	Overbearing	2	Taciturn
3	Friendly	3	Friendly	3	Friendly

4	Aloof	4	Blustering	4	Aloof
5	Hostile	5	Antagonistic	5	Hostile
6	Well-Spoken	6	Rude	6	Rude
7	Diplomatic	7	Rash	7	Courteous
8	Abrasive	8	Diplomatic	8	Secretive

Disposition 1d10		Nature 1d8		Materialism 1d8		Honesty 1d8	
1	Cheerful	1	Soft Hearted	1	Aesthetic	1	Scrupulous
2	Morose	2	Forgiving	2	Intellectualist	2	Very Honorable
3	Sensitive	3	Hard Hearted	3-5	Average	3	Truthful
4	Insensitive	4	Unforgiving	6	Covetous	4-6	Average
5	Humble	5	Possessive	7	Greedy	7	Liar
6	Haughty	6	Vengeful	8	Avaricious	8	Deceitful
7	Even Tempered	7	Noble				
8	Hot Tempered	8	Mistrustful				
9	Easy Going						
10	Harsh						

Morals 1d12		Energy 1d8		Thrift 1d8	
1	Aesthetic	1	Slothful	1	Miserly
2	Virtuous	2	Lazy	2	Mean
3	Normal	3-5	Normal	3	Thrifty
4	Normal	6-7	Energetic	4-6	Average
5	Lusty	8	Driven	7	Spendthrift
6	Lusty			8	Wastrel
7	Lustful				
8	Immoral				
9	Amoral				
10	Perverted *				
11	Sadistic				
12	Depraved				

* Roll Twice if you get the same number, keep

Interests 2d12 (first d12 for even odd, second d12 for trait)

Odd		Even	
1	Religion	1	Wines and Spirits
2	Legends	2	Food and Prep
3	History	3	Gambling
4	Nature	4	Drugs
5	Horticulture	5	Collector
6	Husbandry	6	Collector
7	Exotic Animals	7	Collector
8	Hunting	8	Collector
9	Fishing	9	Community Service
10	Handicrafts	10	Altruism
11	Athletics	11	None
12	Politics	12	None