

Doorknobs & Derring-do

New Characters Book

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Traits
Character Species
Class Advancements
Failed Professions
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Languages
Fine Reasons To Travel Together
Fantastic Headgear

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Doorknobs & Derring-do (codename *Sourdough Tea*) is a book of rules for role-playing a science fantasy medieval picaresque. Brewed with lots of sunlight in a glass jar with bits of sourdough, old pieces of paper copied from the best, 99% Everything from Vayra's GROG, 69% of tables from Ben Milton's Knave, 88% Phlox's Quests, Prayers, etc., 14% of Animal Races from GLOG: Many Rats on A Stick; 33% Classes from Lair of The Lamb, 45% Classes from Deus ex Parabola, Squigboss, and OSR Discorrd community at large, 1% of the Edition-That-Must-Not-Be-Named, and copies of

D&ND OOPs AllHouseRules Rulebook
House Rules
Edition

and various

Goblin Laws of Gaming

11.13.20 Edition

gathered by Castle Librarian

Traits

Each trait table is optional, and may be chosen as desired or determined randomly. Roll 1d6 twice for a random pick; the first d6 for the group, then the second d6 for the item within that group. Items in [brackets] refer to another table or is up to GM and player discretion.

Appearance

Aquiline Athletic Barrel-Chested Boney Brawny Brutish	Bullnecked Chiseled Wide Corpulent Craggy Delicate	Square Gaunt Gorgeous Haggard Handsome Grizzled
Soft Lanky Round Ripped Rosy Scrawny	Rugged Slender Slumped Solid Narrow Statuesque	Towering Trim Weathered Willowy Tiny Wrinkled

Clothing

Antique Battle-torn Bedraggled Blood-stained Ceremonial Dated	Decaying Eccentric Elegant Embroidered Exotic Fashionable	Flamboyant Food-stained Formal Frayed Frumpy Garish
Grimy Haute couture Lacey Livery Mud-stained Ostentatious	Oversized Patched Patterned Perfumed Practical Rumpled	Sigils Singed Tasteless Undersized Wine-stained Worn out

Insanities

Results in quotation marks are things that are believed to be true by the insane character.

Always lies Always polite "[Animal]-form" Cannot count Cannot lie Faceblind	Fears birds Fears blood Fears books Fears darkness Fears fire Fears gold	Fears horses Fears iron Fears music Fears hands Fears PC Fears rain
Fears rivers Fears silence Fears sleep Fears sunlight Fears the moon Fears trees	"Genius" "Gorgeous" Hates violence "Invisible" "Invulnerable" "Spec. Ability"	"[Mon. Feature]" "[Monster Trait]" Must sing New [Person.] Says thoughts Sees dead ppl

Goals

A better life Acceptance Acquire [item] Craft [item] Destroy [fact.] Destroy [item]	Enlightenment Fame Found [faction] Freedom Glory Impress [NPC]	Infamy Infiltrate [fac.] Justice Kidnap [NPC] Lead faction Learning
Locate NPC Love Mastery Power Reach location Rescue [NPC]	Resolve fight Restore faction Reveal secret Revenge Serve deity	Serve evil Serve [faction] Serve ideology Serve leader Serve the poor Wealth

Names 1

Silas Alejandro Barsabaus Beatrix Aiko Cleopha	Clover Justice Damaris Tugtar Demona Mercury	Rei Fern Hester Hippolyta Jessamine Jilly
Beorog Minerva Alejandro Odette Olga Orchid	Pepper Phoebe Toya Poppy Jamila Sybil	Percival Zenobia Ursula Zora Phaedra Nabila

Name Generator

Keep rolling until your name is good?

tin pha pol ay dra ed	hin dye er uck ala mou	kim mos cha tur ki aph
war que vo hon yn wro	za ool eth sul ay lan	sch ray ton del fon ga

These tables are available for players who would like a more detailed character.

Physical Details

Acid Scars Battle Scars Birthmark Brand Mark Broken Nose Bronze Skinned	Burn Scar Bushy brows No Eyebrows Dark Skinned Whip Scars Missing Ear	Missing Tooth Gold Tooth One-Eyed Mustache Sideburns Beard
Freckles Nine Fingers Sunburned Tattoos Keloid Scars Pale Skinned	Piercings War Paint Makeup Tanned Oily Reeking	Smooth skin Pockmarked Weathered Stitches Prosthetic Iridescent

Personalities

Bitter Brave Cautious Chipper Contrary Cowardly	Cunning Driven Entitled Gregarious Grumpy Heartless	Honor-bound Hotheaded Inquisitive Irascible Jolly Know-it-all
Lazy Loyal Menacing Mopey Nervous Protective	Righteous Rude Sarcastic Savage Scheming Serene	Spacey Stoic Stubborn Stuck-up Suspicious Wisecracking

NPC Assets

These are an NPC's strong points, attributes that make them a valuable ally.

Authority Avoids detection Calls in favors Charming Cooks the books Erases evidence	Excellent liar Extremely rich [Faction]-leader [Fac.]-member Feared Fortified base	Gorgeous Hears rumors Huge family Huge library Imitator Interrogator
Knows a guy Knows a way in Launders money Learned Local celebrity Local knowledge	Loyal henchmen Middling oracle Nothing to lose Owns the guards Powerful spouse Procures gear	Pulls strings Secret lab Marketeer Smuggler Spy network War hero

Names 2

Ramses Star Herkaliz Ahmed Faustus Faruq	Xerxes Ariel Efraim Mordechai Oz Jenvir	Gang Satan Nadja Xiang Jin Rakim
Zedong Yun Gwytheryn Bjorn Brunhild Rodrigo	Redmaine Taro Sarkeen Skenandoah Saqui Deangelo	Balam Anayeli Alfonso Milky Chadwick Akira

Surnames

Thunderstruck Inkstain Berrycloth Birdwhistle Coffinfoot Graveworm	Midnighter Needle Mender of the [Wilder.] Silverless Tarwater	Firescar Highborn Lampighter Gaswick Beekeeper the [Animal]
Flowerborn the Bringer Mudraker Dogsworn the [Color] Griffintouch	Deathlover Kisser the [Secret] Snowheart Torchlight of the [Omen]	the Nimble Gallows Hairwind the Gray the [Person.] Pigeonlover

Mannerisms

Anecdotes Breathy Chuckles Interrupts Cryptic Deep voice	Drawl Enunciates Flowery words Gravelly voice Formal Repeats self	Catchphrases Laconic Laughs Long pauses Melodius Monotone
Mumbles Narrates Overly casual Quaint sayings Rambles Random facts	Rapid-fire Rhyming Jokes Slow speech Speechifies Squeaky	Street slang Stutters Talks to self Trails off Very loud Whispers

Secrets

Addicted Artificial Assassin Bankrupt Beholden Counterspiy	Cultist Demigod Cursed lineage Exile Fence Fugitive	Ghost Has a child Heretic High born Huge fortune Illusion
Insurrectionist Low born Married Mind-controlled Misfortune Monster hunter	Non-human is [NPC] Polygamist Protects relic Scandalous birth Secret police	Smuggler Spy Time traveler Transformed War criminal

NPC Liabilities

These are an NPC's weak points, weaknesses that can be exploited to subvert them.

Addiction Alcoholic Corrupt ally Coward Decadent Forbidden love	Gambler Glutton Greedy Heretic Huge debts Imposter	[Insanity] Jealous Amateur Many enemies Misinformed Money trail
Narcissist Needs medicine OCD Paranoid Partyer Poor equipment	Protective Scandalous Soffhearted Strict routine Superstitious Suspicious	Temper Trusting Vulnerable base Wanted Weak-willed Widely despised

Character Species

Either choose or roll d60 (a d6 and a d10).

"Reroll" in a species description means reroll that stat and use the higher value. Do this after rolling your stats and swapping two.

"Human" is a catch-all term for bipeds with opposable thumbs and poor night-vision that are capable of creating art. It debatably includes moth elves, depending on who you talk to, whose existence is also debated.

Goblinoids have bright red to yellow eyes with slit pupils, catlike noses, small pointed teeth, bushy sideburns (across all three sexes), and dull orange, yellow, or green skin covered with fine, short, downy fur. Goblinoid society holds that the place of men and women is at home, so most (but not all) goblinoid adventurers are neuters.

Animal-lings range in expression from being unable to pass as that animal to being unable to pass as human.

1. **Batling.** Can roll Wis to "hear" walls and major fixtures in the dark, but will never notice details unless they move. Reroll Wisdom.
2. **Magpieling.** Always knows the approximate value of mundane items, must Save or pick up shiny objects, reroll Dexterity.
3. **Eelling.** Take half damage while grappling, cannot see anything nearer than 1'. Reroll Intelligence.
4. **Antling.** +2 to STR for Inventory Slots, Save vs Fear when alone. Reroll Strength.
5. **Hedgehogling:** +2 Defense, cannot wear armour on chest or limbs. Reroll Wisdom.

6. **Deerling:** Antlers (as a club), when afraid, will run instead of freezing. Reroll Charisma.
7. **Slothling:** Cannot be Frightened, always Surprised. Reroll Strength.
8. **Mouseling:** Can very convincingly play dead, -2 Inventory Slots. Reroll Wisdom.
9. **Boarling:** Tusks (as a dagger), Constant snuffling. -2 to DEX. Reroll Constitution.
10. **Hawking:** Can see detail at a great distance, can only eat uncooked food. Reroll Intelligence.
11. **Houndling:** Can track a creature by smell, must Save vs Commands. Reroll Charisma.
12. **Beetleling:** Reroll Strength. Takes half damage from falling, Cannot wear armour on chest or limbs
13. **Fishing:** Can hold breath for 5 minutes, disadvantage on Dexterity if not wet. Reroll Constitution.
14. **Swanling:** Can shout and sing incredibly well, Cursed. -2 to Save. Reroll Dexterity.
15. **Owling:** Can rotate head 180 degrees, Cough up disgusting pellets after every meal. Reroll Wisdom.
16. **Slugling:** Cannot be pushed in combat, Salt is deadly to you. Reroll Wisdom.
17. **Flying:** Can eat rotten food as rations, Will never notice details unless they move. Reroll Wisdom.
18. **Rabbitling:** Jump twice as high, When afraid, will freeze instead of running. Reroll Wisdom.
19. **Gooseling:** Prehensile neck, can fit through small spaces, When afraid, Save or attack enemy. Reroll Wisdom.
20. **Ravenling:** Can eat rotten food as rations, Must Save or pick up shiny objects. Reroll Wisdom.

21. **Weaselling:** Can crawl through narrow spaces, Must eat uncooked food. Reroll Strength.
22. **Frogling:** 20' prehensile tongue (as a whip), -2 Inventory Slots. Reroll Dexterity.
23. **Toadling:** Jumps twice as high, emits loud, involuntary croaks. Reroll Strength.
24. **Ratling:** Can crawl through narrow spaces, must Save vs Fear when alone. Reroll Intelligence.
25. **Goatling:** No Move penalties for broken or hilly terrain, has pervasive, unique stink. Reroll Constitution.
26. **Foxling:** Half time taken to forage, but cannot tell the direct, blunt truth. Reroll Charisma.
27. **Wormling.** Can shrink or grow from your base height by 50% as an Action, -2 Inventory Slots. Reroll Wisdom.
28. **Flealing.** Can drink blood as rations, Cannot wear armour on chest or limbs. Reroll Constitution.
29. **Snakeling:** First to take action, even if surprised. Disadvantage on DEX saves in the cold. Reroll Intelligence.
30. **Monkeyling.** Can use tail for wielding items, must Save against fear near fire. Reroll Dexterity
31. **Apeling:** Advantage on climbing rolls, aggressive to anyone who hurts teammates, even objects. Reroll Strength.
32. **Spiderling.** Can secrete 30' of rope per day, Cannot see anything more than 30' away. Reroll Dexterity.
33. **Turtling:** +4 Defense, can only wear customized shell armor. Reroll Constitution.

35. **Badgerling:** Shrug off 1d8 damage 1/day. However—in combat, Save or fight the physically biggest monster. Reroll Constitution.

36. **Bisonling:** Horns allow your unarmed attacks to deal 1d6 rather than 1d3. However—take x3 damage from falling. Reroll Constitution.

37. **Gatorling:** Can hold breath for two hours. However—when cold, take disadvantage on all rolls and fail Initiative. Reroll Strength.

38. **Mammothling:** Can hold objects with third “hand.” Wielding three weapons gives you +2 to-hit, but only one weapon deals damage. However—get disadvantage in tight spaces, must make DEX roll to move through normal-sized doorway without taking an action to maneuver. Reroll Wisdom.

39. **Possumling:** Can very convincingly play dead. However—when frightened, *must* play dead for at least 1 round. Reroll Wisdom.

40. **Raccoonling:** Advantage on opening locks and untying knots. However—must wash food before eating it, or the meal will not restore HP. Reroll Intelligence.

41. **Turkeyling:** Advantage on Saves vs Fear. Must save against making noise while rolling initiative. *The people of courage.* Reroll Charisma.

42. **Wolfling:** +2 on rolls assisting another character. However—when you hear singing or music then you must sing out in accompaniment. Reroll Dexterity.

43. **Bugbear (goblinoid):** Eight to nine feet tall (-1 AC, can wield heavy weapons as if they were medium), reroll Strength.

44. **Hobgoblin (goblinoid):** Skin and fur tend towards warmer colors, five to six feet tall, reroll lowest stat.

45. **Goblin (goblinoid):** About three feet tall (+1 AC, can only wield medium weapons two-handed and can't wield heavy weapons). Reroll Dexterity.

46-50. **Orc:** Tall and universally muscular, with strong brows, jutting lower jaws with protruding tusks, and pointed ears. There are three races of orc—the terms “half-orc” and “water orc” are actually considered slurs, but continue to be widely used both by “true orcs” and outside of the River Kingdoms. Roll 1d3.

1. **“True” orc:** Green skin, approximately seven feet tall. Reroll Strength.

2. **Water orc:** Heavy-set, gray-brown to blue-gray skin, bulbous milky eyes, webbed extremities, gills set into necks and faces, just under seven feet tall. Amphibious (swim speed equal to land speed, breathe water as well as air), see well in dim light, +1 difficulty to all rolls in bright light, reroll Strength.

3. **Half-orc:** Pale yellow, green, or gray skin, about six and a half feet tall. “Half-orc” is a misnomer and a slur, applied due to relative size. Reroll Charisma.

51. **Moth Elf:** Bone white or inky black skin, compound eyes, beautifully patterned wings, fierce mandibles, two sets of gangly arms, about five feet in height. Dust from wings stains skin and fabric a rich indigo purple, causes ferrous metals to emit fat orange sparks, and can be used by other species as a drug which has contributed to the prejudice that moth elves face throughout the civilized lands. Moth elves have very short lifespans, reaching maturity in three to five years and never living beyond thirty. Immune to sleep and hunger, Fly speed 20

feet, can expend all moth dust (losing ability to fly for 24 hours) to *charm* (as cast with 1 MD) as action, four arms—three “off hands”, reroll Intelligence.

52. **The Carven.**

Resembles the Hu carved out of wood. Their faces and bodies are generally plain, and they wear clothing and shoes for protection. Complexions range from golden pine to cherry to ebony.

Cannot make facial expressions. In a forest, they have a 10% of being detected if they remain still. If hit with fire, must save against Dex or catch fire, taking an additional 1d4 per round until extinguished.

53-60. **The Hu.**

The “hu” was a small, pink, avaricious, ugly little mole-like creature that the humans exterminated out of shame.

+1 Strength for Inventory Slots. Gain a random item. -4 Save against being mutated or transformed. Reroll of choice.

CHARACTER ADVANCEMENTS

Characters can have no more than four templates. The "A" Template is the first you receive in that class, "B" is the second Template you can claim in the class, and so on. The "D" Template is available only to those who have the previous three templates. Past Level 4, players may switch out a class template with another of the same letter when they level up if they wish.

ADVENTURER

Also goes by "Questing Explorer."

- A Handy Equipment
- B Negotiator
- C Torch Fighter
- D The Quest

Handy Equipment. You're getting quite good with adventuring equipment. Pick an item on the standard equipment list. You now have advantage while using that item.

Negotiator. Did you have any conversations with monsters last session? Even if they were brief or didn't go well, you learned a valuable lesson on negotiating with them, and now have +1 to reaction rolls when talking to them.

Torch Fighter. You are an expert fighter with a weapon in one hand and a torch in the other. By warding off attackers you can use the torch as a shield. The torch works as a d4 club against fireproof beings, but does d6 to all others. Plus if you roll a 6 you set them aflame. Also, you know what you are doing sufficiently that these shenanigans will never extinguish your torch unless you do something like clobber a water weird.

The Quest. AHA!!! You've heard a rumor in a tavern--that thing you wanted? The talking riding panther? The Axe of Ninety Nymphs? That king totally willing you lend you his army? The parasitic extra limb that grants you immortality? That romantic subplot? It's there. 4 sessions worth of adventure away or less. Tell your GM, who then must place it. You must have a fair shot at it--like any other treasure, but there's no guarantee you will get it. If you don't get it by the fourth session you can keep trying or let it go and roll again on this table.

ACROBAT

Starting Equipment: quarterstaff, 50' rope

Skills: Tightrope walking and 1d3: 1. Dancer, 2. Cat Burglar, 3. Circus Performer

- A Dodge, Nah 1/day
- B Tricky
- C Cat Power, Nah 2/day
- D Roast the Oaf

For every template of this class you gain +1 Movement.

Dodge. Every empty inventory slot gives you +2 Defense, up to a maximum of 16 or 10+Dex, whichever is lower. This doesn't stack with armor.

Nah. Once per day, you can declare that something doesn't affect you. Works on anything that you could physically dodge.

Tricky. Whenever you roll a natural 20 on an attack roll, you can deal double damage AND attempt a free combat maneuver. Whenever you roll a 19 on a attack roll, you deal regular damage and attempt a free combat maneuver.

Cat Power. Treat your falls as if they were 20' shorter. Cats tend to like you.

Roast the Oaf. When an enemy misses you with a melee attack, you may force them to make another attack against another target within range. It's possible to make enemies hit themselves with this ability.

Multi-class Note

If you end up taking two levels of Acrobat and two levels of Fighter, you may end up with two copies of Tricky. These combine into Very Tricky.

Very Tricky Your Tricky ability expands to 18 and 19. Whenever you attempt a free combat maneuver after rolling an 18, 19, or 20, you get +4 to your attempt.

MAGIC-USER

Starting Equipment: Robes and a strange hat, a staff, a spellbook or other method of scribing spells, a clay pot of ink, a quill, a stick of incense, a dagger, a sling, and 20 bullets.

Skills: Occult Lore and 1d3: 1. Smoking, 2. Illuminating, 3. Brewing

- A Spellcasting, Spell Scribing
- B Spell Breeding, +1 Spell (1d8)
- C Preparatory Casting, +1 Spell (1d10)
- D +2 Spells (1d12) For every template of this class you gain +1 MD.

Spellcasting: Pick 1 list of spells and write 2 spell from the first 6 spells on that list (or rolled, depending on your DM) in your spellbook. You can cast any spell you have written in your spellbook at any time so long as you have MD available. Each spell list has an associated cantrip, which you also know, and a drawback. You gain a new spell from your spell list for every further template of Mage you take (from the first 8 at template B, first 10 at template C, and all 12 at template D).

Spell Scribing: If you encounter a spell written down in any form, you can spend 1 week researching the spell to put it in your own notation and 10 d. of ink and various experimental components to write it in your spellbook. You can spend a week per [dice] and 10 * [dice] d. of various components to instill a spell you have in your spellbook into a staff, wand, or rune. You cannot instill more [dice] into this object than your maximum. When casting the spell through this object you can cast it with at most [dice] MD, and however many MD you choose are removed from the object. Once the object reaches 0 [dice], it crumbles to dust. You cannot put more than 1 MD into a rune or 2 MD into a wand.

Spell Breeding: You can attempt to breed two spells you have written in your spellbook. This process takes a month and 100 d. of various experimental components. The results of the cross-breeding are up to you and your DM to determine. There's a 1-in-6 chance the process goes horribly wrong, and a separate 1-in-6 chance to lose one of the spells involved, removing it from your spellbook.

Preparatory Casting: You can prepare a number of spells no greater than your number of Mage templates by meditating an hour per spell prepared. When you cast these spells, you cannot suffer a Mishap or a Doom. Once you've cast a prepared spell, you no longer have it prepared. You also lose your prepared spells when you sleep or after 24 hours.

CLERIC

As a cleric, you adhere to the laws of your faith, which has a specific [color], [location], [clothing], [time], [weapon], and [object] that are considered holy/essential to the faith.

A. You gain the ability to convert the energy of one spell per day into healing of d6 per spell level.

B. Declare a Crusade: Pick a single species of monster or other type of foe that really cheeses you off. All your party members are +1 to hit and damage against these creatures so long as you are standing with them. If you change who you're crusading against more than once, nobody will take you seriously and the effect wears off.

C. When standing at your holy [location] you feel the power of your god flow through you. Make a Wis check every time you cast a spell there. If you succeed, you do not lose the memorized spell.

D. Timing is everything. When it is [time], your spells take effect as if you were 2 levels higher.

FIGHTER

You might be a soldier from a levied army seeking an independent fortune, a mercenary with grand plans, or an unscrupulous highway robber. You're likely to be practical, world-wise, and skeptical.

Starting Equipment: Weapon of choice, leather or chain armor, drinking horn, dagger, bow, 20 arrows.

Random Starting Skill (1d3): 1. Farmer, 2. Soldier, 3. Sailor

A Parry, Favorite Weapon

B Sunder, Tricky

C +2 to Parry

D Double Attack

For every template of this class you gain +1 Attack.

Parry You can block with melee weapons. Once per round you can reduce the incoming damage of a melee attack, and you subtract damage rolled by your parrying weapon. If this reduces the damage to nothing, feel free to laugh at your opponent.

Favorite Weapon Choose a weapon type. Add +1 to your Attack and Defense while wielding that weapon.

Sunder When you are about to take incoming damage, you may sacrifice a fist-sized object you are holding in your hand in order to reduce damage by 1d6. You can choose to sacrifice a held shield to reduce damage by 1d12.

Tricky Whenever you roll a natural 20 on an attack roll, you can deal double damage AND attempt a free combat maneuver. Whenever you roll a 19 on an attack roll, you deal regular damage and attempt a free combat maneuver.

Double Attack You can attack twice per turn, on your turn.

ORBSEEKER

Starting Equipment: Start with no orbs ;(, a bronze mirror, rough robes, and a hunting sword.

A Orb Wielder

B Domains

C Orb Seal

D Two Orbs

A Orb Wielder +1 MD but you cannot have more MD than you have orbs. +1d6 damage with weapons while holding an orb in your other hand.

B Domains +1 MD. Every orb has a domain. Take 1 HP to commune with an orb to see clear visions of the present in its domain or cryptic visions of the future or past in its domain. Magical orbs have domains like "doom" or "valor," mundane orbs have domains like "the forest I came from" or "men with beards and glasses."

C Orb Seal +1 MD. When you defeat a foe, you may make opposed intelligence tests. If you win, place them in an orb and specify the conditions that will release them.

D Two Orbs +1 MD. While wielding two orbs, you may cast two spells per turn as long as the spells correspond with each orb's domain.

PALADIN

The paladin is a champion of order, a sword and shield for those who have neither. While they may revere or even worship various goodly deities and religions, they serve the well being of other sentient creatures. Paladins begin as squires, peasants who have long talks with angels, kids who stumble on a magic sword or something like that. Roll 1d8.

A: Piercing Gaze: Even magic cannot hide the truth from you - you can see the true form of a shape-changer, polymorph subject, or anyone else whose original form has been changed. You spot all illusions for what they are.

B: Spiritual Companion: An animal has decided to assist you as a mount, guide or partner in battle. It will answer your call once a day and will remain with you until your need for it is complete. This is usually a war-horse, but it can be anything approved by the referee, and it cannot have more hit die more than you, and cool abilities (fly, spit fire, etc) count as one more hit die per ability.

C: Weapon of Faith: You may create a weapon forged from your faith that is always in your soul. It has +1 to hit and is holy/magical. The weapon remains till dismissed and can be summoned again instantly.

D: Lay on Hands: Your touch brings comfort and succor. You may lay on hands once a day, either relieving the subject of a natural disease or healing 2 HP per your hit die total.

PLANT PEOPLE

Awakened Spikefruit Tree - Pachypodium
A young tree of Large size with strong, thick branches that bear hard, spiky fruit. Spikefruits can be thrown and have the same stats as darts...

Awakened Thornberry Bush

A medium sized bush with beautiful flowers, large thorns, and poisonous berries.

A. Thorn Whip

B. You grow 1d4 berries per day that heal 1 HP each.

C. Applying the Thornberry poison to thorns requires one action (like applying a normal poison from a vial). Thornwhip will then apply the poison damage on hit. The poison only deals 1d4 damage but it also inflicts the Poisoned status if the enemy fails a CON save.

Awakened Ancient Bonsai Tree

As a seven-hundred year old, exquisite bonsai tree (any spe ies), your great age reflects your unparalleled wisdom.

A. You can mold the earth

B. You can ensnare things and people.

C. Can use Minor Illusion to create a clay pot to stand in when hiding in plain sight.

Awakened Cactus

You're a cactuar. 1,000 Needles!

A. your spiked Club-arms to do d8 damage, because they're like mini-morningstars.

B. Longstrider (cactuars are fast...)

C. Once per long rest you can use 1000 Needles, which does 1d4 damage per character level to all creatures (friend and foe) in a 10ft radius around you, or DEX save for half damage.

ROBOT

You cannot swim and are immune to magical sleep. You need 8 hours rest for diagnostic self-repair. You do not eat but require oil for your furnace and water for your boiler, in the same way other adventurers need food and water. You can burn wood in your furnace but need 3x as much, 5x for low-quality bark, paper, and leaves. Medical skills are useless on a robot, but a skilled mechanic can provide repairs.

A: Eyebeams, Utility Arm

B: Weapon Arm

C: Detachable Robot, Databank

D: Fusion Digestion

Utility Arm. You have an extra arm that's a utility-grasper. You can use it to hold stuff and manipulate things, but not for combat.

Weapon Arm. You have a hidden extra arm that is a weapon of your choice, and comes in and out of your body at will. If a weapon isn't needed it can be a drill or something.

Eyebeams. Lasers fire from your eyes and deal 1d6 damage per level of character. Can be used once per rest. Goes up by one die size on a reroll.

Databank: You can read & memorize a number of books equal to your Intelligence Bonus. Gain +1 on Saves related to the subject of the books memorized. Languages can be memorized this way.

Detachable Robot. You have a mini version of yourself that you can launch and send out, like a drone. It can fly, is tiny, and has half your current HP. During this time your big body is immobile and offline.

Insufferably Superior. Anytime one of your friends fails an intelligence check, you get a +2 to make the same check to see if you know the answer. If it doesn't make sense why you didn't volunteer the info earlier, it's because they 'never asked'.

Fusion Digestion. You can now consume cooked foods and human beverages and convert into energy.

218 Backgrounds

Roll 1d6 for the hundreds digit (0, 1, or 2).

Roll 1d10 for the tens digit. If you're rolling above 200, roll for 1-10 instead.

Roll 1d10 for singles digit. If you're rolling above 210, roll 1d8 for 1-8 instead.

	Background	First Item	Second Item
1	Academic	Pointer	Quill and ink
2	Actor	Dulled dagger -1 damage	Make up kit
3	Alchemist	Pestle and mortar	Oil, 1 flask
4	Animal Trainer	Bag of animal treats	Work animal
5	Apothecary	Dagger	Pestle and mortar
6	Aristocrat	Rapier	Foppish wig
7	Armorer	Spiked gauntlet (cestus)	Iron helmet
8	Artist	Spiked paintbrush	Palette and pigments
9	Assassin	Knife in sleeve sheathe	Poison, 2 doses
10	Astrologer	Wiggly dagger	Spyglass
11	Atilliator	Crossbow	Iron bars
12	Baker	Rolling pin	Bread, 1 loaf
13	Barbier	Straight razor	Scissors
14	Bartender	Wood club	bottle of hard liquor
15	Beekeeper	Jar of bees	Honey, 1 jar
16	Beggar	Bowl	Crutch
17	Bellringer	Long hook (mancatcher)	Rope, 50'
18	Besom maker	Broom (staff)	Cornstalks, 1 bundle
19	Blacksmith	Hammer	Steel tongs
20	Bloodletter	Knife	Leeches, 1 jar
21	Bodger	Chair leg	Shaving horse
22	Bouncer	Brass knuckles	Groin cup
23	Bowyer	Longbow	Spare bowstring
24	Brewer	Drinking horn	Cask of ale
25	Bricklayer	Bricklaying stick (staff)	Sack of d6 bricks
26	Busker	Instrument	Instrument case.
27	Butcher	Meat cleaver	Ham hock
28	Butler	Empty bottle	Serving tray
29	Candlestick maker	Candlestick	3 candles
30	Caravan guard	Shortsword	Linen, 1 yard
31	Cartographer	Spyglass	Map case
32	Chalk cutter	Chisel	Chalk, 5 pieces
33	Charcoal burner	Scoop	Charcoal, 1 bag
34	Cheesemonger	Cheesewire	Cheese, 1 wheel
35	Chimney sweep	Broom (staff)	Wire brush
36	Chirurgeon	Bonesaw	Needle and thread
37	Clockmaker	Turnscrew (ye olde screwdriver)	Specialist's tools
38	Clown	Squeeze horn	Huge shoes
39	Cobbler	Tacks	Shoehorn
40	Colporteur	Letter opener	Religious tome
41	Book seller	Letter opener	Religious tome
42	Cook	Chef's knife	Chef hat
43	Cooper	CiE h	Barrel
44	Courtesan	Stiletto in boot sheath	Make up kit
45	Crystal carver	Chisel	Crystals, 1 pouch
46	Cultist	Black hooded robe	Blood, 1 pint
47	Cutpurse	Dagger	Small chest
48	Dentist	Hammer	Sack of teeth
49	Diplomat	Stamp	Fancy clothes
50	Ditch digger	Shovel	Dirt, 1 bag
51	Dog breeder	Whip	Dog
52	Drug dealer	Shank	Cocaine-analog, 1 oz.

53	Dung collector	Pitchfork	Manure, 1 bag
54	Dyer	Stirring paddle	3 small jars of dye
55	Engraver	Chisel	3 Etchings
56	Falconer	Thick leather glove	Trained hawk
57	False prophet	Staff	Devoted disciple
58	Crop farmer	Scythe	Ox
59	Dairy farmer	Stool	Milk, 1 pint
60	Drug farmer	Shank	3 joints
61	Flower farmer	Spade	Flowers, 1 bunch
62	Fruit farmer	Garden shears	Fruit, 1 bag (5 standard rations)
63	Herb farmer	Sickle	Herbs, 1 pouch
64	Fungus Farmer	Trowel	Mushrooms, 1 bag (2 standard rations)
65	Pig Farmer	Bucket	Piglet
66	Chicken Farmer	Boning knife	Hen
67	Vegetable Farmer	Hoe	Vegetables, 1 bag (5 standard rations)
68	Worm farmer	Club	Worms, 1 jar
69	Farrier	Hammer and nails	1d4 Horseshoes, iron
70	Fence	Jacket (1d6 hidden pockets)	10gp sewn into jacket hem
71	Firefighter	Fire axe	Bucket
72	Fisher (freshwater)	Net	Fishing rod & tackle
73	Fisher (saltwater)	Large net	Harpoon
74	Flagellant	Thick, knotted rope (flail)	Religious tome
75	Fletcher	Shortbow	Arrows, 100
76	Cupbearer	Steak knife	Antidote, 1 vial
77	Food critic	Matching set of silverware	Fortified wine, one bottle
78	Forester	Ball of twine	Bear trap
79	Fortune teller	Glass ball	Tarot deck
80	Fowler	Boning knife	Dog
81	Fuller	Club	Bale of wool
82	Furrier	Skinning knife	Animal pelt
83	Gambler	Blackjack	Bone dice and deck of marked cards
84	Gardener	Shovel	Pruning clippers
85	Glassblower	Glassblowing tube	3 empty jars
86	Gluemaker	Huge spoon	Glue, 1 pot
87	Gong farmer	Trowel	Night soil, 1 bag
88	Pimp	Cane (club)	Fancy clothes
89	Gossip	1d10 envelopes	Quill and ink
90	Grave digger	Shovel	Grave dirt, 1 bag
91	Grave robber	Shovel	Small yet valuable totem (5sp)
92	Greengrocer	Staff	Handcart
93	Grifter	Three cups	Quality cloak
94	Gutter cleaner	Heavy leather gloves	Bucket
95	CE	Sling	Winter clothes
96	Haberdasher	Scissors	Pocketful of buttons
97	Handyworker	Hammer	Stepladder
98	Hawker	Dagger	Small, valuable goods (10sp)
99	Hayward	Shears	Horn
100	Faith healer	Medical kit	Holy water, 1 vial
101	Peddler	Shortsword	Pony
102	Herbalist	Pestle and mortar	Herbs, 1 pouch
103	Hermit	Gnarled oak club	Bearskin cloak
104	Horse whisperer	Lasso (mancatcher)	Horse hair brush
105	Hunter	Shortbow	Deer pelt
106	Icecutter	Ice saw (small, choppy)	Iron cleats
107	Incense bearer	Censor (flail)	Incense, 1 lb.
108	Jester	Rod with jester head on it (flail)	Silk clothes
109	Jeweler	Chisel (dagger)	Uncut jewel worth 20sp
110	Joiner	Mallet	Chair
111	Knacker	Hammer	Jar of glue
112	Lamp lighter	10' pole with wick	Flint, steel, and tinder
113	Lawyer	Briefcase	Law books
114	Leatherworker	Club	2d4 leather pouches
115	Hetheluder	Long knife	Heather, 1 bag

116	Leech	Dagger	Jar of leeches
117	Librarian	Letter opener	Interesting book
118	Lighterman	Ten-foot pole	Shallow-bottomed boat
119	Linkboy	Big stick	Hooded lantern
120	Locksmith	1d6 locks (DM's chooses quality)	Specialist's tools
121	Lookout	Shortbow	Spyglass
122	Sculptor	Hammer	Chunk of marble
123	Mercenary	Longsword	Leather armor
124	Messenger	Satchel	Sealable scroll case
125	Midwife	Basin	Forceps
126	Miller	Club	Flour, 1 bag.
127	Hat maker	Scissors (dagger)	Vial of mercury
128	Miner	Pickaxe	Bag of coal
129	Minstrel	Gaudy clothes	Instrument
130	Moneylender	Dagger	3d6 sp
131	Monk	Staff	Religious tome
132	Mucker	Pitchfork	Broom
133	Night watchperson	Truncheon	Shiny steel helmet
134	Nobleman's son	Longsword	Silver ring worth 20 sp
135	Organ thief	Scalpel (dagger)	Glass jar
136	Orphan	Big stick	Rag doll
137	Ostler	Staff	Bridle
138	Outlaw	Shortsword	Leather armor
139	Oyster raker	Rake (staff)	Crushed oyster shells, 1 bag
140	Painter	Paint scraper	Paints and brushes
141	Parchment maker	Scraping knife (dagger)	Parchment, 3 pieces
142	Pawnbroker	Crossbow	Fancy clothes
143	Peat cutter	Spade	Peat, 1 bag
144	Philosopher	Pen	Large, half-empty tome
145	Pickler	Ladle	Brine, 1 jar
146	Pie maker	Rolling pin	Sack of fruit
147	Pirate	Cutlass	Treasure map
148	Plague doctor	Black, hooded robe	Crow-beaked mask
149	Postworker	Cudgel	Handcart
150	Prison warden	Mancatcher	Ring of 1d10 keys
151	Prostitute	Brass knuckles	Make-up kit
152	Puppeteer	Ball of string	Puppet
153	Quill cutter	Dagger	2d4 uncut feathers
154	Rat catcher	Long net (staff)	Club
155	Beachcomber	Gaff hook (mancatcher)	Manky net
156	Sailor	Compass	Spyglass
157	Scholar	Dagger	Complicated book
158	Scribe	Quill and ink	Parchment, 10 sheets
159	Scrimshaw	Engraving awl	Ivory, 1 piece
160	Scullion	Stick	Raggedy clothing
161	Seamstress	Long needle	Fancy dress
162	Servant	Dagger	Locket
163	Sewerhand	Staff	Stanky clothes
164	Shaman	Wood club	Psychedelic mushrooms, 1 pouch
165	Shepherd	Crook (staff)	1d4 sheep
166	Shingler	Mallet	2d6 roof tiles
167	Shipwright	Hammer	Pocketful of nails
168	Shoe shiner	Bristly brush	Shoe polish
169	Shrubber	Shears	Herring
170	Sinecure	Rapier	Wax seal stamp
171	Slave	Shackles	Rock
172	Slaver	Whip	Map (foreign lands)
173	Smuggler	3d6 sp (for bribes)	Waterproof sack
174	Soldier	Spear	Shield
175	Spice merchant	Money belt	Spice, 1 bag
176	Spy	Dagger in sleeve sheath	Specialist's tools
177	Squire	Longsword	Steel helmet
178	Stevedore	Crowbar	Empty crate

179	Stonecutter	Sledgehammer	Fossil
180	Stoner	Large bong	Weed-analog, 1 pouch
181	Milkmaid	Wooden stool	Milk bucket
182	Street magician	Top hat	White rabbit
183	Street sweeper	Broom (staff)	Trash, 1 bag
184	Tailor	Long needle	Fine suit
185	Taxidermist	Long needle	Stuffed cat
186	Thatcher	Shearing hook (axe)	Legget
187	Thief	Specialist tools	5 caltrops
188	Thug	Club	Necklace of teeth
189	Tinker	Hammer	Tin snips
190	Torturer	Jagged knife	Specialist's tools
191	Trader	Shortsword	20 sp
192	Trapper	Small steel trap	Animal pelt
193	Urchin	Big stick	Alms bowl
194	Vaginarus	Shortsword	Ornate scabbard
195	Vagrant	Hobbling cane	Alms bowl
196	Veterinarian	Long needle	Painkillers, 1d6 doses
197	Village idiot	1d10 sausage links	Urine, 1 pint
198	Vintner	corkscrew	Fine wine, 1 bottle
199	Wainwright	Mallet	Pushcart
200	Water carrier	Staff	Two wooden buckets
201	Weaponsmith	Longsword	1d4 weapon oils, 1d4 whetstones
202	Weaver	Dagger	Fine suit of clothes
203	Window tapper	Staff	Ten-foot pole
204	Woodcutter	Handaxe	Wood, 1 bundle
205	Zealot	Gnarled staff	Soapbox
206	Illustrator	Metal pen (dagger)	1d6 quills and 1d6 vials of ink
207	Sail maker	Long needle	1d4 bolts of linen
208	Cordwainer	Scissors (dagger)	2d4 lengths of rope, 50'
209	Professional musician	Musical instrument	1d4 suitable items for maintenance (oil, strings, etc.)
210	Composer	Steel pen (dagger)	1d4 vials of ink, 2d4 sheets of parchment
211	Soaper	Short knife	1d4 cakes of soap
212	City guard	Shortsword	Whistle
213	Town crier	Bell	Tablet with chalk
214	Stablehand	Broom (staff)	Brush and 1d4 cakes of soap
215	Schoolmaster	Cane	Foppish wig
216	Opium merchant	Dagger	Pipe and 2d4 doses of opium
217	Detective	Cane	Magnifying glass
218	Gunsmith	Flintlock Pistol	Tinker's Tools

Starting Gear

Armor

Roll a d20 for your Armor, Helmet and/or Shield, and Gear.

1-3:	4-14:	15-19:	20:
None	Light	Medium	Heavy

Helmet and Shields

1-13:	14-16:	17-19:	20:
None	Helmet	Shield	Helmet + Shield

Dungeoneering Gear

Roll once on this table, and once on the following two.

1. Rope, 50 ft	6. Crowbar	11. Lantern	16. Pole, 10 ft
2. Pulleys	7. Tinderbox	12. Lamp oil	17. Sack
3. Candles	8. Grap. hook	13. Padlock	18. Tent
4. Chain, 10 ft	9. Hammer	14. Manacles	19. Spikes, 5
5. Chalk, 10	10. Waterskin	15. Mirror	20. Torches, 5

General Gear 1

1. Air Bladder	6. Saw	11. Fish. Rod	16. Net
2. Bear trap	7. Bucket	12. Marbles	17. Tongs
3. Shovel	8. Caltrops	13. Glue	18. Lockpicks
4. Bellows	9. Chisel	14. Pick	19. Metal File
5. Grease	10. Drill	15. Hourglass	20. Nails

General Gear 2

1. Face paint	6. Fake jewels	11. Bottle	16. Incense
2. Instrument	7. Blank book	12. Soap	17. Whistle
3. Card deck	8. Small bell	13. Pipe	18. Perfume
4. Face paint	9. Quill & Ink	14. Dice set	19. Tar pot
5. Cookpots	10. Twine	15. Horn	20. Scissors

Languages

Starting characters know a language for each point of Intelligence they have. Characters start knowing how to speak Common. Languages are too many to list, but include animal languages, orcish, hobbit, dwarvish, elven, pixie, dragon, goblin, centaur, gnomish, kobold, hobgoblin, gnoll, etc.

List of Languages (Roll 1d20)

1. Doppelganger
2. Dragon
3. Dwarvish
4. Hobgoblinese
5. Gnoll
6. Gnomish
7. Goblin
8. Hobgoblin
9. Serpentine
10. Orcish
11. Pixie
12. Centaurese
13. Knock
14. Pallatois
15. Binary
16. Swordsong
17. Eldritchian
18. Sign
19. Moth Elf
20. Bugbear

The Common Tongue

The common tongue (sometimes simply called Common) is widespread and known by almost everyone. All player character races—as well as many monsters—are able to speak Common.

In some settings, the referee may rule that different cultures in the campaign world have different languages, in which case a particular language must be chosen instead of Common.

Pallatois

An romantic argot of the discreet. It is a melange of languages borrowing extended metaphors and multilingual wordplay. Palattois has many words for the acquisition, appraisal, and selling of illicit goods, of course, but also many colorful words - if there is a shade of color in the world, then there is a word for it in Palattois.

Binary

Expressed by emitting short and long durations of sound, light, or odor. Favored by beings who don't have eyes, ears, or a mouth. For those who travel extreme distances, Binary is useful for establishing what each party is capable of perceiving and

intentions of peace or hostility, but dialects are also used by sailors to simply talk across the waters.

Knock

A haptic language used by those without light or sight, and favored by those living underground. Knocking words are extremely dense: a single “hapteme” conveys information by the direction, length, shape, and pressure, and a stroke which goes from soft brush to forceful press is not the same as one which goes from forceful press to soft brush.

Swordsong

Express yourself by waving a bladed weapon around. Used by martial artists and adopted by the military elite, although all ranks know a phrase or two. Swordsong has combative and peaceful dialects, and proficient speakers have a tendency to use long and flowery phrases. Tools can be used to speak Swordsong but it might not be well understood or taken seriously.

Eldritchian

An impenetrable jargon adored by academic magic-users for discussing magic, explaining magical concepts, and writing spells into spellbooks. The vocabulary is rife with long words, formal names of minerals, herbs, animals, references to the works of other wizards, and celestial metaphors.

Sign

A silent visual language expressed by shaping one's hands or digits in sequential intervals as a counterpart to Common, although every spoken language has their own dialect. Most people know it at least well enough to ask about the quality of goods and haggle over prices with strange merchants in the market square, and if you don't have any other language in common then you can at least converse in Sign. Because it requires the use of your hands, Sign is not just a common language but an inherently de-escalatory one. You must sheathe your sword and put down your shield in order to free up your hands, which is why it is actually the preferred language in some places.

100 FINE REASONS CHARACTERS TRAVEL TOGETHER

Characters travel together because they...(roll 2d10)

1. are best friends.	26. met in a tavern, both hired for same adventure, which proved disastrous.	51. met each other in a tavern, over a fist fight.	76. were hired for a tyrant who turned on them; now on the run.
2. are cousins with a long and close history.	27. met in a tavern, both hired for same adventure, which proved lucrative.	52. met each other in the military.	77. are cousins, though distant with little history.
3. are half-siblings, as close as can be.	28. met in a tavern, both hired for same job but double-dealt by employer.	53. met each other while robbing the same temple/shrine.	78. are step-siblings and closer than is considered "natural".
4. are lovers.	29. met in a tavern over drinks.	54. met in a tavern, had a drinking contest and both lost.	79. are step-siblings and grew up as close as blood relations.
5. were lovers, now friends.	30. met in a torrential downpour; sought shelter in the same cave.	55. met in prison, busted out by a mutual friend who died in escape.	80. are aunt/uncle and niece/nephew but close as parent and child.
6. are only distantly related to each other.	31. met in king's treasure chamber, both barely escaped.	56. met on a ship, both had hired passage together.	81. are from the same city, hired as guards.
7. are parent-child and deeply protective of one another.	32. met in prison after doing hard time.	57. met on a ship, both stow-aways.	82. got drunk together and hatched a plan to reign as kings.
8. are over-protective parent and rebellious child.	33. met in prison, escaped together.	58. were married, now divorced, but still friends.	83. have a romantic relationship.
9. are secretly in love but both pretending at friendship.	34. met in school.	59. are married.	84. have been heated rivals since childhood, and want to show each other up.
10. are sibling twins (1:2 chance identical).	35. met on disastrous adventure, are the only survivors.	60. served the same ruler.	85. met in school, have been heated rivals since.
11. are siblings, separated at childhood, now reunited.	36. met on a ship, both kidnapped at same bar.	61. met when one broke an enchantment that had been placed on the other.	86. met in school and love to play pranks on each other.
12. are siblings and grew up together.	37. met on a ship, both working for passage.	62. met when one ran the other down with their horse.	87. met each other as hired actor for successful play.
13. both worship and serve the same god/deity/pantheon.	38. met on adventure, both deserted their party to a certain doom.	63. were sent on the same quest by the same ruler.	88. met each other as hired actors for disastrous play.
14. don't like each other but accept the other for their skills.	39. met through a mutual acquaintance, who is imprisoned.	64. mysteriously bear a strong resemblance, but not related.	89. met when each refused to yield right of way and fought to a draw.
15. are from the same troubled ghetto.	40. met through a mutual friend, now deceased.	65. trained together, though perhaps in different disciplines.	90. met in school, spent many days of detention together.
16. are from the same village.	41. met when one caught the other in an attempted swindle.	66. were both in love with the same individual, now deceased.	91. met on an adventure, saved each other's lives.
17. are from the same village and share a criminal past.	42. met when one caught the other picking their pocket.	67. were hired muscle for a crime lord but turned on their master.	92. are half-siblings who never knew each other until recently.
18. saw each other in a dream, later discovered the other.	43. met when one was down-and-out and the other helped.	68. met each other through a mutual friend's wedding.	93. met when one's house burned down and the other offered their home.
19. have a mutual respect for each other's skills.	44. share a secret psychic bond and feel each other's pain.	69. were both slaves together, one earned freedom and purchased it for the other.	94. were sent on quest together by the same deity.
20. met each other in a game of chance.	45. share a secret psychic bond and sense the other in danger.	70. met each other through a mutual friend that dealt drugs.	95. were hired farmers both fired for their disregard for work.
21. met each other on the road; joined for mutual protection.	46. shared the same horse for years until it died recently.	71. met when they both became roommates at a house.	96. were both slaves, escaped and are on the run.
22. met each other while praying at the same temple/shrine.	47. were both slaves together and slew their captor.	72. both enjoy the same drug and met in a drug den.	97. met at a funeral.
23. met each other while shopping for adventuring gear.	48. one originally hired the other, but now friends and peers,	73. both loved the same person, who spurned both.	98. were from same town, left because it "changed".
24. met in a forest, both escaping enslavement by fairy folk.	49. were from the same town, only survivors of the plague.	74. worked together, apprenticed to the same master.	99. both have amnesia, was first individual the other met.
25. met in a forest, both running from wild animals.	50. worked together on the same farm/ranch.	75. were engaged, but one broke it off, still friends.	100. were originally hunter and prey, now friends and peers.

FANTASTIC HEADGEAR

Roll 1d4 for hair, hood/wraps, hats, or helmets.

1. Hair

1	Bald/Shaved
2	Bald/Shaved, Tattooed
3	Bald/Shaved with Top Knot
4	Balding/Thinning
5	Braided Long
6	Braided Short
7	Dyed Hair (roll again, roll on table G)
8	Curly Mane, Amazing
9	Curly, Short
10	Dreadlocks
11	Grungy, in eyes
12	Long Flowing Hair with Top Knot
13	Long Flowing Hair, Loose
14	Long Flowing Hair, Tied
15	Mohawk
16	Short, Hacked
17	Short, Page Boy
18	Short, Porridge Bowl
19	Short, Stylish
20	Shortish, Pony-Tail

2. Hats

1	Adorned (roll again, roll on Table D)
2	Animal-based (roll on Table E)
3	Beret
4	Bishop Miter
5	Conical, Short
6	Conical, Spiral
7	Conical, Tall
8	Pointed, front and back
9	Puffy or Fuzzy hat
10	Ridged
11	Sea Captain's hat
12	Skull Cap/Beanie
13	Tasseled (1d4 tassels)
14	Tiered Ziggurat (1d4+1 levels)
15	Conical rice farmer hat
16	Tri-Cornered
17	Wedge Shaped
18	Wide Brim, Floppy
19	Wide Brim, Stiff
20	Wimple

3. Hoods & Wraps

1	Attached hood, cowl
2	Attached hood with tassel, cowl
3	Bandana or head scarf
4	Birka/veiled
5	Deep hood
6	Fur-lined
7	Fur-lined, heavy
8	Hood, reversible (2 rolls on table G)
9	Long tassel, ornament (table A)
10	Long tassel
11	Ninja hood
12	Decorated (table B)
13	Scarf, long and heavy
14	Sequined or scaled
15	Attached hood, tunic
16	Ornament (table A)
17	Short, plain
18	Wrap, Turban
19	Wrap, Bedouin
20	Wrap, with Mask (table C)

4. Helmets

1	Chain Coif
2	Crusader helm
3	Corinthian helm
4	Corinthian helm with plume
5	Mongol helmet
6	Roman helmet
7	Samurai, masked (table C)
8	Samurai, open
9	Viking
10	Conical, with tassel or plume
11	Masked, Adorned (tables C and D)
12	Masked (table C)
13	Metal Skull Cap
14	Adorned (table D)
15	Plain Helmet
16	Wide-brimmed Helm
17	Extravagantly Fancy (table F)
18	Tall, pointed
19	Full Visor, Adorned (table D)
20	Full Visor, Plain

Table A: Hood Ornaments (d4)

1	Figurine
2	Fuzzy Ball
3	Holy Symbol
4	Bell
5	Coin
6	Multiple (d4 ornaments)

Table B: Decoration (d8)

1	Ancient Symbols
2	Animal Designs
3	Curly Lines
4	Slogan
5	Norse Runes
6	Polka-Dots
7	Stripes
8	Stars

Table C: Mask Shapes (D10)

1	Animal (Table E)
2	Bird Beak
3	Blank Face
4	Demonic
5	Grilled, Gladiator
6	Human, Angry
7	Human, Bearded
8	Human, Happy
9	Human, Tusked
10	Skull Faced

Table D: Adornment (d10)

1	Antlers
2	Brush Top
3	Crest or Rune
4	Feathers or Plume
5	Finned
6	Crescent Moon
7	Horns
8	Spiked
9	Tasseled
10	Winged (bird or bat)

Table E: Animal Incorporation (d20)

1	Bear
2	Boar
3	Buffalo
4	Dragon
5	Lion
6	Snake
7	Snake, small, coiled
8	Tentacles
9	Paws or Claws
10	Wolf
11	Beaver
12	Raccoon Skin and Tail
13	Monkey
14	Insect, with mandibles
15	Dog
16	Cat
17	Horse
18	Eagle
19	Pig
20	Turtle

Table F: Extravagantly Fancy (d12)

1	Feathered
2	Demon Head
3	Jester's Cap with ornaments (table A)
4	Fish Head
5	Gem-Studded
6	Scuba Diver's Helmet
7	Wicker
8	Bones
9	Turtle Shell
10	Spider-shaped
11	Top hat
12	Tiara

Table G: Colors (d20)

1	Snow White
2	Black
3	Bloody Scarlet
4	Brilliant Copper
5	Daisy Yellow
6	Dark Brown
7	Deep Purple
8	Royal Blue
9	Bright Pink
10	Fiery Orange
11	Forest Green
12	Indigo
13	Mauve
14	Overcast Gray
15	Pea Green
16	Periwinkle
17	Sea Foam Green
18	Mustard
19	Turquoise
20	Multicolored (d4 colors)