

# Fantasy Path

## A Travelleresque Fantasy Character Generation System



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# Introduction

Inspired by the [Traveller](#) RPG character generation system. The basic idea is that after [Adolescence](#), age 16 for Humans, each character follows one or more "[Paths](#)". Each Path takes several years to complete and earns the character one level. In addition, random tables determine various effects (such as; ability increases, injury, treasure) that the character suffers.

It is assumed and encouraged that [Adolescence](#) and [Paths](#) will be modified and new ones created to adapt to DM's campaign/flavor/style. The ones presented here are somewhat biased towards a wealth/magic poor, normal men, and belief that player characters are vagabonds, misfits, societal outcasts, and the like. Otherwise, they'd be safely making a living and raising families rather than poking around haunted tombs and wizard's dungeons.

Most of the results are vague and lack detail. Just as with the best RPGs it is expected that DM and player will interpret and embellish the outcomes of random dice rolls. See the [Full Example](#) for how this might be done.

## Process

- Race, you are Human.
- Class may be chosen at any time. But once chosen it may not be changed.
- Roll [Abilities](#).
- Determining a [Adolescence](#).
- Follow one or more [Paths](#):
  1. Select a [Path](#) to follow.
  2. Roll d6+, age that many years.
  3. Roll on [Path](#) Table and any Event Table.
  4. Increase character level (unless Path / Event prevents level gain)
  5. If forced to continue Path, goto to step 2.
  6. Roll d6 > character's current level or be forced to Start Play.
- Start Play: roll for [Wealth & Items](#), total [Abilities](#), roll hit points, etc.

### **Note**

"d6+" means exploding d6. If 6 is rolled, roll again adding 5 to the result, recursively.

### **Note**

To generate higher level characters use a larger die in step 6.

# Abilities

Roll 3d6 in order. For now record each die roll separately. When character generation is complete each ability will be totaled and the individual rolls may be discarded.

**Example:**

```
Str 6 2 1
Int 6 3 3
Wis 3 2 2
Dex 4 6 3
Con 3 6 5
Cha 5 5 5
```

## Ability Gains & Losses

Various table results will indicate Ability Gains and Losses. [This is why each die roll for the six abilities was recorded.] Some of the possible results:

- +Str, Strength Gain.
- -Dex, Dexterity Loss.
- +Physical, choose one of Str, Con, or Dex Gain.
- +Mental, choose one of Int, Wis, or Cha Gain.
- -Random Ability, roll d6; 1 Str, 2 Int, 3 Dex, 4 Wis, 5 Con, 6 Cha Loss.

### ***Gain***

For given ability replace lowest existing d6 roll with result of new d6 roll, if new roll is higher.

**Example:**

Starting with Str 6 2 1, we receive a +Str result and so roll a d6 getting a 3, new Str 6 2 3. Later we receive another +Str and this time roll 2 which is not higher than any of the existing rolls. So, we gain nothing.

### ***Loss***

For given ability replace highest existing d6 roll with result of new d6 roll, if new roll is lower.

**Example:**

Starting with Str 6 2 1, we receive a -Str result and so roll a d6 getting a 3, new Str 3 2 1, ouch! Later we receive another -Str and this time roll 6 which is not lower than any of the existing rolls. So, we are saved from further loss.

# Adolescence

A character's background. The period up to age 16 (for humans).

## Human

Choose to have been a Rural Freeman (rolling on the [Rural Freeman Background Subtable](#)) or roll on [Human Background Table](#) for a random Adolescence determination. Either way the character is now age 16 and level 0.

d12	Human Background Table
1	Born into slavery, lucky you! roll on <a href="#">Slave Path</a> for your background
2-6	roll on <a href="#">Rural Freeman Background Subtable</a>
7-8	roll on <a href="#">Coastal Freeman Background Subtable</a>
9-10	roll on <a href="#">Urban Poor Background Subtable</a>
11	roll on <a href="#">Urban middleclass Background Subtable</a>
12	roll on <a href="#">Noble Background Subtable</a>

d6	Rural Freeman Background Subtable
1	"you are a bumpkin"; -Cha
2	"love of for growing things"; no effect
3	<a href="#">Countrywise</a>
4	<a href="#">Countrywise</a>
5	+Str
6	+Physical Ability

d6	Coastal Freeman Background Subtable
1	"you are a dreamer"; -Wis
2	"love of the sea"; no effect
3	<a href="#">Waterwise</a>
4	<a href="#">Waterwise</a>
5	+Con
6	+Choice Ability

d6	Urban Poor Background Subtable
1	"you are not sharp spear in the barrel"; -Int
2	"";no effect
3	<a href="#">Streetwise</a>
4	<a href="#">Streetwise</a>
5	+Dex
6	+Random Ability

d6	Urban Middleclass Background Subtable
1	"nary a single day of honest work"; -Physical Ability

2	"have debts"; -d4 <b>Wealth</b> Rolls (can start/be negative)
3	+ <b>Item</b> Roll
4	+ <b>Wealth</b> Roll
5	<b>Connection</b>
6	+Mental Ability

d6	Noble Background Subtable
1	you were born out of wedlock; or otherwise are not accepted by other nobles
2	"title"; you can wave it around
3	+d4 <b>Item</b> Rolls
4	+d4 <b>Wealth</b> Rolls
5	<b>Connection</b>
6	<b>Reputation</b>



# Paths

Characters must meet all requirements of a Path.

## Table Results

### ***Countrywise***

You know your way around the country side. Survival skills, knowledge of animals and plants.

### ***Waterwise***

You know your way on the water (seas, lakes and rivers). Survival skills, knowledge of navigation and sailing.

### ***Streetwise***

You know your way around the city. Survival skills, knowledge of black markets, who not to cross.

### ***Lore***

Knowledge skill.

### ***Reputation***

You're notable. People may recognize your name or appearance from the songs of bards or "wanted dead or alive" posters, depending...

### ***Connection***

Someone owes you.

### ***Sidekick***

A faithful companion. Sidekicks are henchmen you don't have to pay.

## Foriegn Travel

Expand your horizons, pick a country/land or wander about several.

Requirements: Can follow this Path only once.

d6	Foriegn Travel Path Table
1	Roll on <a href="#">Bane Table</a>
2	attract <a href="#">Sidekick</a>
3	learn a foriegn language
4	<a href="#">Lore</a> of foriegn geography, history, and the like.
5	+Wis
6	+Lowest Ability

d6	Foriegn Travel Event Table
1	Lost; must continue with <a href="#">Foriegn Travel Path</a> .
2	
3	
4	
5	Crossed desert.
6	heard rumor.

## Domestic Travel

Travel the homeland, swim in the Shifting Sea, piss over the cliffs of Gor, etc.

Requirements: Can follow this Path only once.

d6	Domestic Travel Path Table
1	Roll on <a href="#">Bane Table</a>
2	<a href="#">Connection</a>
3	<a href="#">Countrywise</a>
4	<a href="#">Lore</a> of local geography, history, and the like.
5	+Wis
6	+Lowest Ability

d6	Domestic Travel Event Table
1	Lost; must continue with <a href="#">Domestic Travel Path</a> .
2	
3	
4	
5	Climbed mountain.
6	heard rumor.

# Wandering Hero

Kwai Chang Caine style.

Requirements: Cha 10+; No crime (previous [Punishment](#)).

d6	Wandering Hero Path Table
1	Roll on <a href="#">Bane</a> Table
2	earn <a href="#">Reputation</a> or expand existing one
3	+d4 <a href="#">Item</a> Rolls
4	choice: attract <a href="#">Sidekick</a> , or gain extra level
5	+Choice Ability
6	+Cha

d6	Wandering Hero Event Table
1	donate to the poor; lose all accumulated <a href="#">Wealth</a> rolls.
2	defeated monster.
3	defeated bandits.
4	hero of Canton.
5	noted for exposing corrupt noble/official.
6	heard rumor.

# Vagabond

Requirements: Any

d6	Vagabond Path Table
1	Roll on <a href="#">Bane Table</a>
2	drafted; must continue with <a href="#">Military Path</a>
3	Learn skill of player's choice
4	gain extra level and must start play
5	+Random Ability
6	+Choice Ability

# Military

Requirements: Str 8+; Con 8+; Dex 8+; No crime (previous [Punishment](#)); No serious [Injury](#). Age <= 40.

Requirements (during war): No serious [Injury](#).

- Nobles start as Leaders.
- Leader may roll on either Leader or one of the other tables.
- If promoted to Leader must continue with [Military Path](#).
- After path completion (unless serious [Injury](#) or discharged) may attempt to be promoted to Leader.

Leader Promotion Roll:

d6 + level + Cha bonus > 8

d6	Army	Navy	Leader
1	Roll on <a href="#">Injury Table</a>		
2	+Item Roll	+Wealth Roll	<a href="#">Connection</a>
3	Army <a href="#">Lore</a>	Naval <a href="#">Lore</a>	+d4 <a href="#">Wealth Rolls</a>
4	+Physical Ability	+Physical Ability	+d4 <a href="#">Item Rolls</a>
5	+Str	+Con	+Int
6	+Cha & promoted	+Cha & promoted	+Cha

d6	Military Event Table
1	war; must continue with <a href="#">Military Path</a> at war.
2	war; must continue with <a href="#">Military Path</a> at war.
3	discharged; may not choose <a href="#">Military Path</a> in the future.
4	garrison duty.
5	noted for bravery.
6	noted for extreme bravery.

## Militia

The local militia takes just about anyone who can lift a sword.

Requirements: Str 6+; Con 6+; Dex 6+; No serious [Injury](#).

Requirements (during war): None

d6	Militia Path Table
1	Roll on <a href="#">Bane</a> Table (or <a href="#">Injury</a> Table if at war)
2	boredom; no effect
3	boredom; no effect
4	+ <a href="#">Item</a> Roll
5	+Str
6	+Physical Ability

d6	Militia Event Table
1	war; must continue with <a href="#">Militia</a> Path at war.
2	drafted; must continue with <a href="#">Military</a> Path at war.
3	gambling; - <a href="#">Wealth</a> Roll. (if no <a href="#">Wealth</a> substitute <a href="#">Item</a> Rolls)
4	gambling; + <a href="#">Wealth</a> Roll.
5	nothing at all happened.
6	noted for defending town from certain peril.

## Mercenary / Guard

Sell your blood.

Requirements: At least one Ability 10+; No serious [Injury](#).

d6	Mercenary / Guard Path Table
1	Roll on <a href="#">Injury</a> Table
2	boredom; no effect
3	+ <a href="#">Wealth</a> Roll
4	+ <a href="#">Item</a> Roll
5	+Random Ability
6	+Random Ability

d6	Mercenary / Guard Event Table
1	abandoned; must continue with choice of <a href="#">Foreign Travel</a> , <a href="#">Vagabond</a> , or <a href="#">Banditry</a> Paths.
2	hired for war; must continue with <a href="#">Military</a> Path at war.
3	failed to save employer/caravan/etc.
4	heard rumor
5	heard rumor
6	noted for saving employer/caravan/etc!



# Banditry

Requirements: One of Str/Dex/Int 10+; No Reputation.

- Gang Leader may roll on either table.
- After path completion (unless serious Injury or Punishment) may attempt to become leader (take over gang).

Take over Gang Roll:

```
d6 + Cha + "paths as bandit" + Item/Wealth rolls sacrificed > 8

natural 1; roll d6
1-3 exiled (see Punishment) and Roll on Injury Table (no chance to avoid),
4-6 swindled (see Bane) and sold into slavery (must continue on Slave Path).
```

d6	Gang Member	Gang Leader
1	Roll on Injury Table	d6: 1 demoted to Gang Member and as natural 1 below, 2-3 demoted to Gang Member and Roll on Punishment Table, 4-6 Roll on Bane Table
2	Roll on Punishment Table	Connection
3	+d4 Wealth Rolls	+d8 Wealth Rolls
4	+d4 Item Rolls	+d8 Item Rolls
5	+Int	+Cha
6	+Dex	+Choice Ability

d6	Banditry Event Table
1	dispersed and hated by common folk and merchants throughout the kingdom.
2	chased relentlessly by the law and dogooders.
3	robbing and pillaging.
4	protection racket.
5	raiding across border.
6	noted for robbing the rich and giving to the poor.

# Prestigious Order

Join a religious order, martial order, mages guild, etc.

Requirements: "Correct" class for order; Pass Recruitment Roll; Others depending on order; May only attempt to join each order once.

- Must use Lay Members table unless exhalted.
- Must use Exhalted Members table if exhalted.

Recruitment Roll:

$d6 + \text{character level} + \text{relevant ability bonus} > 8$

d6	Lay Member	Exhalted Member
1	choice: Roll on <b>Bane</b> Table, Kicked out of order in disgrace (lose all <b>Reputation</b> and <b>Connections</b> from order)	choice: <b>Connection</b> , +d4 <b>Item</b> Rolls, or +d4 <b>Wealth</b> Rolls
2	choice: <b>Connection</b> , + <b>Item</b> Roll, or + <b>Wealth</b> Roll	choice: <b>Connection</b> , +d4 <b>Item</b> Rolls, or +d4 <b>Wealth</b> Rolls
3	<b>Lore</b> of Order's history	earn <b>Reputation</b> or expand existing one
4	gain extra level and exhalted, must continue this Path.	gain extra level
5	+Lowest Ability	+Choice Ability
6	+Class Ability, e.g. Int for wizards	+Choice Ability

d6	Order Event Table
1	conflict; must continue <b>Prestigious Order</b> Path unless kicked out.
2	- <b>Wealth</b> Roll; donation to Order.
3	- <b>Item</b> Roll; donation to Order.
4	leadership transition; d6: 1-4 peacefull, 5-6 schism/split.
5	changes; d6: 1-4 Order's strength grows, 5-6 Order shrinks in size and power.
6	noted for major contribution/aide to Order.

# Apprentice

Apprentice to one of the many Craft / Trade guilds.

Requirements: Not noble; Not ex-slave; No crime(previous [Punishment](#)); No reputaion; May only attempt to join a guild once; Only one type of apprenticeship; Other requirements depending on guild; Must pass Apprentice Roll.

- To continue in Path must pass Apprentice Roll.

Apprentice Roll:

d6 + skill level + relevant ability bonus + Wealth rolls sacrificed > 6

d6	Apprentice Path Table
1	Roll on <a href="#">Bane Table</a>
2	learn or increase relevant skill
3	learn or increase relevant skill
4	learn or increase relevant skill
5	+Random Ability
6	+Relevant Ability, e.g. Str for smith

# Slave

Requirements: Only by roll.

- Before rolling on Slave Path player may opt to "ditch" this character and start game with three 0 level Thralls.
- Lose all but 1 **Wealth** Roll.
- Lose all but 1 **Item** Roll.
- Lose all **Reputation**.
- No level gain.
- After path completion, roll to see if character is granted freedom.
- After Freedom Roll, character may attempt to escape.
- Must continue **Slave** Path unless character gains freedom or escapes.

Granted Freedom Roll:

```
d6 + "Paths as slave" > 6 = granted freedom
```

Escape Roll:

```
d6 + best ability bonus + character level > 6  
natural 1; roll on Punishment Table (may be avoided).
```

d6	Slave Path Table
1	-Physical Ability
2	nothing but drudgery
3	nothing but drudgery
4	<b>Connection</b>
5	+Physical Ability
6	freedom!

## Ponce Around

Attend court, carrouse, and similar aristocratic pursuits.

Requirements: be a Noble.

d6	Ponce Around Path Table
1	Roll on <a href="#">Bane</a> Table
2	+d4 <a href="#">Wealth</a> Rolls
3	+d4 <a href="#">Item</a> Rolls
4	Choice: <a href="#">Connection</a> , earn <a href="#">Reputation</a> or expand existing one
5	+Mental Ability
6	+Cha

# Wealth & Items

Each Wealth or Item grants a roll on the respective table. Player may exchange rolls for a bonus on same table. Exchanges are made prior to each roll.

**Example:**

With 4 Wealth a character can make 4 rolls, 1 roll at +3, 2 rolls at +1, etc.

In addition to any they received from [Paths](#) characters get 1 Wealth Roll **or** 1 Item Roll for each character level attained.

**Example:**

A 4th level character could get an additional 3 Wealth & 1 Item, 2 of each, or any combo totalling 4.

d6	Wealth Table
1	2cp
2	d20 x 5cp
3	d20sp
4	d20 x 5sp
5	d10gp
6	d10 x 5gp
7	(10 + d10) x 5gp
8	10gp monthly income
9+	Choice of any entry on table or as negotiated with DM.

d6	Item Table
1	Extra Wyrd Deck draw.
2	Weapon or equipment.
3	Expensive weapon or equipment.
4	Any armor < plate.
5	Horse, wagon, sm boat, etc.
6	One-shot magic item
7	Daily/charged magic item or a random spell.
8	Permanent magic item or choice of spell.
9+	Choice of any entry on table or as negotiated with DM.

## Punishment

- If character has earned a [Reputation](#) it may be sacrificed to avoid Punishment.
- You may "talk your way" out of Punishment by rolling d6 + Cha bonus > 6.

d6	Punishment Table
1	Slavery; must continue on <a href="#">Slave</a> Path unless currently a slave then character is executed instead.
2	Hard Labor; for d12 years; +Str, -Con, and -Dex.
3	Forehead Branded; -Cha and additional negative/postive reaction adjustment.
4	Eye burnt out; d6: 1-3 right, 4-6 left.
5	Hand lopped off; d6: 1-3 right, 4-6 left.
6	Exiled; must continue choice of <a href="#">Foriegn Travel</a> , <a href="#">Vagabond</a> , or <a href="#">Banditry</a> Paths.

## Injury

- If character has earned a [Reputation](#) it may be sacrificed to avoid Injury.
- You may avoid permanent Injury by rolling d6 + Con bonus > 6.

d6	Injury Table
1	Body bashed; -Con, -Str, and -Dex.
2	Brain bashed; -Int, -Wiz, and -Cha.
3	Limb destroyed; d6: 1-2 right arm, 2-4 left arm, 5 right leg, 6 left leg. -Random Physical Ability and permanent penalty.
4	Limb injured; d6: 1-2 right arm, 2-4 left arm, 5 right leg, 6 left leg. Permanent penalty.
5	Finger/toe lost; meh.
6	Scar; rather dashing.

## Bane

- If character has earned a [Reputation](#) it may be sacrificed to avoid Bane.
- You may petition the gods for mercy and avoid Bane by rolling d20 > highest ability.

d6	Bane Table
1	Wrong place, wrong time; roll on <a href="#">Injury</a> Table (no chance to avoid).
2	Setup for crime charcter did not commit; roll on <a href="#">Punishment</a> Table (no chance to avoid).
3	The gods, they are fickle; no character level gain.
4	Cursed; DM's delight.
5	Unlucky, you are; -Random Ability.
6	Swindled/Robbed; lose all <a href="#">Wealth &amp; Items</a> rolls.

## Full Example

Bobby is rolling up a character. He's gunning for a barbaric fighter type. Let's see what fates have in store for him.

```
Str 6 1 1 = 8
Dex 6 5 3 = 14
Con 6 4 2 = 12
Int 6 4 2 = 12
Wis 4 3 3 = 10
Cha 5 3 3 = 11
```

Ok, not the burly brute Bobby hoped for. Maybe through wise [Path](#) choices (and some better luck) Bobby can improve that Strength.

For [Adolescence](#), Bobby rolls d12(1) a Slave! Rolling on the [Slave](#) Path, d6(1) -Physical Ability. Bobby picks Con for a loss and rolls d6(4) replaces the 6. Checking if he's been Granted Freedom d6(6) + "paths as slave"(1) > 6, yes! Bobby's character, Throngar, is a 16 year old, level 0, ex-slave.

```
0 level 16 years old
Con 4 4 2 = 10
```

For his first Path he joins the King's Army ([Military](#)) as a foot soldier. Serving for d6(3) years he gains enough experience to reach 1st level. His low strength and above average smarts gets him promoted to Lieutenant d6(6) "+Cha & Promoted" d6(5) replaces a 3. Rollinb on event table d6(2) a war breaks out with. Both the war and the promotion require Throngar to continue with the military path.

```
1st level 19 years old
Cha 5 5 3 = 13
```

Being forced to continue, Bobby skips the d6 > level check and goes straight to aging, d6(1). War is a good teacher as Throngar rises to 2nd level in just one year. But, it is also a harsh one. Bobby elected to roll on Land table hoping for Str but rolled d6(1) "Injury" instead. Throngdar fails to avoid getting hurt d6(4) + Con Mod(0) not > 6. But, d6(5) only loses a finger. d6(2) The war continues and so does Throngdar's service to his leige.

```
2nd level 20 years
lost a finger in battle
```

Again skipping level check due to war. Throngdar becomes 3rd level after d6(1) another year. Again Bobby rolls on Land table d6(5) "+Str" d6(1)! Would you believe no gain?. Pouring salt on the wound Throngdar is d6(3) discharged and may not continue on the [Military](#).

```
3rd level 21 years old
Str 6 1 1 = 8
```

Checking to see if he must start play, d6(6) > level(3), nope. The [Militia](#) with it's +Str and +Physical looks promising, but also has two no effect results. Bobby decides to try for a long shot first and petition the Knights of Yor ([Prestigious Order](#)) for entry. First he must choose Fighter for his class. Recruitment d6(4) + level(3) + Str Mod(-1) not > 8. Feeling abandoned by society Throngdar joins a band of highwaymen ([Banditry](#)). For d6(1) a year the band is d6(2) "chased relentlessly by the law and dogooders" until Throngdor is finally d6(2) caught and punished. His pleas for mercy d6(1) + Cha Mod(1) not > 6 fall on deaf ears and he is d6(2) sentenced to d12(7) years of hard labor +Str d6(4) replacing 1, -Con d6(5) no effect, -Dex d6(1) replacing a 6.



```
4th level Fighter 29 years old
Str 6 4 1 = 11
Con 4 4 2 = 10
Dex 1 5 3 = 9
```

Not sure if he really wants to continue this fantasy path business Bobby level checks anyways  $d6(2)$  not  $>$  level(4). He must start play. Throngdor has managed to avoid the burdens of excessive [Wealth & Items](#). He only gets the default 1 roll per level. Bobby decides to spend them all on one roll  $d6(6) + 3 = 9+$  choice of item. Throngdar has a large magical axe! Final stats

```
4th level Fighter, 29 years old, missing a finger, magical battleaxe.
Str 6 4 1 = 11
Con 4 4 2 = 10
Dex 1 5 3 = 9
Int 6 4 2 = 12
Wis 4 3 3 = 10
Cha 5 5 3 = 13
```

Civilization has wronged Throngdor. He decides to leave it for a life of adventure beyond the Eastern Border. Where midling ability scores, a big axe, and a little luck leads to fame and fortune (or death and another go with the Fantasy Path tables).