

Parental Background

Parental Status

01-10	Orphaned
11-65	Basic Career
66-100	Advanced Career

Orphaned

01-05	Bawd	+2 Innuendo
06-10	Beggar	+2 Bluff
11-15	Boatman	+2 Profession/Boatman
16-20	Bodyguard	+2 Intimidate
21-25	Exciseman	+2 Appraise
26-30	Fisherman	+2 Profession/Fisher
31-35	Footpad	+2 Pick Pocket or Move Silently
36-40	Gambler	+2 Sense Motive
41-45	Grave Robber	+2 Hide or Move Silently
46-50	Jailer	+2 Spot or Search
51-55	Labourer	+2 Craft (choose)
56-60	Muleskinner	+2 Handle Animal
61-70	Outlaw	+2 Disguise
71-75	Peddler	+2 Bluff
76-78	Pit Fighter	+2 Perform or Tumble
79-82	Rat Catcher	+2 Handle Animal or Disable Device
83-86	Rustler	+2 Handle Animal or Ride
87-90	Seaman	+2 Profession/Sailor
91-93	Servant	+2 Diplomacy or Craft or Profession
94-95	Soldier	+2 Intimidate or Knowledge/Warfare
96-97	Thief	+2 Appraise or Disable Device or Pick Pocket
98-0	Tomb Robber	+2 Tumble or Intuit Direction

Basic Careers

01-02	Agitator	+2 Knowledge/Politics
03-04	Alchemists App	+2 Alchemy
05-06	Artisans App	+2 Craft (choose an art)
07-08	Bawd	+2 Innuendo
09-10	Beggar	+2 Bluff
11	Boatman	+2 Profession/Boatman
12-13	Bodyguard	+2 Intimidate
14-15	Bounty Hunter	+2 Gather Information
16-17	Coachman	+2 Profession/Wagon Driver
18	Druid	+2 Wilderness Lore
19	Engineer	+2 Knowledge/Engineering
20-21	Entertainer	+2 Perform
22-23	Exciseman	+2 Appraise
24-25	Fisherman	+2 Profession/Fisher
26-27	Footpad	+2 Pick Pocket or Move Silently
28	Gambler	+2 Sense Motive
29-30	Gamekeeper	+2 Animal Handling or Search
31-32	Grave Robber	+2 Hide or Move Silently
33-34	Herbalist	+2 Profession/Herbalist
35-36	Herdsmen	+2 Animal Handling
37-38	Hunter	+2 Hide or Move Silently or Wilderness Lore
39-40	Hypnotist	+2 Autohypnosis
41-42	Jailer	+2 Spot or Search
43-44	Labourer	+2 Craft (choose)
45-46	Marine	+2 Intimidate or Profession/Sailor
47-48	Mercenary	+2 Appraise or Intimidate
49-50	Militiaman	+2 Knowledge/Local
51-52	Minstrel	+2 Perform

53-54	Muleskinner	+2 Handle Animal
55-56	Noble	(see noble table)
57-58	Outlaw	+2 Disguise
59-60	Outrider	+2 Ride
61-64	Peddler	+2 Bluff
65-66	Physician	+2 Heal
67-68	Pit Fighter	+2 Perform or Tumble
69-70	Prospector	+2 Search or Knowledge/Geology
71-72	Protagonist	+2 Intimidate
73-74	Raconteur	+2 Innuendo
75-76	Rat Catcher	+2 Handle Animal or Disable Device
77	Roadwarden	+2 Ride or +2 Spot
78	Runner	+2 Intuit Direction
79-80	Rustler	+2 Handle Animal or Ride
81	Scribe	+2 Profession/Scribe
82- 84	Seaman	+2 Profession/Sailor
85	Servant	+2 Diplomacy or Craft or Profession
86-87	Smuggler	+2 Appraise or Hide
88-89	Soldier	+2 Intimidate or Knowledge/Warfare
90-91	Thief	+2 Appraise or Disable Device or Pick Pocket
92	Toll Keeper	+2 Intimidate
93	Tomb Robber	+2 Tumble or Intuit Direction
94-95	Trader	+2 Appraise or Sense Motive or Bluff
96	Trapper	+2 Disable Device
97	Troll Slayer	+2 Intimidate or +2 Hide
98	Tunnel Fighter	+2 Intuit Direction
99	Watchman	+2 Spot or +2 Listen
100	Woodsman	+2 Wilderness Lore

Advanced Careers

01-04	Alchemist	+2 Alchemy
05-08	Artillerist	+2 Profession/Artillerist
09-14	Assassin	+2 Hide or Move Silently or Knowledge/Poisons
15-17	Charlatan	+2 Bluff
18-20	Counterfeiter	+2 Forgery
21-23	Druid	+2 Wilderness Lore
24-26	Duellist	+2 Intimidate or +2 Innuendo
27-29	Explorer	+2 Intuit Direction or Knowledge/Geography
30-32	Fence	+2 Appraise or Sense Motive
33-35	Forger	+2 Forgery
36-38	Free Lance	+2 Sense Motive
39-41	Giant Slayer	+2 Intimidate or Hide
42-47	Highwayman	+2 Appraise or Perform
48-50	Judicial Champ	+2 Knowledge/Law or Intimidate
51-53	Lawyer	+2 Profession/Lawyer
54-56	Mercenary Capt	+2 Bluff or Sense Motive
57-59	Merchant	+2 Appraise or Bluff or Sense Motive
60-62	Navigator	+2 Profession/Navigator
63-65	Outlaw Chief	+2 Intimidate
66-68	Physician	+2 Heal
69-71	Racketeer	+2 Bluff
72-74	Sapper	+2 Profession/Sapper
75-77	Scholar	+2 Knowledge (choose)
78-80	Scout	+2 Spot or Search or Listen or Ride
81-83	Sea Captain	+2 Profession/Sailor
84-86	Slaver	+2 Profession/Slaver
87-89	Spy	+2 Disguise or Gather Information
90-92	Targeteer	+2 Spot
93-00	Torturer	+2 Profession/Torturer

Heirloom

- 1 – 8 Rich (5x money)
- 9 – 12 Jewellery (d20 x 100 gold pieces)
- 13 – 20 Family Ring (roll below)
- 21 – 37 Spiritual Weapon (player may choose weapon and opponent as per Favoured Enemy, weapon is +2 th/dmg vs that foe only)
- 38 – 54 Magical Weapon +1 (player may choose weapon type)
- 55 – 70 Bonus Feat (choose an extra feat you qualify for)
- 71 – 87 Skill Focus +2 bonus (choose a skill you qualify for)
- 88 – 95 +1 on a Save (choose Fortitude, Reflex or Will)
- 96 – 99 +2 on a Save (choose Fortitude, Reflex or Will)
- 100 Magical Ability. If a spellcaster, choose 1 spell from the level above your best available (2nd for most, 1st for Paladins, Rangers etc). If a non-spellcaster, choose a 0th level Arcane spell. This extra spell becomes a Su ability usable once a day.

Rings

- 1 Climbing
- 2 Jumping
- 3 Protection +1
- 4 Warmth
- 5 Feather falling
- 6 Swimming
- 7 Sustenance
- 8 Counterspells
- 9 Mind shielding
- 10 Force shield