

PARENT: OPTIONAL RULES

The following tables are a list of optional rules for someone who may want to spice up their story by adding in the interesting dynamic of having children. The tables will help you determine whether or not you are raising these children alone, how many children you have, how you feel towards these children, and why you became an adventurer when you have children to take care of.

PARENT VS GUARDIAN

d100	Type
01-85	Biological Parent
86-00	Legal Guardian

MARITAL STATUS

d8	Status
1-3	Married
4-6	In a Relationship
7-8	Single

If your character is married or in a relationship, work with your DM to determine your partner's characteristics.

REASON FOR BEING SINGLE

d8	Status
1-2	Partner Died
3-4	You Died
5-6	Break Up
7-8	Partner Ran Off
9-10	You Ran Off

CHILDREN

NUMBER OF CHILDREN

d10	Children
2 or Lower	1
3-4	1d4
5-6	1d4+1
7-8	1d6+1
9-10	1d6+2

BIRTH ORDER

2d6	Birth Order
2	Twin, Triplet, or Quadruplet
3-7	Older
8-12	Younger

RELATIONSHIP TO CHILDREN

d12	Relationship
1-3	Biological Parent
4-5	Biological Relative
6-7	Friend/Acquaintance of Biological Parent
8	Found Children in the Streets
9-10	Own/Run an Orphanage
11-12	Step-Parent

ATTITUDE TOWARDS CHILDREN

d10	Attitude
1-3	Love
4-5	Hate
6-7	Pity
8-9	Tolerate
10	They are Entertaining

ADVENTURING

WHY DID YOU BECOME AN ADVENTURER?

d20	Status
1-1	I wish to better provide for my Family
3-4	I ran away from my responsibilities
5-7	My family was killed and I must get revenge
8-10	My family was attacked because of me, I must protect them by leaving
11-14	I was attacked because of my family
15-17	I was transformed by magic and do not want to reveal myself to my family
18-19	I must find and return my partner to their home
20	My family was kidnapped, and i wish to return them home