

BACKGROUNDS for HUMAN CHARACTERS
Roll for one in lieu of the standard roll for starting gold

| d20 | TYPE | ABILITIES | EQUIPMENT | GOLD (x10) |
|-----|----------------|--|---|------------|
| 1 | Alchemist | Beginner's Alchemy (make a Healing Potion in 1 week for 125 GP) | 1 Healing Potion, Mortar & Pestle | 2d6 |
| 2 | Amazon | Invoke Goddess (re-roll one die per day, but only if wearing bronze armor) | Bronze Armor & Shield (AC 3), Bronze Sword, Long Bow, 2 Flasks Greek Fire (treat as Oil) | 1d6 |
| 3 | Animal Trainer | Animal Handling (+4 Reaction Roll for normal animals) | Mule, Guard Dog (1 HD, AC 7, 1d6 bite) | 2d6 |
| 4 | Archer | Rapid Fire (Fire arrows twice per round if not moving or in melee) | Long Bow, Quiver, 15 arrows, 5 silver arrows | 2d6 |
| 5 | Bandit | Evasion (Flee combat without being hit, but only if wearing leather armor) | Hooded Cloak, Leather Armor, Shield, Short Bow, Quiver, 20 arrows, Treasure Map (ruin) | 2d6 |
| 6 | Barkeep | Ear for Listening (Knows 2d6 local rumors) | Flask of Fine Spirits (50 GP value, +2 Reaction Roll if a shot is offered, 10 shots total) | 2d6 |
| 7 | Berserker | Rage (+2 to attack rolls & AC 7 if no armor, will not flee or surrender), +1 hp at 1 st level | Bearskin Cloak, Tooth-bitten Shield | 1d6 |
| 8 | Buccaneer | Swimming (-20% chance of drowning), Ship-craft, Rope Use | Cutlass, Spyglass, Treasure Map (island), Pet Monkey (1 hp), 50' Rope with Grappling Hook | 3d6 |
| 9 | Caveman | Tough (+1 HD at 1 st level, but will not wear any armor), Hunting, Illiterate | Furs, Club or Stone Axe & Spear, Hide Sack with Meat & Fruit | --- |
| 10 | Engineer | Eye for Construction (detect dungeon traps as a dwarf & secret doors as an elf) | Lantern, Steel Mirror, Chalk Stick, Level, Measuring Stick (6', ruled) | 3d6 |
| 11 | Flyer | Aerial Combat Training, Tumbling (-1 point per die falling damage) | Potion of Flying, Leather Armor, 5 Javelins | 2d6 |
| 12 | Gemcutter | Appraise (gems & jewelry), Cut Gems (4 in 6 chance of increasing value of a gem by 10%) | Magnifying Lens, Diamond Dust (50 GP value, use 10 GP per attempt to cut gem) | 2d6 |
| 13 | Man-At-Arms | Years of Guard Duty (surprised only on 1 in 6) | Chain mail, Shield, Sword, Dagger, Light Crossbow, 30 Quarrels in Case | 2d6 |
| 14 | Merman | Breath Underwater, Leathery Skin (AC7, +1 hp at 1 st level), -1 to attack rolls on land | Trident, 20 Darts | 1d6 |
| 15 | Nomad | Surprise Outdoors (1-4 in 6, if wearing only leather armor), Archery while Riding | Light Horse, Lance, Horse Bow, Leather Armor | 1d6 |
| 16 | Orcish | Nocturnal (Infravision, -1 on attack rolls in full daylight), Tough (+1 hp at 1 st level) | Leather Armor, Shield, Hand Axe | 1d6 |
| 17 | Pilgrim | Traveling (Add 1 hex to daily movement) | Sturdy Staff, Holy Relic (Turns Undead as 3rd Level Cleric 2d6 times before disintegrating) | 2d6 |
| 18 | Sage | Identify Magic Item (Takes 1 week and uses 100 GP of material components) | Reference Books, Blank Vellum Book, Ink & Quill | 2d6 |
| 19 | Smith | Fire-tough (-1 point per dice fire damage), Forging (Make weapons/armor at 1/2 cost) | Chainmail, Shield, Hammer, Tongs, 12 Iron Spikes, Crowbar | 2d6 |
| 20 | Spy | Double Talk (+2 on reaction rolls), Disguise, Languages (Double normal number) | 2 Daggers (1 hidden in boot) | 2d6 |

Each background also gets a +2 Reaction Roll when encountering others of the same background