



d30 Deity Generator

DGN1: SEX, APPEARANCE AND DOMAIN(S)

Roll on d30	Domain(s)					Sex/ Appearance*
	a	a ^{x2}	b	b ^{x2}	a+b	
1	2	3	4	5	male, young	
6	7	8	9	10	male, mature	
11	12	13	14	15	male, old	
16	17	18	19	20	female, young	
21	22	23	24	25	female, mature	
26	27	28	29	30	female, old	

a = Roll once on DGN3a for god's domain.
 a^{x2} = Roll twice on DGN3a for god's domains.
 b = Roll once on DGN3b for god's domain.
 b^{x2} = Roll twice on DGN3b for god's domains.
 a+b = Roll once on DGN3a and once on DGN3b for god's domains.

* General appearance of age only.
 Actual age is 1d30 millennia, decamillenia or eras (at DM's discretion).

DGN2: NUMBER OF DEMIGOD OFFSPRING AND GENERAL PERSONALITY OF DEITY

Roll on d30	Number of Offspring					Deity's Personality
	0	1d3	1d5	1d10	1d30	
1	2	3	4	5	aloof	
6	7	8	9	10	indifferent	
11	12	13	14	15	meddlesome	
16	17	18	19	20	obtrusive	
21	22	23	24	25	prideful	
26	27	28	29	30	worrisome	

DGN3a: DOMAIN

Roll	Domain
1	being
2	creation
3	god-making
4	life/living
5	birth
6	rebirth/transformation*
7	health/healing
8	death
9	time
10	seasons
11	fate
12	luck/fortune
13	oaths/contracts
14	justice
15	protection
16	revenge
17	war
18	victory
19	strength
20	beauty
21	love
22	mothers/fathers*
23	marriage/fidelity*
24	fertility/family*
25	lies & deceit/tricks*
26	knowledge/wisdom*
27	wealth
28	light/dark*
29	day/night*
30	sleep

DGN3b: DOMAIN

Roll	Domain
1	sky/air
2	sun
3	moon/stars*
4	weather/storms*
5	thunder
6	rain
7	earth
8	fire
9	water/oceans*
10	sea(s)/river(s)*
11	vegetation/
12	agriculture/harvest
13	trees/forests*
14	animals
15	hunting
16	food & drink
17	travelers
18	clan/nation/tribe
19	race
20	locality (general)
21	place (specific)
22	household
23	artisans/arts
24	warriors
25	thieves
26	priests
27	merchants
28	carpenters
29	entertainers/bards
30	magic/magicians

DGN4: SYMBOL*

Roll	Deity's Symbol
1	abstract symbol/glyph
2	arcane symbol/glyph
3	alpha-numeric symbol
4	religious symbol/glyph
5	element (e.g., fire, lightning)
6	star/moon/planet/comet
7	shape (e.g., circle, hexagon)
8	chariot
9	tower
10	weapon
11	armor item (e.g., shield, helm)
12	clothing item (e.g., robe, stole)
13	book
14	tool (e.g., hammer, crowbar)
15	professional symbol/item
16	personal object (e.g., card)
17	household object (e.g., table)
18	musical instrument
19	chalice/cup/jug/urn
20	crown
21	gem/stone
22	piece of jewelry
23	wand/rod
24	geographic feature
25	flower/tree/plant
26	rock/stone/shell
27	animal, complete
28	animal, part (e.g., paw, eye)
29	body part (e.g., hand, skull)
30	2 symbols combined (reroll)

DGN5: TROPE

Roll	Associated Trope
1	appears in dreams
2	unpronounceable name
3	overly long name
4	goes by many names
5	visits Prime in disguise
6	appears as talking animal
7	shapeshifting
8	extra limbs
9	tail
10	strange skin color
11	androgynous
12	animorphic
13	animal head
14	magical animal servant
15	evil uncle
16	evil mother
17	promiscuous spouse
18	doppelganger
19	twin
20	lots of siblings
21	self-made orphan
22	incestuous
23	sibling rivalry
24	non-sibling rivalry
25	celestial bureaucracy
26	sacrifices
27	oracle
28	gift-giver
29	talking weapon
30	reborn from old god

* Roll 1d3: 1=first concept; 2=second concept; 3=both

* Specifics at DM's discretion