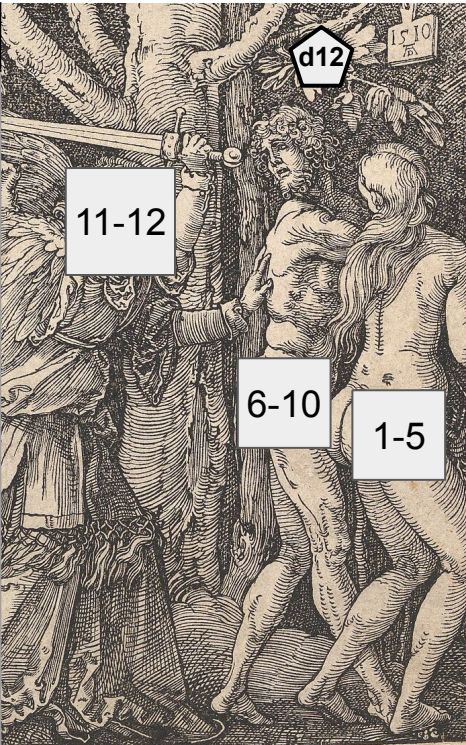


d66	body	soul	occupation	problem and probable progressions		
Rural	11	filthy	canny	farmer	Neighbors	unhappy marriage → cheats → killed in murderous jealousy
	12	stout	superstitious	farmhand		disapproved lover → lover kills kin in self-defense → they flee
	13	buxom	provincial	shepherd		accidental crime → flees punishment → criminal to survive
	14	missing teeth	practical	fisher		nearing death → mistrusts heir & seeks another → “accident”
	15	greasy	ribald	hunter		beloved kin → who goes missing → leaves to search → missing too
	16	hirsute	overbearing	hedge-witch		strong convictions → chooses them over family → ostracised
Urban	21	flea-bitten	cosmopolitan	laborer	Loners	commits an offense → is to be punished → protected by faction
	22	gangrenous	skeptical	guard		unrequited love → spurned → obsessed with social advancement
	23	gaunt	sarcastic	pickpocket		ashamed of something innocuous → increasingly secretive
	24	fashionable	greedy	merchant		covets a normal life → steals “normal” people’s things & LARPs
	25	short	hurried	artisan		seduced by wicked lover → tasked against conviction → abandoned
	26	gaudy	shy	prostitute		seeks peace & quiet → gives warning → violence & flight
Soldiers	31	one-eyed	paranoid	footman	Minions	has bad news for boss → punished for delivering → lies thereafter
	32	twitchy	strict	cook		tasked to act against convictions → does → drinks away guilt
	33	massive	cruel	engineer		tasked to act against convictions → doesn’t → fugitive
	34	limping	gregarious	sailor		has friends and covets advancement → betrays to advance
	35	scarred	addicted	spy		mistreated → plots mutiny → fails, executed → era of persecution
	36	young	dour	physic		has idea to benefit faction → it does; promoted → bad at leading
Nobles	41	elegant	supercilious	courtier	Bosses	troublesome but beloved minion → who commits an offense
	42	obese	fatuous	official		minion seems to offend → punish them → evidence boss erred
	43	cross-eyed	superficial	knight		lies to rise in ranks → blackmailer discovers → kills blackmailer
	44	svelte	bemused	failson		real plot against them → increasingly paranoid actions → doom
	45	stammering	overpolite	arriviste		idealistic → compromises to maintain position → idealists revolt
	46	tall	responsible	servant		figurehead → attempt to assert real authority → deposed
Mystics	51	blind	scrupulous	priest	Anyone	cough → horrid disease → will do anything for cure → dies anyway
	52	bow-legged	curious	alchemist		falls into debt → adopted by faction → tasked against conviction
	53	epileptic	heretical	sage		collects trinkets → finds what they shouldn’t → pursued
	54	elderly	fanatical	hermit		feels bored → seeks “adventure” → found dead in dungeon
	55	clean	hypocritical	monk/nun		unexpected windfall → surrounded by sycophants → penury again
	56	ethereal	obsessive	cultist		no problems, life great until the PCs get involved
Other	61	mute	guilt-ridden	assassin	Boo!	has regular mystic experiences →they stop → attempt to regain
	62	bug-eyed	flighty	fugitive		werewolf unknown to self → kills → investigates → never learns
	63	sleepy	skeevy	bard		seduced by mysterious stranger → enslaved to vampire
	64	flatulent	histrionic	“adventurer”		ambitious → literal deal with devil → miserable success
	65	fidgety	kind	eunuch		eats tasty mushroom → enslaved to mycorrhizal undergod
	66	stunning	naive	ghost		cough → horrid disease → dies → is a ghost → realizes & panics

d10	Alignment			d8	Manners and Motions
1	fanatically	traditional		1	PRESS <i>committed, insufferable</i>
2	fastidiously	progressive		2	FLICK <i>amusing, unserious</i>
3	hypocritically	benevolent		3	PUNCH <i>self-righteous, impatient</i>
4	naively	patriotic		4	FLOAT <i>calm, callous</i>
5	nominally	selfish		5	WRING <i>self-reflective, overdramatic</i>
6	self-loathingly	malevolent		6	DAB <i>efficient, sarcastic</i>
7	self-righteously	communitarian		7	SLASH <i>passionate, violent</i>
8	surprisingly	individualistic		8	GLIDE <i>graceful, elusive</i>
9	trying to be	peace-loving			
10	unwittingly	nature-loving			