

CHARACTER PACK

BIRTH DATE

Everyone gets born into the wide world, though some births are more promising than others.

Year

The default starting year for **WFRP4** is 2512 IC, though your story may differ. Calculate your birth year by subtracting your age from the current year, and make any last adjustment based on the current month.

Month

The Imperial calendar year consists of 400 days, divided into twelve months of 32 or 33 days each. In addition, there are 6 intercalary holidays that take place outside of the order of weekdays and months.

Birth Month Table

1d100	Month	# Days	Translation	Equivalent
01	Hexenstag	Holiday	Witching Day - New Year	
02-08	<i>Nachexen</i>	32	After-Witching	<i>February</i>
09-16	<i>Jabrdrung</i>	33	Year-Turn	<i>March</i>
17	Mitterfruhl	Holiday	Spring Equinox	
18-25	<i>Pflugzeit</i>	33	Plough-Tide	<i>April</i>
26-33	<i>Sigmarzeit</i>	33	Sigmar-Tide	<i>May</i>
34-41	<i>Sommerzeit</i>	33	Summer-Tide	<i>June</i>
42	Sonnstill	Holiday	Summer Solstice	
43-50	<i>Vorgeheim</i>	33	Fore-Mystery	<i>July</i>
51	Geheimnistag	Holiday	Day of Mystery	
52-58	<i>Nachgeheim</i>	32	After-Mystery	<i>August</i>
59-66	<i>Erntezeit</i>	33	Harvest-Tide	<i>September</i>
67	Mittherbst	Holiday	Autumn Equinox	
68-75	<i>Brauzeit</i>	33	Brew-Month	<i>October</i>
76-83	<i>Kaldezeit</i>	33	Chill-Month	<i>November</i>
84-91	<i>Ultrizeit</i>	33	Ultric-Tide	<i>December</i>
92	Monstille	Holiday	Winter Solstice	
93-00	<i>Vorhexen</i>	33	Fore-Witching	<i>January</i>

Day

To calculate which day of the month you were born, simply roll 1d100, divide by 3, and round up. **Example:** For my Character, Sirin, I roll a 94 for my birth date. Dividing by 3 gives me a result of 31.33, but when I round up, it means Sirin was born on the 32nd.

If you were born in Nachexen or Nachgeheim, which have 32 days only, you can choose to reroll any result of 97-00, or you may choose the closest Holiday instead as the day you were born. For all other months, you may choose to reroll a result of 00 or choose the closest Holiday.

CHARACTER BUILD

If your GM allows, you may choose one of the Character Builds below, or roll 1d100 for your Character's build and its characteristic effects. A character who chooses to roll on this table gains +10 XP even if no modifiers are used (though the GM is then free to make use of such descriptive material in game).

Character Build Table

1d100	Human	Dwarf	Elf	Halfling	Gnome
01	Slight	Slight	Slight	Slight	Slight
02-05	Slight	Lean	Slight	Lean	Slight
06-15	Lean	Lean	Lean	Medium	Lean
16-25	Lean	Medium	Lean	Medium	Lean
26-40	Medium	Medium	Lean	Medium	Lean
41-55	Medium	Medium	Medium	Brawny	Medium
56-70	Medium	Brawny	Medium	Brawny	Medium
71-85	Brawny	Brawny	Medium	Brawny	Medium
86-95	Brawny	Rotund	Brawny	Rotund	Medium
96-99	Rotund	Rotund	Brawny	Rotund	Brawny
100	Rotund	Rotund	Rotund	Rotund	Rotund

Character Build Effects

If a character has a Build smaller or bigger than 'average', the GM may impose the following optional modifiers to the character's profile. As with Talents that enhance characteristics, these effects do not count as Advances.

Build	Strength	Toughness	Agility	Movement
Slight	-5	-5	+10	+1
Lean	-5	none	+5	none
Medium	none	none	none	none
Brawny	+5	none	-5	none
Rotund	+5	+10	-10	-1

Female Characters

For game purposes, the Human genders are not differentiated in the **WFRP4** Rulebook. If your GM allows, you may opt to gain +25 XP for your female Human Character by doing the following: i) determine height by starting with 3'9" and add 2d10"; and ii) roll on the **Character Build Table** above with a -20 modifier (doubles remain the same).

DISTINGUISHING FEATURES

Players and GMs alike may enjoy choosing from, or rolling, on the **Distinguishing Features Table**. These features can well form the basis of an evocative character description. Some of the features have suggested modifiers, which are optional. It is suggested that if the GM employs the modifiers for the NPCs, they should be applied to the Characters as well; and vice-versa.

Roll on the following table to determine the number of distinguishing features your Character gains:

1d100	Human	Dwarf	Elf	Halfling	Gnome
01-30	0	0	0	0	0
31-55	1	1	0	1	1
56-70	2	2	1	1	2
71-85	2	3	1	2	2
80-95	3	3	2	2	2
96-00	4	4	3	3	3

Distinguishing Features Table

1d100	Feature	Optional Modifiers	1d100	Feature	Optional Modifiers
Arms & Hands			Facial Features		
01-02	Big Hands	+5 Dex	55	Broken Nose	none
03	Long Nails	none	56	Flat Nose	none
04	Missing Nails	none	57	Hawk Nose	none
05-07	Missing Finger	none	58	Hook Nose	none
08-09	Rough Hands	-5 Dex	59	Large Nose	none
10	Single Arm	<i>Amputated Arm</i> (p180), +2 Fate	60	Nose Ring	none
11-12	Small Hands	-5 Dex	61	Strange Teeth	none
13-14	Strong Grip	+5 Dex	62	Very White Teeth	+5 Fel
Bodily Feature			Facial Hair		
15-17	Birthmark	none	63	Bushy Eyebrows	none
18	Pleasant Scent	+5 Fel	64-66	Goatee	none
19-20	Scarred Skin	-5 Fel, +10 <i>Intimidate</i> Skill	67	Missing Eyebrow(s)	none
21-23	Tattoo(s)	none	68-69	Monobrow	none
24-25	Unpleasant Odour	-5 Fel	70-77	Moustache	none
Body Type			78-80	Mutton Chops	none
26-29	Barrel-Chested	+5 S, +5 T, -5 Agi	Hair		
30-31	Bigger Belly	+40 on Character Build Table	81-82	Bald (or Balding)	none
32-33	Limp	-1 Movement	83-84	Curly Hair	none
34	Stooping Back	Standing -1 before your betters	85-86	Excessive Hair	none
35	Straight Back	Standing +1 before your betters	87-88	Very Long Hair	none
36	Very Short	-1d10" shorter than min, +5 Agi	89-90	Very Short Hair	none
37	Very Tall	Add +1d10" to size roll, +5 Fel	Legs		
Facial Features			91	Distinctive Gait	none
38-40	Bad Breath	-5 Fel	92	Long Legs	+5 Fel, +1 Movement
41-42	Big Ears	none	93	Short Legs	-1 Movement
43	Missing Ear	none	94	Silly Walk	none
44	Haughty Expression	-5 Fel, Standing +1	95	Strong Legs	Gain the <i>Strong Legs</i> Talent
45-46	Sneer	-5 Fel, +5 <i>Intimidate</i> Skill	Voice		
47	Charismatic Eyes	+5 Fel	96	Lisp	-5 Fel
48	Lazy Eye	none	97	Loud Voice	-5 Fel, +10 <i>Leadership</i> Skill
49	Single Eye or Patch	-10 BS, +20 <i>Intimidate</i> Skill	98	Strong Accent	-1 SL on failed Language Tests
50-51	Attractive Features	Gain the <i>Attractive</i> Talent	99	Stutter	-10 penalty to all Language Tests
52	Pox Marks	+1 Corruption, +1 Fate	100	Very Clear Voice	+1 SL on passed Language Tests
53	Ruddy Face	none			
54	Scarred Face	-5 Fel, +10 <i>Intimidate</i> Skill			

Now, roll on the **Distinguishing Features Table** above. If you are using the modifiers, you gain +25 XP per roll you make, regardless of the modifier. Once you make your roll, you may lose this XP bonus and reverse the roll's result for +10 XP instead. If you choose your features instead, the selected features are minor examples for character flavour only and do not affect your characteristics.

As with Talents that enhance characteristics, these modifiers do not count as Advances (even the Skill bonuses).

DOOMING

During character generation, if the GM allows, a Character who is supposed to begin with the *Doomed* Talent (such as a Human) may choose to swap it for a free Talent from the character's starting Career, or roll on the **Random Talents Table** (p36).

HANDEDNESS

You can choose your Character's natural handedness (Right or Left only), or roll on the following table. Doing the latter gives you a small chance to pick up the *Ambidextrous* Talent for free!

1d100	Handedness
01	Left-handed + 1 level of the <i>Ambidextrous</i> Talent
02-20	Left-handed
21-95	Right-handed
96-99	Right-handed + 1 level of the <i>Ambidextrous</i> Talent
100	You gain both levels in the <i>Ambidextrous</i> Talent

Other than affecting your ability to manipulate objects and weapons, handedness does not really come into play—except that left-handedness is often seen as a sign of Corruption by the most devout or foolish.

DOOMING TABLE

The following is a table of possible Doomings for your Character. You may choose from the table, or gain +10 XP if you roll on the table and keep the Dooming that you rolled. Feel free to use this table as inspiration for your own invention.

1d100	Dooming	1d100	Dooming
01-02	Thy end shall be a sticky one.	51-52	The darkest rot will eat thee.
03-04	Beware the beasts of the field.	53-54	Thy end arises from flames unseen.
05-06	Red is the most dangerous colour.	55-56	Pride and vanity shall ruin thee.
07-08	The written word shall be thy Doom.	57-58	The withering eye is thy reward.
09-10	Lack of breath shall kill thee.	59-60	Violent means bring your Doom.
11-12	The number of your Dooming shall be three.	61-62	Thrice haunted, you shall die.
13-14	The Beast of Brass shall claim thy soul.	63-64	The flashing blade will end thy days.
15-16	By your own hand shall you die.	65-66	Your dice shall run out.
17-18	Eat no meat with tubes in't.	67-68	Thy god shall abandon thee.
19-20	Thy game shall be over.	69-70	Morr sends a maiden.
21-22	You shall die in bed, but not your own.	71-72	Good advice shall be unwisely heeded.
23-24	Thy last breath be in Morrslieb's light.	73-74	From darkness cometh the raven.
25-26	Water in all its forms is thy nemesis.	75-76	Beasts of the field hath eyes for thee.
27-28	Thou art not as good as thou thinkest thou art.	77-78	Plague and dark disease shall bring thee to thy knees.
29-30	Linger not upon the privy.	79-80	Absence makes thy heart frow weaker.
31-32	Thou shall drop, Doomed.	81-82	The sword shalt bring no justice, only thine end.
33-34	Death cometh from above.	83-84	The bun! The pastry! The pie! Lo, they are Morr's dishes!
35-36	Seek not to meet thy maker.	85-86	The drummer beats out thine end.
37-38	Thy Doom cannot be uttered.	87-88	Thou shalt sup deep at the cup of corruption.
39-40	Beware the innocent gift.	89-90	Thine end is not thine end!
41-42	Bliss shall be spoilt by tragedy.	91-92	High places bring a low end.
43-44	Morr shall bring dire news for thee.	93-94	A forbidden passion shall be your undoing.
45-46	In the midnight hour, thou shalt cry out for Morr.	95-96	Thou shall see eight before thy Doom.
47-48	Upon a pale horse shall ye ride.	97-98	Thy destination shall be fatal.
49-50	You shall run to the last.	99-100	You shall die when it most suits your story.

CHARACTER MOTIVATIONS TABLE

The following is a table of possible Motivations for your Character. You may choose from the table, or gain +10 XP if you roll on the table and keep the Motivation that you rolled. Feel free to use these Motivations as inspiration for your own.

1d100	Motivation	1d100	Motivation	1d100	Motivation	1d100	Motivation
01	Adventurous	26	Die gloriously	51	Loyal	76	Rustic
02	Altruistic	27	Diplomatic	52	Masochist	77	Ruthless
03	Ambitious	28	Discoverer	53	Megamaniacal	78	Sadistic
04	Antagonistic	29	Do-gooder	54	Miserly	79	Seeker of renown
05	Ascetic	30	Do what must be done	55	Money-maker	80	Self-centred
06	Atoner	31	Dutiful	56	Natural born leader	81	Self-sacrificial
07	Attention-seeker	32	Entertainer	57	Nurturer	82	Servile
08	Be forgotten	33	Escape	58	Obdurate	83	Shining wit
09	Be loved	34	Ethical	59	Obsequious	84	Show kindness
10	Be remembered	35	Evangelical	60	On the run	85	Skeptical
11	Be someone else	36	Explorer	61	Ostentatious	86	Smarter, faster, stronger...
12	Born to be wild	37	Follow orders	62	Overwhelming power	87	Social climber
13	Brutish	38	Hater	63	Patriotic	88	Spread suffering
14	Calm-headed	39	Heartless	64	Penitent martyr	89	Spread the word
15	Cause-seeker	40	Helper	65	Perfectionist	90	Strategic
16	Champion	41	Honourable	66	Practical	91	Teacher
17	Chivalrous	42	Hospitable	67	Preserve the law	92	Thrillseeker
18	Commanding	43	Imaginative	68	Protect the weak	93	Traveller
19	Competitive	44	Indulgent	69	Pursuer	94	Trendsetter
20	Cooperative	45	Inquisitive	70	Rabble-rouser	95	Tribal
21	Controlling	46	Irreligious	71	Reactionary	96	Urbane
22	Deceiver	47	Jovial	72	Rebellious	97	Vain
23	Delusions of grandeur	48	Kleptomaniac	73	Ringleader	98	Vengeful
24	Devourer	49	Law-abiding	74	Rivalrous	99	Vulgarian
25	Didactic	50	Libertine	75	Root out Chaos	100	Zealot

PLACE OF BIRTH

Roll 1d100 on the table appropriate to your Species to determine where your Character was born.

Humans in the Empire Table

1d100	Place of Birth		1d100	Place of Birth		
01-05	Averland (Grand Duchy)		31-55	Altdorf (Capital of Reikland and The Empire)		
	01-50	Averheim (Provincial Capital)	56-70	Reikland (Grand Principality)		
	51-55	Grenzstadt		01-04	Auerswald	
	56-60	Heideck		05-20	Bogenhafen	
	61-65	Loningbruck		21-23	Castle Reiksguard	
	66-70	Streissen		24-26	Dunkelberg	
	71-75	Totenburg		27-30	Eilhart	
	76-00	Other (small town, village, hamlet, farm)		31-33	Grissenwald	
34-36	Grunburg	37-40		Helmgart		
41-44	Holgau	45-55		Kemperbad		
56-60	Stimmigen	61-80		Ubersreik		
81-85	Weissbruck	86-90		Wheburg		
91-00	Other (small town, village, hamlet, farm)	71-75		Stirland (Grand County)		
06-10	Hochland (Grand Barony)			76-80	Talabecland (Grand Duchy)	
	01-05	Bergendorf			01-05	Bek
	06-10	Bergsburg			06-10	Hermdorf
	11-15	Esk			11-15	Lieske
	16-20	Fort Denkh	16-20		Priestlicheim	
	21-25	Fort Schippel	21-25		Ravenstein	
	26-30	Gruyden	26-30		Taalagrad	
	31-80	Hergig (Provincial Capital)	31-80		Talabheim (Provincial Capital)	
	81-85	Holzbeck	81-00		Other (small town, village, hamlet, farm)	
	86-90	Krudenwald	81-85		Wissenland (Grand County)	
11-15	Middenland (Grand Duchy)		91-95	The Wasteland (Independent Province)		
	01-10	Carroburg		96-00	Roll on the <i>Outside the Empire Table</i> below	
	11-15	Delberz			01-75	Marienburg
	16-55	Middenheim (Provincial Capital)			76-90	Fort Bergbres; or village/farm in the Little Country
	56-60	Schoppendorf			91-95	Fort Solace; or village/farm in the Tumble Downs
	61-65	Untergard			96-00	Village or farm in the Bitter Moors
	66-70	Weismund				
	71-00	Other (small town, village, hamlet, farm)				
16-20	Nordland (Grand Barony)					
	01-05	Neues Emskrank				
	06-10	Norden				
	11-60	Salzenmund (Provincial Capital)				
	61-00	Other (small town, village, hamlet, farm)				
21-25	Ostermark (League)					
	01-50	Bechafen (Provincial Capital)				
	51-55	Essen				
	56-60	Fortenhaf				
	61-65	Heffengen				
	66-70	Mordheim				
	71-00	Other (small town, village, hamlet, farm)				
26-30	Ostland (Grand Principality)					
	01-05	Bohsenfels				
	06-10	Brass Keep				
	11-15	Castle Lenkster				
	16-20	Ferlangen				
	21-25	Nebelheim				
	26-30	Salkaten				
	31-35	Schonfeld				
	36-85	Wolfenburg (Provincial Capital)				
	86-90	Wurzen				
91-00	Other (small town, village, hamlet, farm)					

Outsiders

If your Character was born outside the Empire, you should roll on the **Outside the Empire Table**.

Outside the Empire Table

1d100	Place of Birth		1d100	Place of Birth	
01-25	Bretonnia		71-90	Tilea	
	01-05	L'Anguille		01-20	Luccini
	06-10	Aquitaine		21-40	Miragliano
	11-15	Artois		41-60	Remas
	16-25	Bastonne		61-80	Sartosa
	26-35	Bordeleaux		81-00	Tobaro
	36-40	Brionne			
	41-50	Carcassonne	91-95	Border Princes	
	51-55	Couronne		01-05	Akendorf
	56-60	Gisoreux		06-15	Brovksa
	61-70	Lyonesse		16-25	Khypris
	71-75	Montfort		26-35	Lakoras
	76-80	Mousillon		36-45	Matorea
	81-85	Parravon		46-50	Munzig
	86-00	Quenelles		51-80	Mymidens
				81-85	Somjek
26-45	Kislev			86-90	Styrtia
	01-25	Erengard		91-95	Zvorak
	26-75	Kislev		96-00	Zenres
	76-00	Praag			
46-70	Estalia		96-00	"Outworlder"	
	01-10	Algezaro		01-20	Norsca
	11-20	Almagora		21-45	Araby
	21-35	Bilbali		46-70	Albion
	36-45	Barboza		71-85	Badlands
	46-55	Diamanterra		86-90	The Southlands
	56-65	Gualcazar		91-93	Ind
	66-80	Magritta		94-95	Nippon/Cathay
	81-90	Vizeaya		96-99	Lustria
	91-00	Zaraguaz		100	Naggarond

Dwarfs in the Empire

By and large, Dwarfs come from the same locations as Humans. The nature of a Dwarf who takes up an adventuring life is very likely to have been well-assimilated into Human society. There is a 50% chance that a Dwarf comes from a Human settlement; otherwise, roll 1d100:

Dwarf Origins Table

1d100	Place of Birth
01-10	Karak Norn (Grey Mountains)
11-15	Karak Ziflin (Grey Mountains)
16-20	Karak Izor (The Vaults)
21-25	Karak Hirn (Black Mountains)
26-30	Karak Azul (World's Edge Mountains)
31-35	Karak Azgal (World's Edge Mountains)
36-40	Karak Kadrin (World's Edge Mountains)
41-85	Karaz-A-Karak (World's Edge Mountains)
86-90	Zhufbar (World's Edge Mountains)
91-95	Barak Varr (The Black Gulf, Border Princes)
96-00	Other Dwarf Hold

Elves in the Empire

Elves tend to spend their lives on the margins of Human society, rather than integrating. Owing to numerous skirmishes and arguments, they are often viewed with suspicion by the shorter-lived species.

Elven Origins Table

1d100	Wood Elf	1d100	High Elf
01-05	Human Settlement	01-05	The Great Forest
06-10	Bretonnia	06-10	Reikwald Forest
11-20	The Great Forest	11-20	Human Settlement
21-30	Reikwald Forest	21-70	Ulthuan
31-70	Laurelorn Forest ('Eonir')	71-85	Altdorf
71-00	Athel-Loren ('Asrai')	86-00	Marienburg

Gnomes in the Empire

Where the other Species are well-known and often encountered, Gnomes are a well-kept secret in the Empire. Usually staying safely tucked within the Mirror Moors and Midden marshes, they rarely mix with the broader Human populace. And when they do, they are mistaken for wiry Halflings or runty Dwarfs.

Gnome Origins Table

1d100	Place of Birth
01-05	Roll for a Human birthplace
06-65	Glimdwarrow, Mirror Moors
66-85	Midden Marshes
86-90	Grey Mountains
91-95	Kölsa Hills, Talabecland
96-00	Middle Mountains, Middenland

Halflings in the Empire

Halflings are a fundamental part of Human society and may be found anywhere Humans settle. But the importance of Mootland as the Halfling homeland cannot be overlooked.

Halfling Origins Table

1d100	Place of Birth
01-50	Mootland (The Moot)
	01-10 Barliton
	11-20 Birnbaum
	21-30 Dreiflussen
	31-40 Eicheschlatten (Capital of the Moot)
	41-50 Einsamholz
	51-60 Fallenblatt
	61-70 Gipfel
	71-80 Grunhagel
	81-90 Heukern
	91-00 Sauerapfel
51-00	Roll on the <i>Humans in the Empire Table</i>

FAMILY BACKSTORY

Over time, families often develop a close-knit, tribal relationship in order to survive. They weave a familial lore, lineage and narrative that is typically known only to them; and that they may go to drastic extremes to keep secret. If you wish to add this flavour to your Character's backstory, roll 1d100 on the table below. This section is strictly voluntary and optional: there is no XP bonus for rolling.

Note: Some grim and perilous material is of a particularly unsavoury or unsettling nature, and if any players object to their inclusion, such wishes should be respected.

1d100	A Grim and Perilous Backstory
01-30	Boring: Nothing of particular note to discuss or hide.
31-35	New Money: You have a wealthy Merchant or Banker (or similar) in the family. This can be a parent, uncle or aunt, grandparent. If you associate yourself with this person's reputation, you gain +1 to your Status. But you will suffer their misfortunes as well.
36-40	Old Money: Your family has a long and storied noble lineage. You gain the <i>Noble Blood</i> Talent, and there is a 40% chance that you are entitled to a monthly allowance which gives you a free <i>Income</i> Endeavour between adventures. In addition, there is a 1% chance that you are somehow related to an Elector Count, a 5% chance that you have a middling-distant claim to minor title, and a 10% chance that your family's lands and titles have been stripped from them—in which case you gain none of the above benefits.
41-50	Skeleton in the Closet: Your family has a terrible secret in the form of a significant member being corrupted mentally or physically—50% chance of either. If the information becomes public, disgrace and public shaming will follow—including the loss of a full Status tier in locales that would know of the scandal.
51-60	Step Family: One or both of your parents has/had a second spouse, whether divorced or practicing bigamy (which is illegal and considered corrupt). You may even have a number of step-siblings.
61-70	Parents Divorced: Your parents have legally divorced or annulled their marriage, and there may very well be some social censure as divorce is looked down-upon.
71-75	Estranged Parent: You no longer communicate with one of your parents and/or vice-versa.
76-80	Estranged Sibling(s): You no longer communicate with one or more of your siblings or step-siblings or vice-versa.
81-90	Dead Sibling: You had a sibling (or two) who perished during childbirth, of which you may not be aware.
91-95	Family Trauma: One or more of your parents and siblings were violently attacked and/or sexually assaulted, but survived against all odds. All involved in the events gain +1d10 Corruption (Mind). You gain +1 Resilience point.
96-100	Terrible Tragedy: Most or all of your family has been killed through a horrible accident or cruel foul play; or you have been separated by war (or the like). You gain +1 Fate point and +1d10 Corruption (Mind)—or choose an appropriate Psychology effect (subject to GM approval).

FAMILY DETAILS

It may be important to know your character's family information; at the very least it helps to characterise them—in particular with respect to Motivations and Ambitions. While this entire section is optional, such details can be very useful for your GM when designing encounters and themes, and for you when you are playing your character. In this section, you will determine the number, genders and ages of your siblings; the status and age of your parents; and the status, genders and ages of your spouse and children.

Should you wish to roll for the details of your family background, doing so and keeping **all** of the results gains your character a bonus of +50 XP; otherwise you may pick and choose your family's details for no XP benefit, subject to GM approval, of course.

Siblings

Roll on the table to determine the number of siblings you have:

1d100	Human	Dwarf	Elf	Gnome	Halfling
01-05	0	0	0	0	0
06-20	0	0	0	0	1
21-30	1	0	0	1	1
31-45	1	0	1	2	2
41-55	2	1	1	2	3
56-75	3	2	2	3	4
76-95	4	3	2	3	5
96-00	Roll 2x	Roll 2x	Roll 2x	Roll 2x	Roll 2x

Roll Twice: Make two rolls on this table and add the results together. Further results of 'Roll Twice' result in additional rolls.

For each sibling, roll 1d100:

Tens die: Odds means the sibling is younger. If you roll an '8', you have a twin (your choice of identical/fraternal).

Units die: Odds means the sibling is male.

Once you have the sibling order figured out, you should determine each sibling's age by doing the following:

Human: Roll 1d10 and add/subtract from your age.

Dwarf: Roll 2d10-1 and add/subtract from your age.

Elf: Roll 3d10-2 and add/subtract from your age.

Gnome: Roll 2d10-1 and add/subtract from your age.

Halfling: Roll 1d10 and add/subtract from your age.

As with parental Careers (below), you may wish to generate Careers for your siblings. This is entirely optional, and the level of detail for each sibling is up to you and your GM.

Parents

Roll on the following table to determine the status of your parents. The table assumes your character is within the starting age range (**WFRP4** p39). The older your character is, the more likely it is that your character's parents will be dead. Take the roll and add the following:

Human: Add +5 for each full 5 years you are over 25.

Dwarf: Add +5 for each full 10 years you are over 90.

Elf: Add +5 for each full 50 years you are over 200.

Gnome: Add +5 for each full 20 years you are over 300.

Halfling: Add +5 for each full 10 years you are over 65.

The age of any surviving parent can be determined by taking the age of their oldest child and adding 1d10+15 for a Human, 2d10+40 for a Dwarf, 3d10+50 for an Elf, 3d10+40 for a Gnome, or 1d10+30 for a Halfling.

Status	Human	Dwarf	Elf	Gnome	Halfling
Both parents alive	01-35	01-25	01-50	01-40	01-45
One parent dead	35-75	26-60	51-85	41-80	46-75

If the units die of roll is Odds, the deceased parent is Male.

Both parents dead	76-00	61-00	86-00	81-00	76-00
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Death: You may also wish to know how your Character's parents died. Roll on this table or choose the result (with no effect on your XP bonus):

1d100	A Grim and Perilous Death
01-40	Childbirth, disease, illness, starvation or natural cause.
41-50	Accidental or tragically avoidable death, such as being trampled by a horse, falling down stairs, choking, etc.
51-65	Killed on the battlefield in wartime, or by rampaging or occupying soldiers.
66-85	Killed by guards, ruffians, authority figures in some sort of senseless violence or brutal 'justice'.
86-95	Killed by a monster or natural creature.
96-00	Killed by mutation, Chaos. or unnatural corruption.

You may wish to generate Careers for your parents, using the *Random Class and Career Table* on **WFRP4** p30-31. Since most peoples of the Empire would be simple farmers, tradespeople, or merchants, it is likely that your parents would be well into their second Careers, but not little means to advance further. How far is up to you and the GM, and what makes the most sense for your character's starting point.

A Note on 'Realism': Strictly speaking, the economic realities of the Old World are such that a Human, Dwarf, or Halfling woman would have a high chance of being a homemaking Townsman or Villager (ie, wife and/or mother). For the purposes of fun and adventure, feel free to ignore this and roll for another Career instead! Or double-down and make the most of these oft-overlooked and underpaid Careers.

Similarly, nothing is stopping any characters or NPCs from having same-sex parents. This is a free option available to any player. The GM may determine any in-game consequences, if any, though all such characters and events should be treated with sensitivity.

Spouse and Children

You should roll on the following table to determine if you have a family of your own. You may freely choose to have a spouse and children and gain the XP, or you may forfeit the XP bonus if you wish to choose your family instead.

The number before the slash is the percentage chance that you have a surviving spouse. The number after the slash is the percentage chance that you have surviving children. If you do have children, you should roll on the *Siblings* chart above, subtracting 20 from the roll if you are within the starting age range. Lower results count as having 1 child.

Age	Human	Dwarf	Elf	Halfling	Gnome
16-19	20 / 10	-	-	-	-
20-24	50 / 35	-	-	5 / 5	-
25-34	65 / 50	5 / 5	-	5 / 5	-
35-39	80 / 75	5 / 5	-	10 / 5	-
40-49	65 / 80	5 / 5	5 / 5	20 / 15	5 / 5
50-59	40 / 75	10 / 5	10 / 5	50 / 45	10 / 5
60-69	20 / 60	20 / 10	20 / 10	65 / 60	20 / 10
70-79	10 / 40	25 / 15	40 / 25	80 / 75	40 / 25
80-89	5 / 20	40 / 25	60 / 35	80 / 75	60 / 35
90-99	-	60 / 35	70 / 40	80 / 80	70 / 40
100-109	-	70 / 40	80 / 45	80 / 80	80 / 45
110-119	-	80 / 45	85 / 50	75 / 80	85 / 50
120-129	-	85 / 50	90 / 55	65 / 75	90 / 55
130-139	-	80 / 55	90 / 60	55 / 70	90 / 60
140-149	-	75 / 60	95 / 65	30 / 50	95 / 65
150-159	-	70 / 65	95 / 65	5 / 25	95 / 70
160-169	-	65 / 70	95 / 65	0 / 5	95 / 75
170-179	-	60 / 70	95 / 65	-	95 / 80
180-189	-	30 / 65	95 / 60	-	95 / 85
190-199	-	5 / 35	85 / 60	-	65 / 95
Older	-	-	80 / 55	-	30 / 95

If you are within the starting age range, so will your spouse. Otherwise, you can generate the age of your spouse by rolling 1d100:

Tens die: Odds means your spouse is younger. If you roll 7 or higher, you are the same age.

Units die: This die indicates how many years older or younger than you. Minimum ages should be capped at 16.

You can generate the age of your children by the following method:

Human: Roll 1d10+10. Subtract this sum from your age.

Dwarf: Roll 2d10+40. Subtract this sum from your age.

Elf: Roll 3d10+50. Subtract this sum from your age.

Gnome: Roll 3d10+40. Subtract this sum from your age.

Halfling: Roll 1d10+30. Subtract this sum from your age.

If the result is 0 or lower, you have a newborn baby. Congratulations!

SECRETS & TIES

The **WFRP4** Starter Set introduces the concept of Group Ties and Secrets for their starter Characters. Though these are optional aids designed to help novice players interact more enjoyably with fellow players, more experienced roleplayers might enjoy adding this mechanic to their Characters as well.

Group Ties

A Character may choose 1 or more Group Ties to promote roleplaying opportunities between characters. You may have up to Fellowship Bonus Group Ties at any one time. Each Tie should be used for a specific Character, whose name replaces "A".

Sample Group Ties:

- You would happily drink with A until Mannslieb fell from the sky.
- A is your best friend in the world, and you will do anything in the world to protect her.
- You have grown to implicitly trust A.
- You feel personally responsible for A's safety.

- It's important to help A see there is more to life than Sigmar.
- You will protect A's life with your own, no matter the outcome.
- You are very fond of A, and will go out of your way to ensure they are safe.
- You do not trust A, and you suspect they may be a witch.
- A is really annoying and can go jump off a cliff, for all you care.
- A is your kind of person: dedicated, devout, strong.
- You adore A.
- A is just too dour, and clearly needs more tickles.
- You have made it a personal goal to make A talk more.
- A is just weird. You can't stop staring at them. All the time.
- A needs to visit a brothel and relax. You are sure they can be convinced.
- You like sleeping with A (just sleeping), and find their snuggles comforting.
- You enjoy long quiet drinks with A.
- A fascinates you, and you want to know all about their homeland.
- A is reliable and strong. You like them a lot, putting stock in their words.
- You are enthralled by A's drive and changeable moods.
- You love A like a younger sibling, which A seems happy with.
- A is so sad. You want them to be happy. You'll need to try harder.
- A is like a child scrabbling in the muck: an utterly compelling study.
- A is so cold and unfeeling that you find it hard to communicate with them.
- You respect A, their upbringing and goals. Just not the drinking.
- A's species were allies of Sigmar. You want to be the best ally to A.
- A is skilled. That is the only thing good to say about them.
- A needs to be watched at all times for signs of corruption.
- You are head-over-heels in love with A. And it's breaking you.

Secrets

Secrets are events, memories, or incentives of potential consequence that could impact your relationships and adventures. In return, they provide a monetary bonus during character creation. You may keep up to Fellowship Bonus Secrets at a time. For each one you choose, you begin character creation with a bonus in wealth equal to your Status. For instance, if your Status is Silver 1, you gain +1d10 silver shillings when you make your character. A Secret may be removed once the truth comes to light, as long as the GM feels the payoff has been commensurate with the nature of the Secret. If a Secret is removed, you may choose another one, gaining a wealth bonus in the same manner before your next adventure.

Sample Secrets:

- You have fought Chaos, but have not escaped untainted: gain +3 Corruption.
- You are a drunk. You must pass a Cool Test not to drink when the option arises.
- You have an illegitimate child of 1d10 years being raised by the other parent, who is a well-placed noble.
- You hate lawyers, and will not engage with them without passing a Cool Test.
- You were paid to keep A away from their father by a secretive third party.
- You are hyper-ticklish, and secretly love being tickled. But you will never admit this.
- You love bad jokes, and must pass a Cool Test to not blurt one at the wrong time.
- You have a bad back. Take +1 *Stunned* condition if you are hit in the Body.
- You really dislike artisans of any kind; they remind you of your previous life.
- You will not let a slight on your honour pass. If such happens, you will resolve it.

- You are terrified of fog and mist, suffering a *Fatigued* condition when in it.
- If you could find a way to get A to marry you, you would.
- You hate sleeping alone. Suffer a *Fatigued* condition for 2 hours after you do.
- You can't abide bad manners, and you always call them out.
- You love a good con, admiring its ingenuity, and do not see them as a crime.
- You were hired by A's father to protect them.
- Rats, mice, and vermin of all kinds cause Fear 1 in you.
- You really dislike Courtiers (not including your allies, of course).
- You refuse to harm an Entertainer (your mother's profession).
- Magic has taken its toll on your soul: gain +3 Corruption.
- Your parent, a prince or princess, is gravely ill. You are the heir.
- In truth, you care little for other species; it's mostly an act. Gain +3 Corruption.
- You are fascinated by a certain species, and are keen to study them.
- You are a spy for your mother, keeping tabs on other groups of people.
- You are fascinated by fire, and must pass a Cool Test to not stare.
- You have taken to flogging yourself to purge impure thoughts. Start each day with a *Fatigued* condition that lasts 2 hours.
- You dream of A nightly, obsessively, needfully. Gain +3 Corruption.
- You will not attack a certain species. You have grown attached to them.
- You like killing heretics a little too much. Gain +3 Corruption.
- You are overly pious. You donate 10% of all moneys made to Sigmar's temples.

WHAT'S IN A NAME?

Human names in the Warhammer World are often taken from ours, as indicated in **WFRP4** p38. Most NPCs and Characters that you encounter and play will be natives of the Empire, a part of the Old World which roughly conforms to Germany in the late-Middle Ages. Appropriate Germanic, or other European-inspired names, can be easily found online. Some measure of accuracy and homage to the norms of nomenclature, though not required in a fantasy game, can help to ground the players in the 'realness' of the game world.

Illiteracy and Language Instability

The main language of the Empire, Reikspiel, is not as established or stable as modern languages. Since most Imperial citizens do not know how to read or write, they scrawl or spell their names in a variety of ways. This instability means that Cs and Ks, Ds and Ts, Gs and Hs, Fs and Vs are often considered interchangeable or may be doubled up; same too with As and Es, Os and Us. The following tables are not exhaustive: feel free to take any name on these lists and adjust as desired; if you do not use these tables, you may consider doing likewise with a name you find online or from amongst your family or friends.

Human Name Tables

To determine your name randomly, roll 1d1000: Use an extra 1d10 as the hundreds die with a standard percentage roll. Obviously, three 0s is a result of **000** on these tables. Alternatively, you may choose a name from the tables. In either case, you may adjust the name to suit your taste (such as turning Johann to John, if you like).

There are separate tables for male and female names. To save space, not all correlating names or variants have been included on both tables. Nothing is stopping you from rolling or choosing a name on the other gender table and adjusting the name to suit your Character.

Example: For my male Noble, I look at **Table 2** and see the name Regina. I change the name to Reginaldt—which is a perfect name for my pompous son of a Baron.

Notes on Forenames

Some of the listed names have their short forms indicated: however, many names have well-known nicknames or informal shortened forms that would be in common use between family and friends.

Many names, especially their shortened forms, can be combined to produce a compound name—which is common among the nobility. **Examples:** Karl-Franz, Hans-Pieter, Anna-Lise, Marie-Astrid.

There are several names listed that are archaic (such as Heironymus, Maximus or Quintus). Though out of date, such names are still popular among the nobility and older generations.

Many names have immigrated, or been influenced, from neighbouring lands. Such ‘foreign’ names may not be as common as the standard Reikland names, but as time passes, they gain in popularity. Kislevite names such as Nastassia, Alexa, Alexei, Gregor, Viktor, and Carmilla are most common in the north-east of the Empire. Wastelander names such as Filip, Anders, Joachim, Astrid, and Ingrid are common in the north-west of the Empire. Norse-influenced

names such as Axel, Bengt, Rolf, Holger, Knud, Frida, Sigrid, Solveig, Erika, Karin, and Kirsten are most common in the extreme north of the Empire. Bretonnian names such as Anton, Hugo, Marie, Sebastien, Elene, Helena, Heloise, Simone are most common in the west and southwest of the Empire.

Surnames

Humans in the Empire usually have a surname, which is typically used when the identification needs to be more precise than just a forename. It has become common for city folk to pass on their surnames to their children, as we do today. Village folk, however, often make up their own surname when they leave home or become an adult—to distinguish themselves from others of a similar forename. There is often only one Josef or Helga in any given village or hamlet: in the wider world, this is obviously not the case.

Surnames can be drawn from a variety of sources including place of origin, occupation, nickname, parent or ancestor. If none of these work for you, choose something suitable.

Human Male Names Table

1d1000	Names	1d1000	Names	1d1000	Names	1d1000	Names
001-005	Adam/Adamar/Adhemar	251-255	Emmanuel	501-506	Hugo	751-757	Reiner
006-011	Adelbert	256-261	Erich/Erik	507-512	Hultz	758-762	Reinhard/Reinhardt
012-017	Adolphus	262-268	Ernst	513-520	Jakob	763-768	Reinhold/Reinholt
018-023	Adrian/Hadrian	269-274	Erwin/Irwin/Irvine	521-526	Janke/Jannike	769-774	Rickard/Reikhardt
024-030	Albrecht/Alberich/Albert	275-280	Faustmann	527-532	Joachim	775-780	Roland/Ronald
031-036	Aldhelm	281-286	Felix	533-540	Johann/Johannes	781-786	Rudiger/Rutger
037-042	Alexander	287-293	Ferdinand	541-546	Josef/Joseph	787-792	Rudolf/Rudi
043-047	Alexei	294-299	Filbert/Filibert	547-550	Julian/Julien	793-798	Rufus
048-054	Alfred/Alfried	300-306	Filip/Felip/Philip/Phillipe	551-556	Kaspar	799-804	Ruprecht
055-060	Alphonse	307-311	Florian	557-562	Kaster/Kastor	805-809	Samuel
061-065	Anders/Andreas/Andrei	312-318	Franz	563-568	Knud/Knut	810-814	Sebastien
066-070	Anton/Antoine/Anthony	319-325	Friedrich/Frederik	569-574	Kruger	815-821	Siegfried
071-075	Artur	326-332	Fritz	575-581	Kurt	822-829	Sigmund/Sigismund/Siggi
076-081	Axel	333-339	Gebhardt	582-588	Lars	830-834	Silvestre/Sylvester
082-087	Barthelm/Bartholomew	340-345	Georg/Georges	589-595	Leonhard	835-840	Simon/Symon
088-093	Bengt	346-351	Geralt/Gerold/Harold	596-602	Leopold/Liutpold	841-845	Stehmar
094-100	Bernard/Bernhardt	352-357	Gerber/Gerner	603-608	Lorenz/Lorenzo	846-852	Stefan/Stephan/Stephen
101-106	Bertholdt	358-363	Gerd/Gurdt	609-613	Ludovicus/Ludwig	853-858	Steirlich
107-112	Boris	364-370	Gerhardt	614-619	Lukas	859-864	Talther
113-118	Brecht	371-376	Gottfried	620-626	Luther/Luger	865-871	Theodore
119-124	Brock/Brocks	377-382	Gotthardt	627-632	Magnar/Magnus	872-878	Theodosius
125-130	Bruno	383-388	Gottlieb	633-639	Manfred/Mannfried	879-885	Theophilus
131-136	Carolus/Karl/Karlus	389-394	Gregor	640-645	Marius/Mariusz	886-891	Thomas
137-140	Christoph/Krystof	395-400	Gunnar	646-651	Martin/Martyn	892-897	Thor
141-147	Claus/Klaus	401-406	Gunter/Gunthar/Gunther	652-657	Matthias	898-903	Titus
148-153	Conrad/Konrad	407-412	Gustaf/Gustav/Gustavus	658-664	Maximillian	904-910	Tobias
154-160	Detlef	413-418	Hals/Harold	665-670	Maximus	911-916	Udo
161-166	Diebold	419-424	Hamfried/Humfried	671-676	Moritz	917-922	Uhler
167-172	Diehl	425-430	Hansel/Hannes	677-683	Niklaus/Nikolas/Nikolaus	923-929	Ulrich/Ulrick
173-178	Dieter/Dietrich	426-431	Hartwig	684-688	Odmar	930-934	Valentin
179-184	Dimrod	432-437	Heinrich/Henryk/Henri	689-694	Olaf	935-939	Viktor
185-190	Eberhardt	438-443	Heinz	695-700	Ortolf	940-944	Vorster
191-196	Eckhardt	444-449	Heironymus	701-704	Oskar	945-951	Waldemar
197-202	Edgar	450-456	Helmud	705-710	Otto	952-957	Walter/Walther
203-210	Edmund	457-462	Herbert	711-715	Parsifal/Parzival	958-963	Werner
211-218	Edvard/Edvart	463-468	Hergard	716-719	Paul/Paulus/Saul	964-969	Werther
219-224	Edwin	469-474	Herman/Hermann	720-725	Peter/Pieter/Pietr	970-975	Wilhelm
225-230	Ehrhardt	475-480	Herpin	726-730	Quintus	976-981	Willibert
231-237	Ehrmann	481-486	Hildebrandt	731-737	Ralf/Rolf	982-987	Wilryn
238-244	Elmeric/Emmerich	487-493	Holger	738-744	Raynald/Reinwald	988-993	Wolf/Wolfgang
245-250	Emil	494-500	Holst/Horst	745-750	Reineke	994-000	Wolmar

Human Female Names Table

1d1000	Names	1d1000	Names	1d1000	Names	1d1000	Names
001-005	Adele/Della/Adella	251-255	Elisabeth	501-506	Ilse/Ilse	751-757	Odiel
006-011	Adolpha	256-261	Elodie/Melodie	507-512	Inga	758-762	Osanna/Oxana
012-017	Adriana/Adrienne	262-268	Elouise/Heloise	513-520	Ingrid	763-768	Ottilia
018-023	Agatha/Agethe	269-274	Elsa/Elsie	521-526	Irene/Irina	769-774	Pearl/Perle/Perla
024-030	Agnes	275-280	Emmanuelle	527-532	Irmegard	775-780	Petra
031-036	Agnetha	281-286	Emmeline	533-540	Irminda	781-786	Phylline
037-042	Alexa	287-293	Erika	541-546	Isolde	787-792	Regina/Regine/Gina
043-047	Alfrida	294-299	Ermentrude	547-550	Janna/Jana	793-798	Renata/Renate
048-054	Alice/Alicia	300-306	Esmerelda	551-556	Jehanne/Johanna	799-804	Rosabel
055-060	Amalie/Emilie	307-311	Estelle/Stella	557-562	Juliane	805-809	Sabina/Sabrina
061-065	Andrea	312-318	Esther	563-568	Jutta	810-814	Sarah/Sahra
066-070	Angelika	319-325	Etelka	569-574	Karelia	815-821	Selena
071-075	Anika	326-332	Eva	575-581	Karin	822-829	Sharon
076-081	Anja	333-339	Felda	582-588	Karoline	830-834	Sigfreda
082-087	Annaliese/Anna	340-345	Femeke	589-595	Katharine/Katrina	835-840	Sigrid
088-093	Antonia	346-351	Franka/Franziska	596-602	Katya	841-845	Sigrun
094-100	Astrid	352-357	Frauke	603-608	Kirsten	846-852	Silma
101-106	Barbara	358-363	Frederika	609-613	Klara	853-858	Silvie/Sylvia
107-112	Beatrijs/Beatrix	364-370	Frida	614-619	Lena/Leni	859-864	Simone
113-118	Berta/Bertha	371-376	Gabrielle/Gabi	620-626	Leonore	865-871	Solveig
119-124	Berthilda	377-382	Galina	627-632	Leopoldine	872-878	Sophia
125-130	Betse	383-388	Gerda	633-639	Lillian	879-885	Susanne/Susanna/Susi
131-136	Bianka	389-394	Gertraud/Gertrude	640-645	Lorelay	886-891	Tabetha
137-140	Birgit/Brigitte/Gitta	395-400	Gilda	646-651	Ludmilla	892-897	Talunda
141-147	Britt/Brita	401-406	Giselda/Gisella	652-657	Luise/Lise	898-903	Theodora/Dora
148-153	Brunhilde	407-412	Greta/Grette	658-664	Magdalene/Magda	904-910	Theodosia/Theda
154-160	Charlotte/Carlotta	413-418	Gretel	665-670	Margaritha	911-916	Therese
161-166	Carina	419-424	Gretchen	671-676	Maria/Marie	917-922	Thylda
167-172	Carmilla	425-430	Haletha	677-683	Marianne	923-929	Ulla
173-178	Celestine	426-431	Hanna	684-688	Marieke	930-934	Ulrika
179-184	Christiane	432-437	Hedwig	689-694	Marietta	935-939	Ursula
185-190	Claudia	438-443	Heidi	695-700	Marlene	940-944	Uschi
191-196	Clementia	444-449	Helena/Helene	701-704	Martha/Marte	945-951	Vadoma
197-202	Clothilde	450-456	Helga	705-710	Martina	952-957	Veronica
203-210	Cordelia	457-462	Hellin/Helmine	711-715	Mathilde/Tilda	958-963	Viktorina
211-218	Dagmar	463-468	Helset/Helisent	716-719	Maude	964-969	Violetta/Violette
219-224	Dominique	469-474	Henrietta	720-725	Melanie	970-975	Wanda
225-230	Edwina	475-480	Heske/Heska	726-730	Melina	976-981	Wendelin
231-237	Elene/Elena	481-486	Hilda	731-737	Mitzi	982-987	Wertha
238-244	Elfrida	487-493	Hildegard	738-744	Nastassia/Natasha	988-993	Wilhelmina/Mina
245-250	Elisa/Elise	494-500	Hunni	745-750	Nikola	994-000	Willelma

Placename: *Johanna von Dunkelberg*. The nobility often add *von* or *von der* before the placename as an official distinction. Others will simply have their place of origin as their last name, which might include *from*: Johanna from Dunkelberg, for example.

Occupation: *Johanna Schmidt*. This can become quite fossilized in use, and in the city in particular, it is quite common for a character to be known by the occupation of their grandfather. Here are some sample professions and their surname:

If your Character's last name is derived from your mother's occupation (or a woman's occupation long ago), it is standard to add the suffix *-in* to your surname. **Example:** If your mother was a lawyer, your last name would be *Anwalitin*.

Job	Surname	Job	Surname
Apothecary	Apotheker	Glass Maker	Glaser
Baker	Backer	Hunter	Jager
Blacksmith	Schmidt	Judge	Richter
Boatman	Bootmann	Jeweller	Juwelier
Brewer	Brauer	Lawyer	Anwalt
Builder	Baumeister	Merchant	Handler
Butcher	Fleischer	Pedlar	Hausier
Carpenter	Zimmermann	Potter	Topfer
Cobbler	Schuster	Printer	Drucker
Cook	Koch	Scribe	Schreiber
Cooper	Kufer	Shipwright	Schiffbauer
Engraver	Graveur	Soldier	Soldat
Farmer	Bauer	Stonemason	Maurer
Fisherman	Fischer	Tailor	Schneider
Gardener	Gartner	Tanner	Gerber

Nickname: *Johanna Lang*. If a character has a noticeable physical trait, this might be used as a last name. A person might have taken this name herself, just as often, others can make this name become indelible.

Surname	Feature	Surname	Feature
Armlos	One Arm	Grosz	Big Belly
Augenlos	One Eye	Haarig	Hairy
Bart	Bearded	Kahl	Bald
Blass	Pale-skinned	Kurz	Very Short
Bleich	Pale-skinned	Lang	Very Tall
Bucker	Stooping	Laut	Loud Voice
Dunn	Very Thin	Narbe	Scar on Face
Einarm	One Arm	Nase	Large Nose
Einauge	One Eye	Schon	Attractive Face
Grossbart	Huge Beard	Stotter	Stutter

Parent or Ancestor: *Johanna, daughter of Hans*. A character named after a famous parent or ancestor, real or imagined, is very common. The surname *Sigmarsson* may be one of the most-used names in the Empire. The form of this surname where the person adopts the suffix *—sson* (son of) or *—sdottir* (daughter of) is particularly prevalent in the north of the Empire, as a result of Norse influence. It is also very common in Dwarf culture.

Dwarf Forenames

Dwarf forenames tend to be short, one or two syllables, and gritty-sounding. They often borrow names from their Human neighbours if they like the sound of them—hence the liberal borrowing of Norse names and surnames by Dwarfs living in the Empire. For reasons known only to themselves, female Dwarfs have ventured into the wide world less often than males, so not as much is known about them. This has been changing in recent years, with more female Rune priests and Slayers joining the adventuring life at long last. Whether this is due to internal changes in Dwarf society, or some other external pressures, is unknown. Dwarf women seem to be partial to shorter Human names or Dwarf male names—typically replacing the final *i* with *a*.

Dwarf Name Tables

If you like, you may construct a name by choosing a prefix and suffix from the following tables, or you may roll them randomly. Feel free to add extra vowels and consonants, or remove some, to make the individual parts blend together. Similarly, you may choose just to use the prefix rolled as is, or add a suitable letter (such as an *a* or *i*) to complete the name.

Sample Dwarf names include: *Alrik, Barfur, Belgol, Bragi, Bram, Brokk, Bronda, Dimrond, Dimzad, Doin, Drumin, Durak, Dwinbar, Edmondi, Falin, Fenna, Fimbur, Garil, Gomrund, Gordun, Gorim, Gorm, Gottri, Grim, Grom, Grond, Grum, Grundi, Grunni, Gudrun, Gurta, Haakon, Hargin, Hergar, Horum, Ketil, Ketti, Krom, Mordin, Mundra, Muiradin, Ordin, Ragni, Sindri, Snorri, Storra, Thingrim, Thor, Thorgrim, Thurgond.*

1d100	Prefix	1d100	Prefix	1d100	Prefix
01-02	Al-	34	Gal-	65	Krom-
03-04	Bal-	35	Gar-	66-67	Mag-
05	Bar(a)-	36	Glen-	68-69	Mor(a)-
06	Bel-	37	Glo-	70-71	Muir(a)-
07	Ber(g)-	38	Gnol-	72	Mun-
08	Bir-	39	God-	73	Naz-
09	Blo-	40-41	Gom-	74	No-
10-11	Bor(a)-	42	Gor(m)-	75	O(r)-
12-13	Bra(g/k)-	43-44	Got(t)-	76	Org-
14	Bram-	45	Gren-	77	Pet-
15	Brok(k)-	46-47	Grim-	78-79	Rag/k-
16-17	Brond-	48-49	Grom-	80-81	Sig-
18	Bur(g)-	50	Grond-	82	Sim/n-
19	Car-	51-52	Grun-	83	Sir-
20	Den-	53	Gud-	84-85	Snor-
21-22	Dim-	54	Gur-	86-87	Stor-
23	Do-	55	Haa/r-	88-89	Thin-
24	Drum-	56	Her-	90-91	Thor(a)-
25-26	Dur-	57	Hor-	92	Thra-
27-28	Dwin-	58	Im-	93	Th(o)ro-
29	Ed-	59	Jot(r)-	94-95	Thur-
30	Fal-	60	Kad(h)-	96-97	Ur-
31	Fi-	61-62	Kar-	98	Zar-
32	Fen-	63	Ket-	99	Zim-
33	Fim-	64	Ki-	100	Zin(d)-

1d100	Suffix	1d100	Suffix	1d100	Suffix
01-03	-a/i	31	-g(a/i)	64-65	-nus
04-05	-adin	32	-gar	66-67	-ra/i
06	-agaz	33-34	-gin	68	-ri(c)k
07	-ak	35-36	-(e)gol	69-70	-(d)ril
08	-azak	37-38	-gond	71-72	-rim
09	-azid	39-40	-grond	73-74	-rod
10	-azil	41-42	-grim	75-76	-ron(d)
11	-bar	43-44	-gund(a/i)	77-78	-(d)run
12	-bul	45	-g(r)un	79	-rund(a/i)
13	-bur	46-47	-gul	80	-strom
14	-del	48	-il	81-82	-ta/i
15	-dok	49	-im	83-84	-tra/i
16	-em	50-51	-in	85-86	-um
17	-fer	52-53	-ir	87-88	-un(n)
18	-fur	54	-kon	89-90	-zad
19-20	-da/i	55	-kra/i	91-92	-zak
21-22	-d(a/i)	56-57	-la/i	93-94	-zan
23-24	-dim/n	58-59	-lin	95	-zel
25-26	-dra/i	60	-m	96-98	-zin
27-28	-dum	61	-mond	99	-zond
29-30	-dun	62-63	-na/i(r)	100	-zum

STAR SIGNS

Some believe that the heavens write the tale of what has passed, what happens now, and what shall come to be. Since their appearance in the wide world, the various peoples have looked up to the firmament and parsed their purpose and place in the universe. Sailors use the stars to navigate uncharted waters, whilst Arabyan philosophers use advanced learning to figure out the mathematical secrets of the material world. Over the centuries, observant folk have studied the patterns in the location and movement of the stars: clusters of them have been named, characterised, and ascribed supernatural significance. Most people in the Old World are aware of their birth sign and believe, at least somewhat, that the position and pattern of stars at the moment of their birth determine their personality, outlook, hopes and dreams for their entire life. A few skeptical souls shrug off these notions as silly superstitions—but just like those who believe in the existence of legions of humanoid-rat creatures teeming in underground lairs, their protestations are usually met with disdain, if not outright hostility.

Your Star Sign and You

Roll 1d100 and consult the table below. Each sign begins with its name and symbolic title. *Greatest Visibility* represents the time of year that the constellation spends its greatest amount of time visible to an Old Worlder. *Likeness* is what observers believe the star pattern resembles. Constellations have no effect on your characteristics—though you should feel free to use one or all of the *Personality* descriptors to roleplay your Character. If it suits your GM, you could even choose a *Personality* descriptor for your Motivation.

Star Signs Table

1d100	Star Sign		Star Sign
01-05	Wymund the Anchorite	56-60	The Dancer
06-10	The Big Cross	61-65	The Drummer
11-15	The Limner's Line	66-70	The Piper
16-25	Gnuthus the Ox	71-75	Vobist the Faint
26-30	Dragomas the Drake	76-80	The Broken Cart
31-35	The Gloaming	81-85	The Greased Goat
36-40	Grungni's Baldric	86-90	Rhya's Cauldron
41-45	Mammit the Wise	91-95	Cackelfax the Cockerel
46-50	Mummit the Fool	96-98	The Bonesaw
51-55	The Two Bullocks	99-00	The Witchling Star

Wymund the Anchorite
The Sign of Enduring
Greatest Visibility: Midwinter
Likeness: A stern face
Personality: Tolerant, patient, methodical

The Big Cross
The Sign of Clarity
Greatest Visibility: Midwinter
Likeness: An 'X'
Personality: Lucid, sane, rational

The Limner's Line
The Sign of Precision
Greatest Visibility: Late Winter/Early Spring
Likeness: An archer with a drawn bow
Personality: Accurate, exact, precise

Gnuthus the Ox
The Sign of Dutiful Service
Greatest Visibility: Early Spring
Likeness: An ox
Personality: Loyal, constant, stubborn

Dragomas the Drake
The Sign of Courage
Greatest Visibility: Spring
Likeness: A rearing dragon
Personality: Courageous, strong, doomed

The Gloaming
The Sign of Illusion and Mystery
Greatest Visibility: Spring
Likeness: A collection of red and blue stars that appear only at twilight
Personality: Mysterious, skeptical, doubting

Grungni's Baldric
The Sign of Martial Pursuits
Greatest Visibility: Late Spring/Early Summer
Likeness: A Dwarf with a baldric
Personality: Disciplined, honourable, skilled at arms

Mammit the Wise
The Sign of Wisdom
Greatest Visibility: Early Summer
Likeness: An owl
Personality: Wise, educated, fair

Mummit the Fool
The Sign of Instinct
Greatest Visibility: Summer
Likeness: A smiling face
Personality: Sensible, intuitive, lucky

The Two Bullocks
The Sign of Fertility and Craftsmanship
Greatest Visibility: Midsummer
Likeness: Two oxen
Personality: Fertile, skilled, creative

The Dancer
The Sign of Love and Attraction
Greatest Visibility: Late Summer
Likeness: A whirling dancer
Personality: Amorous, desirable, scornful

The Drummer
The Sign of Excess and Hedonism
Greatest Visibility: Late Summer/Early Autumn
Likeness: A drum
Personality: Excessive, hedonistic, celebratory

The Piper
The Sign of the Trickster
Greatest Visibility: Autumn
Likeness: A capering piper
Personality: Diplomatic, cunning, shady

Vobist the Faint
The Sign of Darkness and Uncertainty
Greatest Visibility: Autumn
Likeness: No stars, an empty spot in the heavens
Personality: Ambiguous, erratic, uncertain

ZODIAC YEAR

Note: The following section is a total invention of my own.

Determine your birth year according to the opening Birth Date section. Though birth years do not carry the same meaning and weight to most philosophers and astrologers as star signs do, there are some Old Worlders who obsess over their possible significance. The Imperial Calendar goes in four-year cycles:

Year of the Hammer

Example Years: 00, 04, 08, 12, 16, 20, etc.

Personality: Ambitious, leaderly, outgoing, stubborn

Year of the Shield

Example Years: 01, 05, 09, 13, 17, 21, etc.

Personality: Cautious, empathetic, indecisive, reliable

Year of the Anvil

Example Years: 02, 06, 10, 14, 18, 22, etc.

Personality: Blunt, diligent, practical, strong

Year of the Scythe

Example Years: 03, 07, 11, 15, 19, 23, etc.

Personality: Charming, cunning, shrewd, untrustworthy

The Broken Cart
The Sign of Pride
Greatest Visibility: Autumn
Likeness: A cart with a single wheel
Personality: Arrogant, conceited, prideful

The Greased Goat
The Sign of Denied Passions
Greatest Visibility: Autumn
Likeness: A goat
Personality: Apathetic, detached, insipid

Rhya's Cauldron
The Sign of Mercy, Death, and Creation
Greatest Visibility: Early Winter
Likeness: A cauldron
Personality: Righteous, fearless, merciful

Cackelfax the Cockerel
The Sign of Money and Merchants
Greatest Visibility: Winter
Likeness: Two coins
Personality: Frugal, greedy, money-grubbing

The Bonesaw
The Sign of Skill and Learning
Greatest Visibility: Winter
Likeness: A knife
Personality: Curious, philosophical, skilled

The Witchling Star
The Sign of Magic
Greatest Visibility: Winter
Likeness: A single, bright star
Personality: Courage, magical talent, strong-willed