



**ALDERAC ENTERTAINMENT GROUP PRESENTS ULTIMATE TOOLBOX**

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# CHAPTER ONE

## CHARACTER

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**Table 1–7: Character Backgrounds/Concepts 4**

- 1 Miser. You find it very difficult to spend money; you'd much rather save it.
- 2 Mount. You have bonded with a mount; this creature is your best friend.
- 3 Mute. You can't or won't speak; you may know some form of sign language.
- 4 Night owl. You sleep half the day, spending the night awake.
- 5 Nightmares. You are often plagued by bad dreams that you can barely remember.
- 6 Nobility. You are somehow from noble blood and prefer the company of aristocracy.
- 7 Obsessive. You look for meaning in everything, sometimes even in trivial matters.
- 8 Oracle. You have dreams that you believe foretell the future.
- 9 Ordinary. You believe you are nothing special.
- 10 Orphan. Your kin are a mystery. You either search for them or prefer to remain in the dark.
- 11 Outcast. You were raised by a race different from your own.
- 12 Outlandish. You wear odd clothes and often (unknowingly) dress in clashing colors.
- 13 Patriotic. You respect and admire the local government. You don't like seditious speech.
- 14 People. You are a people person and never forget a name, a face or both.
- 15 Pious. You are not a priest, but you are a devout follower of a deity, perhaps even fanatic.
- 16 Polygamy. You are married to more than one person. They may or may not know about each other.
- 17 Posing. You pretend to be a member of the opposite sex.
- 18 Prodigy. You are of another class, but have some wizard spells available to you.
- 19 Prophecy. You believe that either you or someone you know will fulfill a prophecy, for good or ill.
- 20 Pursued. You are pursued—crime, mistaken identity—which threatens your independence.

**Table 1–11: Character Motivation 3**

- 1 End a war
- 2 End own life
- 3 End suffering
- 4 Enforce the law
- 5 Entertain
- 6 Escape someone's homeland
- 7 Escape punishment
- 8 Establish a new identity
- 9 Establish a relationship
- 10 Exile someone
- 11 Explore new territories
- 12 Find a lost treasure
- 13 Find a missing object
- 14 Find a missing person
- 15 Find an antidote
- 16 Find someone
- 17 Find spiritual enlightenment
- 18 Frame someone
- 19 Frighten
- 20 Gain a reward

**Table 1–15: Character Motivation 7**

- 1 Satisfy a desire or need
- 2 Satisfy an obligation
- 3 Satisfy a curiosity
- 4 Save another
- 5 Save face
- 6 Secure payment
- 7 Set an example
- 8 Silence someone
- 9 Solve a mystery
- 10 Spy on another
- 11 Start a castle
- 12 Start a family
- 13 Start a nation
- 14 Start a war
- 15 Subdue
- 16 Test someone's limits
- 17 Travel
- 18 Usurp someone's power
- 19 Win a bet
- 20 Worship a deity

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**Table 1–18: Character Quirks 2**

1	Never without a favored item
2	Never eats meat or animal byproducts
3	No musical taste or ear and a terrible singer
4	Obsessive about certain foods
5	Old wound causes a slight limp in gait
6	Opinionated about any conversation or topic
7	Overweight from indulgence
8	Personal appearance is very important
9	Practices a favorite musical instrument
10	Recurring facial tick during stress
11	Smokes pipeweed or tobacco frequently
12	Speaks with a strange accent
13	Subscribes to a number of local superstitions
14	Suffers from long-term illness symptoms
15	Suffers from a phobia gained long ago
16	Thinks quite highly of oneself
17	Trouble seeing different colors
18	Wanderlust
19	Weak stomach for messy violence
20	Yearns for the outdoors

**Table 1–34: Tattoos (Magical)**

1	Arcane sigil on tongue
2	Celtic braid on back or face
3	Draconic rune on shoulder
4	Glowing arcane mark on palm
5	Glowing compass
6	Glowing sigil over heart
7	Handprint on chest or back
8	Holy/unholy words on scalp
9	Maze of shapes and patterns across back
10	Runes across neck
11	Sacred name inside lip
12	Sanskrit proverb across forearms
13	Sanskrit rune on back of hand
14	Slyvan runes on stomach
15	Stars at key 'energy' points
16	String of numbers behind the knee
17	Third eye
18	Tribal band across back and pelvis or shin
19	The Unspeakable One/Thing
20	Words to a spell on arm

**Table 1–29: Birthmarks**

1	Beast (magical or otherwise)
2	Black circles around both eyes
3	Charging horse
4	Claw of an eagle
5	Comet
6	Crossed swords
7	Crude map
8	Falcon
9	Five words in Draconic
10	Gold dragon with its wings spread
11	Holy symbol
12	Image of an avatar of a god
13	Moon and three stars
14	Sigil of a wizard who lived 1,000 years ago
15	Skull
16	Spell written in an ancient language
17	Starburst
18	Symbol of a death cult
19	Symbol of a plague carrier
20	Tower or important location

**Table 1–46: Holy Orders 2**

1	Fellowship of the Dragon Scale
2	Fighting Brothers of the Sai
3	Hallowed Elf Society
4	High Holy People's Resistance
5	Holy Academy of War
6	Holy Dragon Monastery
7	Infernal Brotherhood of Wrath
8	Lawful Clan of Water
9	Masked Faithful of the Dark One
10	Meditative Order of Greenfern
11	Monastery of the Three Gods
12	Moonlight Crusade
13	Pain Seekers
14	Peaceful Monks of Tridius
15	Pure Fellowship of Joy
16	Sabian Brotherhood
17	Sanctified Purple Monks
18	Secret Sisterhood of the Salamander
19	Sect of Flame
20	Sisterhood of the Fist

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**Table 1–61: Monk Maneuvers 3**

- 1 Rage of the Patient Warrior
- 2 Raptor's Claw
- 3 Rhino Charge
- 4 Rolling Leg Sweep
- 5 Running Hammer
- 6 Scorpion Sting
- 7 Snake Strike
- 8 Snapping Steel
- 9 Speed of the Viper
- 10 Spinning Fist of the Northern Winds
- 11 Steel Kick
- 12 Strike of the Hunter
- 13 Swiftiness of the Snake
- 14 Through the Grass
- 15 Tiger Intimidating Charge
- 16 Titan's Palm
- 17 Triple Thunder Kick
- 18 Triton's Choke
- 19 Vaulting Leap of the Heavens
- 20 Wind at My Back

**Table 1–66: Criminal Path**

- 1 Apprenticed to a locksmith
- 2 Apprenticed to a master rogue
- 3 Born into a gang or guild of criminals
- 4 Discovered knack for sleight of hand, etc.
- 5 Enjoys causing others harm (sociopathy)
- 6 Enticed by the thrill
- 7 Forced to steal to survive
- 8 Framed and jailed for a time
- 9 Greedy — lives beyond his means
- 10 Grew up on the streets
- 11 Idolizes a master rogue
- 12 Joined a gang at an early age
- 13 Massive gap between rich and poor
- 14 Problems with authority
- 15 Raised by a family of thieves
- 16 Raised in a city flooded with crime
- 17 Selfish and self-important
- 18 Steals to feed a habit
- 19 Too smart to do anything else
- 20 Wants to become a hero of the poor

### USING CHAPTER ONE

#### **Character Motivation 4**

*9 Hide someone's identity*

#### **Birthmarks**

*3 Charging horse*

#### **Inheritance**

*3 Business*

#### **Phobias**

*8 Haphephobia. Being touched*

#### **Character Quirks 2**

*1 Never without a favored item*

#### **Hobbies**

*18 Reading and literature*

*Here we have young master Elshyn, who's never without his favored item, a long-sleeved cloak. He wears it because he's trying to keep his own identity secret, which is not easy because of the tell-tale birthmark on his arm. If people knew he was the one who inherited a book shop with tomes of how to find a lost treasure, his life could be at an end. This makes him nervous about being casually touched. He spends his time pouring through the old tomes to find the clues and assemble a team to track down the treasure.*