

World of Nerana: the Northwest

Character Background Generation

Note

This document assumes you have already determined the race for your character. Even though most game systems already have a method to determine height and weight, this document has its own methods as well – all that is needed is to know the average height and weight of your character's race.

Roll a D100 unless otherwise noted. Go to each numbered section in turn. Tables starting with a letter should only be consulted when noted. Tables with letters can be found in Appendix 1.

1.0 Gender (Optional)

This section is optional if you wish to play a certain gender. If so, skip to the next section.

Life on Nerana is often violent, and usually it is the male of the species who perform the actual soldiering and warfare. Therefore, the lower percentage for males is due to mortality rates. Dwarves are genetically inclined to produce males more often than female offspring. Use the "Other" column for all other races.

Table 1.0.1: Gender Determination

	Human	Elf	Dwarf	Other
Male	01-45	01-40	01-70	01-50
Female	46-00	41-00	71-00	51-00

1.1 Birthdate

This is according to the Merinian Calendar. All months have 30 days (for day roll D30), except for Harvest Moon, which has seven days (for day roll D8, reroll 8s).

1.1.1 Birth Month			
01-08	Winter Night	57-64	Dragon's Breath
09-16	Winter Morn	65-72	Goodcrop
17-24	Landwake	73-76	Harvest Moon
25-32	Newcrop	77-84	Landsleep
33-40	Last Rain	85-92	Winter Eve
41-48	Clear Sun	93-00	Endyear
49-56	Midsummer		

No D30: if you do not have a D30 (30 sided die) you can emulate it by doing the following: use a D3 as the tens place, and a D10 as the ones place, like you would with a D100. Read the D3 as D3-1 (so that you generate a number between 0 to 2). Read a "0" on the D10 as zero. If you were to result with a "0" on the D3-1, and a "0" on the D10, treat this as 30.

D3: to emulate a D3, use a six-sided die (D6). Read 1-2 as "1", 3-4 as "2", and 5-6 as "3". In the D30 emulation above, you'll be subtracting one from this emulated number.

1.2 Birthplace

Your place of birth may or may not affect your choice of race to play, but it will certainly affect your culture and upbringing.

1.2.1 Nationality	
01-09	Northlander (Northlands) Complexion -30; Clan Society
10-15	Kinshard (Kinshard Province) Complexion -30; Clan Society
16-25	Merina (Desert) Complexion +30; Imperial Society
26-30	Merina (Isles of) Complexion -10; Imperial Society
31-50	Midran (North and South Midra) Complexion +0; Clan (North Midra) or Feudal Society (South Midra)
51-70	Neranian (Federation of Nerana) Complexion +0; Feudal Society
71-78	Nordath Plainsmen Complexion +30; Nomad Society
79-83	Algerset Plainsmen Complexion +20; Nomad Society
84-90	Elder Forest (northern half) Complexion +0; Elven Society
84-90	Elder Forest (southern half) Complexion +20; Elven Society
91-98	Elflands Complexion +25; Elven Society
99-00	Dwarven Hold Lords Complexion -20; Dwarven Society

2.0 Genetics

What is your Complexion? These questions and more can be determined randomly.

2.1 Complexion
Consult Appendix Table A.1 but apply any modifications as resulted in Nationality table.

2.2 Eye Color

Use the following modifications for Complexion and Race:
Complexion: Light +25; Dark -25
Elves: +10; Dwarves: +5.
If you want to vary the shade of the resulting color, use Table A.1.

01-21	Brown	57-71	Green
21-41	Hazel	72-99	Blue
42-56	Gray	00	Violet

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2.3 Hair Color

Use the following modifications for Complexion and Race:
 Complexion: Light +25; Dark -25
 Elves: -10; Dwarves: +5

01-41	Black	68-99	Blonde
42-56	Brown	00	Silver
57-67	Red		

-If you want to vary the shade of the resulting color, use Table A.1.
 -If you get Black hair you can still determine Shade. Use Table A.1 with a modifier of +25. If Shade is Medium, then the hair color is Gray. If you get a Shade of Light, then Black hair is then white.

Table A.1: Shade	
01-33	Light
34-66	Medium
67-00	Dark

3.0 Social Class

The Social System result would have been obtained in the Nationality table.

Note that some cultures do not support a Slave system. If you rolled up a result in which you are a Slave but your birthplace's culture does not support this, then this could mean either one of two things: 1) either roll again, or 2) you were enslaved by another culture later on in life. If you choose the latter then reroll your new Nationality (until you get a culture that supports slavery).

There exists a general racial bias overall in the world that controls social standing. Be sure to use the racial modifiers that follow.

	Clan	Nomad	Feudal	Imperial	Elven or Dwarven
Slave	01-10	01-15	01-19	01-25	--
Lower Class	11-99	16-92	20-80	26-91	--
Middle Class	--	93-94	81-91	92-95	01-80
Upper Class	--	95-98	92-98	96-98	81-99
Noble	00	99-00	99-00	99-00	00

Racial Modifiers: Half-Orc -25%

4.0 Height and Weight

Please use the Gamemaster Law methods for determination of Height and Weight. There is a further modification based on Social class, as presented below.

Table 4.2: Social Modifiers for Height and Weight

Social Modifiers	Height Mod	Weight Mod
Slave	-15%	-20%
Lower Class	-10%	-15%
Middle Class	+0%	-5%
Upper Class	+5%	+0%
Noble	+10%	+5%

Metric System: for those of you who do not want to use inches and lbs, you can convert to the Metric system by multiplying height in inches by 2.2 to get centimeters. Multiply weight in lbs by 0.45 to get kilograms (you probably should keep up to two decimal places in your final result). You should do this at the very end of height and weight determination.

5.0 Trade and Training

According to your social class, you can randomly determine what your character was taught as a child or adolescent. What you will receive are free skills and ranks in which you obtain for free – there is no need to pay for these will skill points / development points / whatever. Also, this section assumes that Treasure Companion is used.

Usually two skills are given a +1 rank. If only one skill is given, then the skill gets a +2 bonus. These ranks work just like Hobby ranks, as they are not modified by skills that are normally Occupational, Everyman, or Restricted. Instead of skills some results will offer a spell list. If you do not wish to use a spell list, then replace those ranks with the Spell Lore skill instead.

Note that even though the World of Nerana document claims that races have special knowledge of certain things (i.e.: medicine for Halflings), this is not automatic to every member of a race. If you want the skill then you must purchase the skill as per the rules of the gaming system you are using. The only thing this means is that there is a context for your character knowing such skill(s).

Table 5.1: The Trades and Training Chart

Use for any civilization where humanity is the dominant ruling race. Note that some cultures may not allow for some trades or careers to be present. For example, a Nomadic culture will not have farmers but they will have hunters and gatherers instead. Use what makes sense.

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Career	Slave	Lower Class	Middle Class	High Class	Noble
Alchemist	01	01	01	01-05	01-03
Apothecary	02	02	02-03	06-08	04
Armorsmith	03	03	04-05	09	05
Artisan	04	04	06-08	10-15	06-07
Blacksmith	05	05	09-10	16	08
Brewer	06	06	11-12	17-18	09
Burglar	--	07-08	13	19	10
Clergy	--	09	14-15	20-25	11-15
Diplomat	--	--	16	26-30	16-20
Farmer	07-12	10-21	17-27	31	--
Gatherer	13-19	22-25	28-29	32	--
Hunter	20-22	26-29	30-31	33-38	21-25
Laborer	23-40	30-42	33-42	39	--
Marine	41	43-46	43-44	40	--
Mariner	42-49	47-51	45-48	41	26
Merchant	--	--	49-50	42-50	27-50
Messenger	50-55	52-54	51	51	--
Metalsmith	56	55-56	52-53	52	51
Mercenary	57-59	57-59	54-55	53	52
Other	60-68	60-69	56-66	54-60	53-55
Overseer	69	70	67-68	61-70	56-64
Police	--	71	69-70	71	--
Politician	--	--	71	72-84	65-80
Prostitute	70-78	72-78	72	85	--
Scribe	79	79	73-74	86-87	81
Soldier	80-90	80-84	75-83	88	82
Spellcaster (arcane)	--	85	84-85	89-91	83-88
Spellcaster (divine)	--	86	85-86	92-94	89-94
Spy	91	87	87	95	95
Thief	92	88-91	88-89	96	96
Translator	93-94	92-93	90	97	97
Trapper	95-97	94-95	91-94	98	98
Vendor	98	96-97	95-97	--	--
Weaponsmith	99	98-99	98-99	99	99
Choice*	00	00	00	00	00

* You can choose instead of rolling randomly. You cannot choose a choice marked as "--", however.

Alchemist: one who knows how to brew magical potions. Two spells lists at rank 1 from Treasure Companion: Liquid/Gas Skills and either Own Realm Imbedding list or the Other Realm Imbedding list.

Apothecary: one who makes and prepares medicines. Use Prepared Herbs and Prepare Herbs.

Armorsmith: one who makes armor. Metalcrafts (Armorer) (Crafts) and Evaluate Armor.

Artisan: this includes painters, sculptors, and other disciplines of art. From among Artistic * Active, or Artistic * Passive choose one skill at rank 2 or two skills at rank 1.

Blacksmith: one who works with metals where it pertains to critical day to day life tools and goods. Metalcrafts (Blacksmith) (Crafts) and Evaluate Metal.

Brewer: one who brews alcoholic beverages. For the higher classes the brewery is most often wines or spirits. Cooking (Brewing).

Burglar: a thief who will negotiate heights to get to the goods. Climbing and choose either Acrobatics or Stalking.

Clergy: one who has been formerly trained in a religious order. These range from lay ministers to ordained priests. Religion Lore and choose either one more Lore skill from one of these: Demon/Devil Lore, Planar Lore, Spell Lore, Symbol Lore, or Undead Lore.

Diplomat: one who has been trained in arriving at compromises with two or more parties. Duping and Diplomacy.

Farmer: one who works the land in order to produce a natural good or food source. Flora Lore and Horticulture (Crafts).

Gatherer: one who searches for food sources, mostly of a plant nature. Flora Lore and Foraging.

Hunter: one who hunts live game for food (or sport for the higher classes). Stalking and Hunting.

Laborer: this is a catch all term for all kinds of laborers, usually concerned with construction of some sort although not necessarily limited to this. Examples include Carpenters, Bricklayers, Woodcutters, etc. Choose either Craft or Profession and choose an area of expertise. Alternately, you may also choose Weight-Lifting and Adrenal Strength.

Marine: a soldier trained to fight on seaworthy vessels. One weapon skill and either Tactics or Swimming.

Mariner: a professional sailor or boating crewman of some kind. Navigation and either Stargazing or Woodcraft (Shipwright) (Craft).

Merchant: one who deals or trades in goods. Trading and Trading Lore.

Messenger: one trained to traverse distances to give and receive messages. Distance Running and Messenger / Runner (Crafts).

Metalsmith: one who works with fine metal goods, often of a nature that is detail work, fragile, or a luxury item. Evaluate Metal and choose one of (these are all Metalcrafts [Crafts]): Bronze-, Copper-, Etcher, Gold-, Iron-, Silver-, or Tin-smith.

Mercenary: one who fights for money, most often for a noble or local army of some kind. One weapon skill and either Region Lore or Tactics.

Other: this is a catch all for everything else not mentioned here. Consult your own game manuals under its skill sections for skills that allow for crafting or professions. Choose one or two skills that could be related to one another and create or emulate a profession. For nobility, this heading most often represents that of a position of rulership of some kind. If this is the case, use the Politician skill ranks.

Overseer: one who manages a workforce and motivates them to keep working. Duping and Intimidation.

Prostitute: or Gigolo for a male. One trained in giving physical pleasures. These include concubines. Seduction and choose either Duping or Masseur (Crafts).

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Police: some kind of force that keeps the peace, be it the watch or other policing force. Intimidation and either Region Lore or Streetwise.

Politician: one who holds a leading government office, such as a mayor, magistrate, etc. Choose two skills from: Administration, Diplomacy, Duping, or Public Speaking. Alternately, one can choose one skill for 2 ranks.

Scribe: one trained in the written language and in the care of books or other written medium. Gain 1 rank in Scribe (Crafts) and choose one: new written language at rank 4 (your choice), existing written language gains +2 ranks.

Soldier: one who has joined a local fighting force. Region Lore skill and either one weapon skill or Tactics skill.

Spellcaster (arcane): one trained in the magical arts of some kind. One rank in Spell Lore and one rank in a Base, Training package, or Own Realm Open Essence or Mentalism spell list.

Spellcaster (divine): one trained in some kind of channeling-based magic. One rank in Religion Lore and one rank in a channeling Base, Training package, or Own Realm Open Channeling spell list.

Spy: one trained in information gathering and subterfuge. Mingling and choose either Observation or Hiding.

Thief: one who steals for a living. Stalking and either Pick Locks or Pick Pockets.

Translator: one skilled in multiple languages in order to translate between two or more parties. Existing Language gains 2 ranks, and one new language at rank 4 (or another existing language gains +2 ranks).

Trapper: one who sets traps for live game. Trapping (Crafts) and Setting Traps or Trap Building.

Vendor: this is a small scale merchant who works out of a street cart, table, or off their own self. Appraise and Trading.

Weaponsmith: one who crafts weapons. Choose either Metal-crafts (Weapon smith) (Craft) or Fletching (Crafts) for 2 ranks, or choose both at +1 bonus.

6.0 Faith

The World of Nerana is a world where the gods have a presence virtually everywhere. After all, any Cleric or Priest can cast a spell (i.e.: channel their faith) which can cure the sick and wounded, and thus that is a sign that their deity is present.

With all such “little miracles” happening all around a person, or at least hearing about it on a constant basis, it is hard to imagine that someone will be an atheist when the evidence is very clear. It is important to leave behind your modern world atheist view, if you have it, and look at a character’s life with this in mind.

Note that this is the kind of faith your character has been brought up with at the very least. You, as a player, do not

have to keep the character faithful to the deity if you do not want to. If you’d rather keep your character an atheist then by all means you can – it doesn’t mean that everyone else around your character was the same way, however. This is more of a background measure than anything else.

Note that you may simply choose a deity your character believes in if desired.

Also note that certain cultures and areas of the world demand that certain deities are allowed to be worshipped. For instance, the Desert Merinians only allow the worship of Magni and will jail, convert, or kill those people of other religions and faiths.

Table 6.1: Background Deity

Roll D100 and compare Society to that of the deity.

Clan	Nomad	Feudal	Imperial	Deity
01-17	01-15	01-20	01-25	Skirm
18-19	16-18	21-30	26-41	Eviden
20-49	19-39	31-58	42-67	Magni
50-69	40-58	59--79	68-78	Gaia
70-86	59-86	80-82	79-80	Pilgrianna
87	87	83-84	81-82	Death*
88	88	85-87	83-86	Pavera*
89	89	88-89	87-89	Sin*
90-00	90-00	90-00	90-00	Other Deity

* Deities marked with an asterisk are evil or uncommon, and thus a player may wish to reroll this result if desired.

Other Deities: note that in the timeline section of the *World of Nerana: the Northwest*, there is an event under the entry of -500,000,000 which reads:

“The result of the (chaos) blast causes ripples in space and time, and temporary wormholes appear and with time disappear. However, many beings from other universes are unwillingly swept up and transplanted on the planet. The aftereffects also create "mirrors", or parallels, of other deities from these other universes.”

The Nerana campaign world is built in such a way that if you have a favorite deity from another campaign world, you can certainly be of that faith and gain Priest or Clerical abilities from that deity. However, also note that the campaign world is also set up that playing a Cleric of a native deity (native to Nerana) has additional benefits. See the document entitled *Religions of Nerana* for more information.