

## Table 13 - Adulthood Events

When rolling on Table 13 - Adulthood Events, be sure to roll 2d20 and add your Social Mod to the roll. Roll only once on this table.

Roll	Adulthood Events	Next Table
-1 or less	While foraging or hunting for food the character has an encounter with a trapped predatory beast. Instead of slaying it the character frees it. The freed creature disappears. Later the character is trapped and the same beast returns to free the character.	Finished
0	To earn a living, the character learns a new occupation. Roll on Table 10 to determine the new occupation.	Finished
1-2	Something Wonderful. Roll on Table 529 - Something Wonderful to determine the details	Finished
3-4	A tragedy occurs. Roll on Table 528 - Tragedies to determine the specifics	Finished
5	Learn an unusual skill. Roll on Table 876 - Unusual Skills to determine the specifics	Finished
6	The character participates in a rebellion against a local authority. Roll 1D10, on a result of 9-10 the rebellion was successful and the local ruler is deposed. Any other result means that any known participants are officially outlawed and have a price on their heads. Roll 1D10 again if the rebellion failed, if the result is 1-9, only a few close friends know of the characters involvement. The result of 10 means the character is an outlaw.	Finished
7	Character serves a patron. Roll on Table 543 - In the Service of... to determine the results.	Finished
8	Character has wanderlust and decides to travel. Roll 1D6 to determine the number of years the character spends traveling. Roll on the table below.	
1	Visit most of the major cities and towns in the land. Gain the Traveler Skill Package.	
2	Sign on as a sailor. Gain the sailor Skill package	
3	Journey to the Mountains. Gain the Mountain Survival Package	
4	Investigate the nearby dark woods. Gain the Forest Survival Package	
5	Travel to a distant land. Roll on Table 8A to determine the land. Gain fluency with the native language	
6	Live with a different culture. Roll on Table 1 to determine the culture and gain their Cultural Skill Package	
7-8	Roll 1D6 twice on this table, rerolling duplicates.	
	Finished	
9-10	Character has a religious experience. Roll on Table 541 - Religious Experience to determine the details	Finished
11	The character saves someone's life. This person becomes the characters companion. Roll on Table 761 - Companions to determine the details.	Finished
12-13	A culture specific event takes place. See table below.	
Amo	Table 11C	
Doresti	Table 11D	
Igardian	Table 11E	
Lucani	Table 11F	

Roll	Adulthood Events	Next Table
Trisin	Table 11G	
	Finished	
14	1D3 additional events happen during the same year	Finished
15	An exotic event takes place. Roll on Table 544 - Exotic Events to determine the details	Finished
16	Learn a weapon skill appropriate to the characters culture	Finished
17	Something bad happens to the character. Roll on the table below.	
1	A tragedy occurs. Roll on Table 528 - Tragedies to determine the specifics	
2	Character acquires a curse. Roll on Table 868 - Curses to determine specifics	
3	Character acquires a rival. Roll on Table 762 - Rivals to determine specifics	
	Finished	
18	Something good happens to the character. Roll on the table below.	
1	Character gains a blessing. Roll on Table 869 - Blessings to determine the specifics	
2	Something Wonderful. Roll on Table 529 - Something Wonderful to determine the details	
3	Character gains a companion. Roll on Table 761 - Companions to determine the details.	
	Finished	
19	The character becomes famous for an event. Reroll on Table 13 to determine what the event is	Finished
20	Character develops an exotic personality trait. Roll on Table 849 - Exotic Traits to determine the specifics	Finished
21	Character inherits an item from a relative. Roll on Table 863 - Gifts and Legacies to determine the specifics	Finished
22	Roll again on this table without adding in the Social mod and subtract 1D3 from the roll	Finished
23-24	Character becomes involved in illegal activities. Roll on Table 534 - Underworld Experience to determine the specifics	Finished
25	Learn to use an unusual weapon	Finished
26-28	Character joins the military. Roll on the table below, and then roll on Table 12 - Military Experience.	
1	Character was drafted during wartime	
2	Character patriotically volunteered	
3	Character was rounded up by a press gang who needed to meet a quota	
	Finished	
29-32	The character has a romantic encounter. Roll on Table 542 - Ah! Love to determine the specifics	Finished
33	The character acquires a hobby. Roll on Table 427 - Hobbies to determine the specifics	Finished
34	Character develops jaded tastes for exotic and expensive pleasures	Finished
35-36	The character is accused of a crime that he did not commit. Roll on Table 875 - Crimes and then roll on the table below.	
1-3	Character suffers the punishment for the crime	
4	Character is found innocent but not before an embarrassing trial	

Roll	Adulthood Events	Next Table
5	Character is captured but then rescued by the individuals that committed the crime. He joins the criminals to avoid the authorities. Roll on Table 534 - Underworld Experience to determine the specifics.	
6	Character is sold into slavery. Roll on Table 539 - Enslaved to determine the specifics.	
	Finished	
37-38	Add 1D6 years to the characters age and roll 1D3 more events on Table 13. Ignore this result if rolled again.	Finished
39	Gain a personality trait. Roll on the table below.	
1	Roll on Table 318B - Neutral Trait	
2	Roll on Table 647 - Light Trait	
3	Roll on Table 648 - Dark Trait	
4	Roll on Table 649 - Exotic Trait	
	Finished	
40-41	Character improves one occupation skill package by 1D3 levels. If the character does not have an occupation skill package, generate one from Table 10.	Finished
42-44	Roll again and add 5 to the roll in addition to the Social Mod	Finished
45	Character is made a close advisor to a local ruler	Finished
46-48	Character develops an exotic trait. Roll on Table 649 - Exotic Traits to determine the specifics	Finished
49-50	Family sends the character a servant (much like a butler) that refuses to leave the characters side. Roll on Table 761C to determine the true nature of the servant.	Finished
51-53	Someone of a social status one level lower than the character proposes a political marriage in order to gain a social advantage.	Finished
54-58	A radical change in the political structure of the land drops the characters social status to Citizen/Poor and strips him and his family of all noble advantages. Roll 1D6 on a result of 5-6 the character and his family are now outlaws.	Finished

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