

Step 1: Choose a Race and General Background

The following race table is partially based off of the racial distribution presented in the gazetteer of Oppara presented in *Crownfall*. In the case that you will be using the Cult of Personality rules in a different location, these numbers should be adjusted accordingly.

Race	
01-70	Human (Taldan)
71-81	Human (Chelaxian)
82-87	Human (Kelish)
88-89	Human (Ulfen)
90	Human (Garundi)
91	Human (Vudrani)
92	Human (Varisian)
93	Human (Other)
94	Half-Elf
95	Elf
96	Half-Orc
97	Gnome
98	Halfling
99	Dwarf
100	Other (Exotic)*

*Exotic would include exotic humanoid races, such as Aasimar, Tiefling, Samsarans, etc.

Background	
01-03	Unemployed
04-09	Peasant/Farmer
10-60	Commoner
61-70	Artist / Scholar
71-80	Merchant
81-90	Adventurer
91-97	Clergy
95-98	Politician
99	Minor Noble
100	Major Noble

Step 2: Determine your agent's profession based on their background

Commoner	
01-03	Fortune-teller (huxter)
04-06	Gambler
09-12	Mortician
13-15	Grave Digger
16-18	Basket maker
19-21	Water carrier
22-24	Bricklayer
25-27	Shepherd
28-30	Cowherder
31-33	Sheepshearer
34-36	Street Sweeper
37-39	Mason
40-42	Cutler
43-45	Furniture maker
46-48	Porter
49-51	Miner
52	Cartwright
53	Cobbler
54	Fisherman
55	Butcher
56	Baker
57	Chandler
58	Shopkeeper
59	Woodcutter
60	Miller
61	Cooper
62	Weaver
63	Roofer
64	Hat maker
65	Vintner
66	Brewer

67	Beekeeper
68	Leatherworker
69	Distiller
70	Potter
71	Sailor
72	Tanner
73	Glass blower
74	Rugmaker
75	Bartender
76	Innkeeper
77	Carpenter
78	Washer
79	Clerk
80	Maid / Butler
81	Gardener
82	Driver
83	Lamp Lighter
84	Stable hand
85	Farrier
86	Tailor
87	Midwife
88	Nurse
89	Page
90	Herald
91	Scribe
92	Stable master
93	Locksmith
94	Courtesan
95	Watchman
96	Weaponsmith
97	Armorer
98	Bowyer
99	Majordomo
100	Jailer

PC Classes in these Tables?

In some of the following tables, some Pathfinder class names are featured in addition to those of professions which may be a subset of that class, such as “Actor” and “Bard.” Just because someone is an actor doesn’t mean they possess bard class levels. The intention of the class names is to provide an agent who is easily identifiable as having some of the powers/abilities associated with the class, as opposed to vague description. In a campaign that doesn’t wish to have agents with specified class levels, such as to prevent agents from becoming the equivalent of the Leadership feat, they can be cut out of the table. All the explicitly named PC classes are at the end of each table.

Artist / Scholar	
01-03	Dancer
04-06	Singer
07-09	Poet
10-12	Novelist
13-15	Painter
16-18	Sculptor
19-21	Architect
22-24	Chef
25-27	Actor
28-30	Comedian / Jester
31-33	Musician (String)
34-36	Musician (Woodwind)
37-39	Musician (Percussion)
40-42	Orator
43-45	Herbalist
46-48	Librarian
49-51	Cartographer

52-54	War Historian
55-57	Archeologist
58-60	Religious Historian
61-63	Genealogical Historian
64-66	Astronomer
67-69	Geologist
70-72	Chronicler
73-75	Inventor
76-78	Philosopher
79-80	Professor
80	Tinkerer
81	Doctor
82	Linguist
83	Engineer
84	Barrister
85	Veterinarian
86	Expert
87	Magus
88	Alchemist
89	Bard
90	Occultist
91	Skald
92	Witch
93	Illusionist
94	Transmuter
95	Evoker
96	Conjurer
97	Abjurer
98	Necromancer
99	Enchanter
100	Diviner

Merchant	
01-04	Slaver
05-08	Fence
09-12	Mercer
13-16	Apothecary
17-20	Clothier (Clothes seller)
21-24	Perfumer
25-28	Jeweler
29-32	Armorer
33-36	Banker
37-40	Grocer
41-44	Rug Merchant
45-48	Importer/Exporter
49-52	Art Dealer
53-56	Event Coordinator
57-60	Lumber Merchant
61-64	Fine Wine/Spirits Merchant
65-68	Ale Merchant
69-72	Brothel Owner
73-76	Furrier
77-80	Spice Merchant
81-84	Book Seller
85-88	Clockmaker
89-92	Armor Merchant
93-96	Weapons Dealer
97-100	Luxury Merchant

Adventurer	
01-05	Soldier
06-10	Bodyguard
11-15	Falconer
16-20	Trapper
21-25	Survival Guide
26-30	Squire
31-35	Gladiator/Pit Fighter
36-40	Field Medic
41-45	Houndsmaster
46-50	Mountaineer
51-55	Bounty Hunter
56-60	Tomb raider
61-65	Bandit/Pirate
66-70	Thief
71-75	Scout
76-80	Mercenary
81-85	Thug/Ruffian
86	Barbarian
87	Bloodrager
88	Brawler
89	Cavalier
90	Fighter
91	Monk
92	Psychic
93	Ranger
94	Rogue
95	Slayer
96	Sorcerer
97	Summoner
98	Spiritualist
99	Swashbuckler
100	Vigilante

Clergy	
01-60	Simple Preacher
61-65	Hermit
66-70	Templar
71-80	Nun/Friar
81-86	High priest
87-88	Druid
89-90	Oracle
91-92	Paladin
93-94	Shaman
95-96	Warpriest
97-98	Cleric
99-100	Inquisitor

Politician	
01-60	Aide
61-65	Senator
66-70	Castellan
71-75	Guard Captain
76-80	Ambassador
81-85	Knight
86-90	Guildmaster
91-95	Judge
96-100	Sheriff

Step 3: Choose a reason for joining the PC's cause (Optional)

The next three tables are optional, to help flush out an agent's motives and personalities.

Goal	
1-35	<u>Aspiring Reformer</u> : Having seen the turmoil in the land, this agent has always wished to join the struggle but felt their voice would never matter. Seeing you as a figure with similar views, this agent has thrown in with your cause.
36-45	<u>Debt to PC/Cause</u> : Whether known to the PC or not, the PC's actions have been a blessing to the agent. In hopes of paying back the debt by devoting themselves to the cause.
46-55	<u>Seeking Personal Glory</u> : While they make it no secret that they have great ambitions personally, this agent believes your cause is noble and wants to be a part of it. Through competent, faithful service, they hope to make a name for themselves that will catapult them into the history books.
56-65	<u>Atonement</u> : This agent has a bit of a troubled past, and hopes to earn some positive karma. Through work to bring about a better future for the people, this agent hopes to redeem themselves in their own eyes and in the eyes of their peers.
66-70	<u>Thrillseeker</u> : Turbulent times are exciting times for some. In the wake of the political upheaval, this agent only wants to be on the front lines, making change happen. They've heard tales of the political web and intrigue that happens in the courts, and wish to participate in any way they can.

71-80	<u>Strategist</u> : This agent has approached the PC to offer their services, believing that their skills and network will be vital if the PC wishes to achieve their goals. Hopefully, when all is said and done, the agent will reap the benefit of significant influence or wealth.
81-90	<u>Senatorial Hopeful</u> : While the senate is regrouping, hopefully joining reforms will allow this agent to get in the good graces of the nation's people. Hopefully earning noble title and a path to becoming a senator.
91-95	<u>Defector from Political Rival</u> : While not in this rival's inner political circle, this agent attempted to draw others to a rival's cause. After being spurned by their rival, or perhaps after hearing well-spoken opinions and ideologies by the PC, this agent has converted to the PC's cause for now.
96-98	<u>Following a Dream/Vision/Prophecy</u> : The agent received strange, hazy visions of the land in turmoil during a period of altered consciousness. One figure that seemed pivotal to quelling the chaos could barely be made out among the vision, and this agent believes that it is the PC.
99-100	<u>Love Interest</u> : While this agent does want to further the cause, the agent's true goal is to eventually win the romantic attention of the PC. Whether this interest will remain unrequited or not, only time will tell.

Step 4: Determine Personality Traits
(Optional)

Give your agent some personality traits, which may influence decisions like which agents get sent on a mission, even though personality has no effect on the success of a mission as per rules.

Each agent gets 1d2+1 traits, re-rolling for any traits that obviously oppose a trait already rolled.

01-04	Lazy
05-08	Cruel
09-12	Mature
13-16	Awkward
17-20	Charming
21-24	Cowardly
25-28	Brave
29-32	Dim
33-36	Erratic/Moody
37-40	Calm
41-44	Loyal
45-48	Cheerful
49-52	Motivated
53-56	Immature
57-60	Caring
61-64	Talkative
65-68	Greedy
69-72	Resourceful
73-76	Hasty
77-80	Stubborn
81-84	Carefree
85-88	Blunt
89-92	Serious
93-96	Logical
97-100	Witty

Cult of Personality Agent Tracking Sheet

Agent Name	
Physical Description (gender, race, age, etc.)	
Background	
Goal	
Personality Traits	
Agent Status (active, lost, etc.)	

Agent Name	
Physical Description (gender, race, age, etc.)	
Background	
Goal	
Personality Traits	
Agent Status (active, lost, etc.)	

Agent Name	
Physical Description (gender, race, age, etc.)	
Background	
Goal	
Personality Traits	
Agent Status (active, lost, etc.)	

Tracking Sheet For: _____

Agent Name	
Physical Description (gender, race, age, etc.)	
Background	
Goal	
Personality Traits	
Agent Status (active, lost, etc.)	

Agent Name	
Physical Description (gender, race, age, etc.)	
Background	
Goal	
Personality Traits	
Agent Status (active, lost, etc.)	

Agent Name	
Physical Description (gender, race, age, etc.)	
Background	
Goal	
Personality Traits	
Agent Status (active, lost, etc.)	