

The Universe used to be ordered by the consistent course of the sacred calendar, 20 day signs occurring 13 times, for a total of 260 days. This lunar calendar worked in tandem with the solar calendar, bundling time into repeated years in 52-year chunks. But after the tragedies that have befallen the world, all cycles are knocked out of alignment. The Divines rarely appear to us and speak in confused speech. The moon grows and shrinks discordantly. The sun races then crawls through the sky.

Though far more chaotic, the sacred calendar still rules our fate. Each child is washed either on the day of their birth, or exactly four days after. Roll twice on this table to see what day you were born, and what day came four days after. Pick one to be your birthday. Birthdays are expressed number then sign (4 Rabbit, 12 House, 7 Goblin, etc). Most people have their daysign or some related word in their name, (Jumping Rabbit, Painted Hearth, Gremlinpile), but honored and acclaimed individuals often gain new names.

(The hope is that the full table will eventually be more than twice as big as this, but for a man of my talent that is very hard. Consider it a proof of concept.)



THE sacred calendar

Day Sign (d20)	Day Number (d6)
1. Crocodile	1. +2 hp 2. -1 to Death and Dismemberment rolls 3. Divine Gladiator (When fighting one on one, +1 to hit and +2 damage) 4. Glutton** (Consume twice as many rations when you have lunch, but gain an extra 3 hp) 5. Torn Between Worlds (-1 to hit, +2 to saves) 6. Creator (On crocodile days you may gain fatigue to gain +2 to hit or damage, or to force dirt into a simple shape)
2. Wind	1. Keen-Eyed (Increase crit range by 1 for ranged weapons) 2. Chiroptera (Under the light of the nighttime moon, you may turn your arms into bat wings and fly. Save or consume blood before pursuing another goal) 3. Beloved of the Air (You may command a roaring wind that foils projectiles lighter than a javelin within 10 ft of you for 10 minutes) 4. Heaven's Grasp (You do not take fall damage for falling 30' or less. You take half fall damage for falls longer than that) 5. Wind (On wind days you may become weightless at will). 6. Matchmaker (You can immediately discern a person's relative social standing if you can see their eyes)
3. House	1. Tamale Maker (Food you prepare restores an extra hp during lunches) 2. Beloved of Society (DR 2 against weapons, take double damage from natural elements) 3. Skilled at Artifice (+2 to craft rolls) 4. One With Society (On house days you are immune to fire damage and all damage caused by your countrymen) 5. Dweller in the House (Those who steal from you are cursed) 6. Skilled at Housework (sewing, cooking, cleaning, the works. If you are spouse or concubine to a Monarch, reduce your upkeep by 25.)
4. Lizard	1. Portentous (Gods can physically manifest around you as if you were a Sacred Bundle) 2. Dummy Tail (On your turn you may gain fatigue to regain an equal number of hp, your appearance and manner becoming more reptilian the more of this fatigue you gain in this way) 3. Opportunistic Blessing (1/lizard day, gain 1d4+1 hp, or gain +2 sum, or gain +4 to a to hit roll) 4. +1 Will 5. Godly Guardian (You may take the Godchild class at first level)

	6. Body Companion (You have a second head. You share control of your body, hp, xp, and levels. You have separate personality and rolls for diligence)
5. Snake	1. Can discern half truths 2. Natural contortionist 3. Perfect camouflage when prepared and still. 4. Immune to Poison 5. Slinker (Over the course of 10 minutes you may slough off your skin like a snake. Your skin takes with it any poison, disease, or curse that afflicted you. Your new skin is shiny and thin for one week. Double any damage you take during this period) 6. Love's Bite (On snake days you may take the damage your family members and spouses would take)
6. Death	1. 50% chance to resist death 2. Deceptive (mystically good liar) 3. +1 to Death and Dismemberment rolls 4. Sixth Sense (You can hear the voices of the dead. Sometimes they give you helpful riddles, sometimes they are merely deafening) 5. Souldrinker (On death days, gain 1 hp when a person dies within 30 ft) 6. Bound for Sacrifice (You may spend hp to gain +(Twice that amount) to hit or save for one roll. +50 xp to anyone who sacrifices you)
7. Deer	1. Quick Grasp (You have a double long reach, dashing out quickly with weapons or even stretching out your arms to double length) 2. Full of Grace (On deer days, run, jump and swim at peak human ability) 3. Smell HD 4. Harmonious Roots (You cannot lose your balance) 5. Pack Animal (When securing goods for a journey, +1 inventory slot for each 3 slots you lash down into bundles.) 6. Mano a Mano a Mano (During puberty you grow an extra hand and arm, either on your dominant side or in the middle)
8. Rabbit	1. You die in childhood. Reroll a new character. 2. +1 to saves 3. Fertile (when you have a child, 2 in 6 change of immediately expecting another) 4. Auto-Abundance (For 10 minutes on rabbit days you may create an illusory copy of yourself capable of your full range of vocalization and movement) 5. Photographic memory 6. Gifted (two kens)
9. Water	1. Drunkard**

	2. Tides of Fortune (You may reroll once per day if you are surrounded by water) 3. Vital Fog (You may expel a portion of your life force as an obscuring fog. Take 1 damage and create a fog in a 30' radius or in a 60' line) 4. Pure Mind (You are immune to mental control on water day, attempts at manipulation bounce back to the attacker) 5. Life Giving Waters (Your children get +1 to the stat of your choice) 6. Breadwater (Booze nourishes you like rations)
10. Dog	1. +2 inventory slots 2. Fool (start with 100 xp and -3 Will) 3. Immune to Fear 4. Reliable (Cannot score a critical hit. d20 rolls of less than 5 count as 5 instead) 5. Coyote Howl (You may yell loud enough to be heard at any distance you wish) 6. Absolute Fidelity (Oaths you make on Dog days kill you if you break them)
11. Monkey	1. -4 hp, +1 to two of your three characteristics 2. Poet (If you write a poem about an animate force with at least 10 lines/HD, you get +2 to rolls to influence or attack them) 3. Effortless Mastery (On monkey days you gain the skills painting, carving, singing, acting, weaving, and poetry) 4. Old Coyote (when your foes critically succeed against you, they have a 50% chance to critically fail instead. 5. Painter Creator (You are so skilled at painting you may paint scenes which are real up to 10x10x10. Reality you have painted cannot leave the painting. So you might paint a room to store some equipment and include a lion guard, etc) 6. Reverse Walker (You are born 60 years old and age in reverse)
12. Stave	1. Prideful** 2. Born to Lead (+10% tax) 3. Ill-Ruler (-1 to realm event rolls) 4. Whose Words Speak Truths to Being (1/stave day, foul an attack, spell or trap by refusing to permit it) 5. Jeweled Fowl (You feel no shame or guilt) 6. Born to Ride (Gain a loyal, dependable, grizzard mount as a friend. If they die, mourn for a year then gain another at no cost)
13. Goblin	1. See perfectly well in moonlight. 2. Natural Linguist (speak 2 additional languages) 3. Umbral Twin (Your shadow can perform simple tasks within reach) 4. Ill Primarch (your children have 50% chance to be born weird)

	5. Mad Market (On goblin nights you can speak every language and double in size, but lose the ability to read and write) 6. Face Blindness
14. Jaguar	1. +1 Fortitude 2. +1 to hit 3. Cowardly** 4. Champion (+2 to Fort, Ref, and Will) 5. Singed Fur (On jaguar days you are immune to fire and can breath fire in a 10 ft cone, 1d8 damage) 6. Left-handed (+2 to hit in melee against righties, +1 to saves)
15. Eagle	1. +1 Reflex 2. Supreme Archer (No range penalties for bow and arrow) 3. Chosen Warrior (+1 MD, but you may not gain MD from another source) 4. See HD 5. Emissary of the Sun (+1 to morale of soldiers you command) 6. Soars Like the Sun (On Eagle days sunlight is armor on your skin, giving +2 AC)
16. Lost Sign*	1. Supreme Ugliness (+4 to rolls to shock and intimidate, -4 to rolls to charm) 2. Hairless (start with 100 xp and -3 Fort) 3. Ordinary (Start without a ken, +1 to a characteristic of your choice) 4. Psychic Blank (You cannot be targeted by arcane magic) 5. Soulless (You cannot be targeted by divine magic. You have no soul to come out of your body when you die) 6. Between the Layers (On days of the Lost Sign, you are invisible and intangible at will and cannot take damage as long as you have exactly 0 hp)
17. Movement	1. +5 move speed 2. Quaking Feet (Once per Movement day you may stomp your foot and prevent an opponent with 4 HD or less from completing one action that round) 3. Overflowing Soul of Fire (you age twice as quickly. If you die of old age, your next character starts at Template B) 4. Eruptor (When you die, erupt like a volcano. Cover everyone in 10*level feet in magma dealing [level]d8 damage, save negates) 5. Hot Blooded (In summer your boiling blood sprays out when injured. Foes take 1d4 damage when they injure you) 6. Red-Mouthed (Start with a flintlock pistol or musket and roll twice on the d10 star weapon quality table)
18. Flint	1. Fire Fist (Unarmed attacks deal +1 fire damage and ignite foes on a critical hit)

	+1 weapon damage - Steelstone (obsidian weapons are not fragile when you use them) - Soldier of Misfortune (Any armies you lead will be doomed to calamity. Bad luck pursues you if you serve in another's army) - Eyes Like Flint (Once per Flint Day you may ignore the effects of one attack for up to two hours) - Dancer (If you are wearing feathers you may enter a hummingbird frenzy. Out of combat, perform a turns worth of activity in a round. In combat, take an extra attack or move action each round. Each round of frenzy, gain 1 fatigue. Save to end frenzy)
19. Rain	- Blessing of the Reed City (1/day for exactly one hour you may change your mouth into a tool-shaped beak) - Water Cycle (Once per Rain Day you may evaporate into a cloud, then rain yourself back down within the next hour) - Mistborn (Within rain and snowfall you may become invisible) - Snowshod (Instead of slowing you down, winter weather increases your speed by 10') - In Tune Renewal (In spring you regenerate 1 hp/hour) - Swollen With Destiny (Roll twice and combine)
20. Flower	- Lecher** - Supreme Beauty - Flower Petal Shadow (You may command your shadow to take form, perfectly imitating your appearance. There is no duration limit on this, but your shadow can only fidget about like an idle animation) - Immaculate Action (On Flower days, you gain +2 to hit if you are uninjured) - Notes of Experience (Music you play can conjure visual images in the minds of listeners) - Leaf-Veined (1/autumn you may leave your body behind, seeming to die. Your spirit may leap back into your body before midnight)

* We recall it not!

** Guideline for these excessive traits: you ALWAYS indulge when there seems to be no real cost, you MAY SAVE to resist your excess when it could be risky, you NEVER have to indulge in your excess when it would be reckless beyond all reason.