

This is mostly for your humorous enjoyment. Mostly. But hopefully it provides you with some ideas. Swordhaven encourages highly creative character creation. If we stole your character concept, we apologize!

The Really Old School Random Character Generator of Sword Haven!

Roll D20	Circumstances of Birth Suitable	Roll D20	Formative Years
1-5	Came into the world in the usual way just the other day.	1-3	Raised in Bulcolic analog to the 1950s.
6-7	Egg stolen	4	Traveled with sell sword musicians.
8	Found in glowing crater	5	Raised by wild beasts.
9	Fully grown Clone of famous person	6	Trained as emotionless perfect killer
10	Spawned in vat	7	Raised by machines.
11-13	Hatched in clutch	8-9	Idle Aristocrat
14	Live birth, D6 Parents	10-11	Downtrodden scullion
15	Born on battlefield	12	Village destroyed by raiders, chained to wheel.
16	Summoned from void	13-14	One of the faceless masses of a Dome City.
17	Transferred to new host	15-16	Wild and free upon the waves/dunes/Sea of Grass/Ice/Maintenance Level
18	Secret Heir to Nobility	17	You wouldn't believe me if I told you.
19	Made from magical clay.	18-19	Raised by Sorcerer/Priestess/engineer/kindly hermit
20	Parents murdered to prevent fulfillment of prophecy, never born, roll again.	20	Eaten by Cannibals, Roll on Birth Suitable again. Damn Cannibals.

Roll D12	Occupation Suitable	Roll D12	Accessory Suitable
1	Soldier	1	Dragon Boots
2	Machine Smith	2	Gold Pectoral
3	Musician	3	Huge Gem on leather cord.
4	Explorer	4	Spiked Bracers
5	Thief	5	Leather Pants
6	Assassin (Roll again, on a 2 or less you've been killed by guards, return to "Birth Suitable").	6	Snake Torque (Roll again, on a 2 or less it comes alive and strangles you, return to "Birth suitable").
7	Gambler	7	Velour
8	Preacher	8	Leather Headband
9	Sword Maker	9	Bird Skull Necklace and feathers.
10	Beast Keeper	10	Machine Eye.
11	Sailor	11	Bizzare hat
12	Scholar	12	Unusual sword

Roll D8	Outlook	Roll D8	Favorite Music
1	That which does not kill us....	1	Dark Synth Vox
2	Paradoxy	2	Kestral
3	Orthodoxy	3	Acadian Chant Plainsong
4	Religious - large organized religion	4	Haunting Ballads
5	Religious - Obscure god	5	Anything played on skulls
6	Cause whatever mayhem you can - on a 4+ return to Birth Suitable.	6	Hyper Death Pound - roll again, on a 1 return to "Birth Suitable"
7	Greed is Good	7	Cherry Blossom Voclod
8	Honor is All	8	Anything by Valcrys the Slayer

Roll D10	Special Gift	Roll D10	Reason for traveling Sword Haven
1	Telepath	1	Gold
2	Lethal Swordfighter	2	Chance to travel the Ring Gates
3	Gifted Healer	3	Only place enemies would not chase you.
4	Witty	4	Really hate Devilkin
5	See the Future	5	Ultimate Adventure
6	Really Strong	6	Looking for someone
7	Very hard to kill	7	Lost
8	Good with Machines	8	Megalomania
9	Swift	9	Fulfilling Prophecy
10	Lucky	10	Died in desert, return to "Birth Suitable".