

From Peasant to King and Everything In Between...Social Status for Character Backgrounds (v1.1)
Randomly pick once from a deck of playing cards and consult the table below.

	 Spades~Nobility	 Hearts~Clergy	 Clubs~Peasants	 Diamonds~Merchants
Ace	Paragon of virtue	Living saint	Peasant hero	Kingmaker
King	Royalty	Pope/Head of church	Bailiff/Town elder	Merchant prince
Queen	Regent	High church official	Reeve/Manor overseer	Royal treasurer
Jack	Viceroy/Duke	Cardinal	Freeman (wealthy)	Sheriff
10	Baron	Council bureaucrat	Freeman	Lesser bureaucrat
9	Vassal knight	Bishop	Freeman	Merchant noble
8	Lesser noble	Lesser bureaucrat	Freeman	Guild master
7	Military commander	Abbot	Freeman (poor)	Master
6	Knight errant	Priest	Freeman (poor)	Journeyman
5	Squire	Cleric/holy warrior	Villein/landless serf	Apprentice
4	Military officer	Friar/wandering priest	Villein/landless serf	Peddler
3	Military veteran	Monk/brother	Slave	Petty smuggler
2	Disgraced or dishonored	Dishonored or excommunicant	Criminal or outcast	Dishonored or bankrupt

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Spades~Nobility

Paragon of virtue-You are related to a famous noble of unsurpassed character and chivalry. You have high marks to live up to. You gain a reaction bonus because people find you interesting. You also receive a weapon once owned by your famous relative.

Royalty-You are royalty. Your relation wears the crown. You begin with ten times the starting wealth, a loyal man-at-arms, and a small company of (12) soldiers.

Regent-A close relative runs the government. You receive ten times the starting wealth and a loyal man-at-arms.

Viceroy/Duke-Your relation controls a large portion of the kingdom. You have five times the starting wealth and are given a suit of armor, a weapon, and a horse.

Baron-Your close relative owns one or more large castles. You gain twice the starting wealth, armor, weapon, and a horse.

Vassal knight-A relative is a landowner with a castle or manor. You receive one weapon and a horse.

Lesser noble-Your relation is an important person and wealthy. You gain a horse and twice the starting wealth.

Military commander-A relative is a high ranking commander in the military. You gain a fine horse, a weapon, and shield.

Knight errant-Your relative has no lands but faithfully serves the king. You gain a shield with the family coat of arms.

Squire-Your relative is the loyal squire to a knight. You are given a horse.

Military officer-Your family member is a captain in the military. You receive a letter of recommendation and 50 extra gp.

Military veteran-One of your relatives has a record of long honorable service in the military. You receive a weapon.

Disgraced or dishonored-Your family name is reviled. You either receive a penalty to reactions or may be forced to live your life under another name. In time, your achievements may improve your family name.

Hearts-Clergy

Living saint-Your relative is holy and has a realm of admirers. The faithful will open their doors to you. Food and lodgings will always be provided to you by devout followers. You also receive +1 WIS for being in the presence of that holy person.

Pope/head of church-One of your family is the supreme religious authority in the realm. You begin with ten times the starting wealth. You will be treated as royalty by the faithful and gain a reaction bonus from nobles of your faith.

High church official-Your relative has the ear of the leader of the church. You begin with five times the starting wealth.

Cardinal-Your relation is one of a few powerful leaders in the church. You begin with three times the starting wealth and an enemy within the church who will use blackmail to besmirch your family name.

Church magistrate-A close family member is a powerful judge. You receive a letter releasing you from any crime of a lesser degree than murder. This is a one time only benefit.

Bishop-Your relative holds considerable power as a leader of the church. You begin with twice the starting wealth and a large silver holy symbol.

Lesser bureaucrat-Your family member has some influence in church business. You receive a letter requesting that any church clergy provide you with temporary lodgings and healing spells. May be used once.

Abbot-Your relative is the head of a religious community. You are given a keg of good wine and a magical ointment of cure disease.

Priest-A family member is the local religious leader. You receive a potion of cure light wounds.

Cleric/holy warrior-Your relative has taken an oath to be a protector of the faithful. You are given a silver holy symbol and a vial of holy water.

Friar/wandering priest-The faithful in your local area are fond of your relative. You begin with one-fourth the starting wealth, but devout followers will give you food and drink while you are traveling in the local area. You also receive a stubborn mule.

Monk/brother-Your relative has taken religious orders. You begin with one-tenth the starting wealth and are given a stout quarterstaff and a jug of good wine.

Dishonored or excommunicant-One of your family members did something very bad in the eyes of the church. Devout followers will turn you out into the cold if they recognize your family name. You may try to make amends by performing a great service to the church or taking religious orders.

Clubs-Peasants

Peasant hero-Your relative is a local hero and champion of the common people! You will receive a reaction bonus among the peasantry and a reaction penalty from the nobility. The local commoners will aid you greatly as long as it does not incur the wrath of the nobles.

Bailiff-Your relative is the chief leader of a town or city. You receive an extra 100gp and it is better if you don't mention it to anyone.

Reeve-Your relative oversees the noble's lands supervising the peasants. You receive a draft horse and a dozen sheep.

Freeman (wealthy)-Your relative has a large tract of land and a comfortable house. You are given a draft horse and cart with 100gp of agricultural goods and a ranged weapon.

Freeman-Your relative is a citizen of the realm in good standing but lacking wealth. You begin with one-half the starting wealth and you receive a ranged weapon once used by your relative and an old draft horse.

Freeman (poor)-Your relative struggles to keep food on the table and some rudimentary shelter. You have one-tenth the starting wealth and a desire to earn gold to improve your family fortunes. Well at least you are free.

Villein/landless serf-Your relative has no lands and little possessions and you are in the same depressing situation. No starting wealth for you. If you leave the land owner's domain without permission, you will be considered a criminal.

Slave-Your relative is a slave and most likely so are you! No starting wealth for you and if you leave to seek adventure you will be considered a runaway slave.

Criminal or outcast-Your relative has done something that makes them unwelcome in society. You will have a reaction penalty from lawful persons upon learning of your unsavory lineage.

Diamonds-Merchants

Kingmaker-Your relative has incredible wealth and power. You are given a stern lecture about making your own way in the world. You also get a well worn pair of boots and a serviceable traveling cloak (both are enchanted by elves).

Merchant prince-Your relative has made the family name a symbol of wealth and power. You will begin with twenty times the starting wealth and a small sailing ship with a crew of 12.

Royal treasurer-Your relative controls the purse strings of the realm. You begin with ten times the starting wealth, a fine horse, and a low level bureaucrat servant to record your expenses.

Sheriff-Your relative is an unpopular official in the realm. You begin with five times the starting wealth and an enemy. This enemy hates your family name and will devote his life to making your family pay.

Lesser bureaucrat-Your relative is a lesser official in the government. You begin with twice the starting wealth.

Merchant noble-Your relative has created wealth for the family through quick wits and adventure. You begin with twice the starting wealth, a small sailing ship (worth 2000 gp), and a spyglass.

Guild master-Your relative is the head of a guild of craftsmen. You begin with twice the normal starting wealth in gems and a letter of credit (100 gp) in a nearby town.

Master-Your relative is a skilled craftsman or merchant. You gain one item of superior craftsmanship.

Journeyman-Your relative is a competent craftsman or merchant. You begin with one-half the starting wealth but you gain one non-weapon item.

Apprentice-Your relative is beginning to improve the family fortunes. You begin with one-fourth the starting wealth and one non-weapon item.

Peddler-Your relative travels through towns and villages selling goods. You begin with no starting wealth but for 2 cp and one dented non-weapon item.

Petty smuggler-Your relative transports illegal goods in the dead of night. You begin with no starting wealth except for 25 gp worth of bulky goods (l.e bags of grain, barrels of fish, bales of wool). But hidden within these goods is 250 gp of contraband (a bottle of rare wine, stolen jewelry, forged letters of credit, etc.)

Dishonored or bankrupt-Your relative is facing prison and/or an army of creditors wanting payment. You start the game with no starting wealth and owing a portion (1d6x100gp)of the family debt. If timely payment is not made, several burly men with clubs will pay you a visit.