



# CHARACTER CREATION SUPPLEMENT

## CREDITS

### DESIGN AND DEVELOPMENT

Tim Huckelbery

### TALISMAN ADVENTURES CREATED BY

Ian Lemke

### SPECIAL THANKS TO

Brian Campbell, James M. Spahn,  
Rabbit Stoddard, and Robert Turk

3D6 Adventures System © 2020 Pegasus Spiele. All rights reserved.

Published by Pegasus Spiele under licence of Games Workshop Limited. Talisman Adventures Fantasy Roleplaying Game © Copyright Games Workshop Limited 2021. Talisman Adventures Fantasy Roleplaying Game, Talisman Revised 4th Edition, Talisman, the Talisman logo, GW, Games Workshop, Warhammer and all associated logos, illustrations, images, locations, characters, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. All rights reserved.

[www.pegasus-web.com](http://www.pegasus-web.com)





# CHARACTER CREATION SUPPLEMENT

Welcome, heroes, to the *Talisman Adventures Character Creation Supplement*! Here players can find additional options to make their heroes even more unique, plus provide inspiration for building their character backgrounds and memorable histories. These include appearance and minor physical peculiarities, beliefs & superstitions, and mementos from their lives before joining the party for adventure and excitement across the Realm. These are in no manner a required part of crafting a new character, but merely offer possibilities to aid and expand the process.

Note that you should make separate rolls for mementos and beliefs, not just one for both (unless you really think they fit well together for your character).

We'll update this document as new Ancestries and Classes are added to the game. And we encourage everyone to create additions for their own characters and share them with others too!

## APPEARANCE

Appearance encompasses a player character's outer traits, such as build, age, and physical quirks. While it is fun to randomly generate an appearance, players should feel free to alter any rolls on these tables as desired or simply use them as inspiration. Players can also make up new own entries based on the locales or situations that are part of the hero's ancestry.

Also, don't let these be the end! Green eyes could be flecked with gold that glimmer slightly when a storm is coming, or that's what you claim at least. Your beard might be braided, an unkept mess, or obsessively shaved away three times a day. Hair quickly pulled back with a simple clasp could be your norm, or woven into an intricate braid that always takes too much time to do properly. Even your age could have a truthful value and the value you tell others when asked. Each of the appearance and detail notes can be the start of developing deeper details to aid in bringing your character to life.

### A NOTE ON LOADS

Sometimes a hero needs some help! Broken legs, illness, unconsciousness, or even a very deep (possibly magical) slumber—there are times when the party needs to move someone who isn't able to make it on their own. And so we've included an average load for each

ancestry for times when one or more heroes want to carry another character.

Players are encouraged to use these as guidance in such situations, but of course adapt them as needed based on the exact characters involved. Olaf the Immense, for example, might have quite a larger load value than the average human.

## MEMENTOS

Often a hero keeps a small trinket as a link to their homeland or background. Though it is often worthless in cost, it is a priceless reminder of their past. Some might date back to their childhood, others from scant weeks ago when they almost died.

A player should think about how their hero acquired the item and what personal significance it may carry to them. While mementos rarely have actual use in games, they might be something a hero might bring out in times of stress or toy with when difficult decisions must be made.

## SUPERSTITIONS, SAYINGS, AND OTHER BELIEFS

No matter where they came from or what their background might be, it's common for a hero to have some words they call upon or offer to the group. They might be grim, humorous, or enigmatic, but often such phrases might contain helpful advice to help the party in a tough situation.

Players may find adopting words such as these as great ways to help establish their character and offer a more immersive roleplaying experience. Famous movie characters have catch phrases, after all, so there's no reason Kul the troll warrior or Lasse the ghoulish thief can't have one or more too!

## ROLLING NUMBERS FROM 11 TO 66

Some tables call for a "6+6" roll to generate a number from 11 to 66. To do this, roll two dice, with one counting as the tens value and the other the ones value (so a roll of a 4 and a 3 would result in 43). If you roll doubles, you can roll again for an additional result!



# ANCESTRIES

## DWARF

### APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 8	Age (Years)	Eye Colour	Hair Colour
1	1.0m+2d6cm	60+2d6	60+2d6	Brown	Yellow
2	1.1m+2d6cm	70+2d6	70+2d6	Dark Brown	Brown
3	1.2m+1d6cm	80+3d6	80+3d6	Grey	Black
4	1.2m+2d6cm	90+3d6	90+3d6	Green	White
5	1.3m+1d6cm	100+2d6	100+2d6	Black	Red
6	1.3m+2d6cm	110+1d6	110+1d6	Blue	Orange

### NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Bite mark on one ear	31-33	Scar along arm	51-53	Oddly shaved head
14-16	Small nose	34-36	Withered toe	54-56	Large mole
21-23	Loud cough	41-43	Dyed beard	61-63	Tattoo on cheek
24-26	Missing front tooth	44-46	Slight squint	64-66	Pierced nose

### HILLGUARD

1d6	Memento	Superstition, Saying, or Belief
1	Ancient earring	Someone pushes you, push back harder!
2	Frayed cloak	Watch the stones, they reveal the truth.
3	Patch of chain mail	The old ways are the best ways.
4	Small seashell	Keep your axe as sharp as when your ancestors wielded it.
5	Bone chip	Allow no stranger to pass – make them a friend or deal with them as an enemy.
6	Bloodstained kerchief	Snowfall at dawn means blood before dusk

### CRAGBORN

1d6	Memento	Superstition, Saying, or Belief
1	Broken dagger	Lies fester like dung, while truth is as eternal as the mountains.
2	Small bag of ashes	Ice in the sun lasts longer than alliances based on gold alone.
3	Silk ribbon (torn)	Intent is in the eyes.
4	Length of braided beard	A dwarf who refuses the call is no more than a bearded elf.
5	Glistening pebble	A horn that cracks means falling rocks from above.
6	Fragment of plate armour	Better to slip off the crags than forget an oath.

### TOWNSMITH

1d6	Memento	Superstition, Saying, or Belief
1	Clearly fake coin	The colors not used in your work say more than those used too often.
2	Chip of volcano glass	What gold won't buy, more gold will.
3	Small stone toad	The creation knows if it was born of joy or labor.
4	String of beads	Stamp your feet after a poor bargain to improve the next.
5	Burnt out candle	A coin that falls in the shade is sure to multiply.
6	Broken hammer hilt	The test of the tin is in the hammer blow.

# ELF

## APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 6	Age (Years)	Eye Colour	Hair Colour
1	1.5m+2d6cm	40+1d6	20+2d6	Grey	Light Brown
2	1.7m+2d6cm	50+2d6	20+3d6	Amber	Grey
3	1.8m+3d6cm	60+3d6	30+3d6	Blue	White
4	1.9m+3d6cm	70+3d6	40+2d6	Dark Blue	Yellow
5	2.0m+2d6cm	80+2d6	40+3d6	Green	Red
6	2.1m+2d6cm	90+1d6	50+2d6	Hazel	Black

## NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Long fingers	31-33	Shaved head	51-53	Strong cheekbones
14-16	Thick eyebrows	34-36	Stained fingernails	54-56	No eyebrows
21-23	Scar on lip	41-43	Colourful tattoo	61-63	Perfect posture
24-26	Intricate braids	44-46	Large ears	64-66	Glistening hair

## FEYFRIEND

1d6	Memento	Superstition, Saying, or Belief
1	Old flute	All paths lead to court.
2	Gull feather	Better a song on your lips than an arrow in your bow.
3	Chip of fool's gold	A favour grows more difficult to repay with time.
4	Small wooden ball	Glorious are the fey and the sun, yet the sun is also constant.
5	Rat skull	Forget that it is truly their woods, and you may forget how to walk upright.
6	Dried ball of lichen	A tale that does not change each telling is a tale that has died.

## LOREKEEPER

1d6	Memento	Superstition, Saying, or Belief
1	Lump of wax	The pen should only fall when its wielder does.
2	Pressed leaf	Lore shared is lore multiplied.
3	Small bag of sand	Knowledge grows ever more powerful with time.
4	Amber shard	A page lost or destroyed finds its own vengeance.
5	Ancient pendant	Always start a page over if you run out of ink before finishing it.
6	Ribbon bookmark	Ink of your own creation lasts longer than any other.

## FORESTGUARD

1d6	Memento	Superstition, Saying, or Belief
1	Cut bowstring	The trees speak but only the respectful can hear.
2	Scrap of reptile hide	Let sleeping trees lie.
3	Kobold's tooth	Beware when more leaves than fingers fall in your path.
4	Length of braided vine	A trail too easy is a trail too many have followed.
5	Old sword pommel	A quiet forest is deadlier than a roaring beast.
6	Etched rock	Better a dead stranger than a fallen tree



# GHOUL

## APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 7	Age (Years)	Eye Colour	Hair Colour
1	1.5m+2d6cm	55+1d6	20+2d6	Black	Bald
2	1.6m+2d6cm	60+2d6	25+2d6	Dark Green	Bald
3	1.7m+2d6cm	75+2d6	30+3d6	Dark Grey	Bald
4	1.8m+2d6cm	80+2d6	35+3d6	Grey	Bald
5	1.9m+1d6cm	95+2d6	40+2d6	Brown	Bald
6	2.0m+1d6cm	100+1d6	50+1d6	Dark Red	Bald

## NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Missing one ear	31-33	Extra finger	51-53	Very long fingernails
14-16	Long toenails	34-36	Burn mark on leg	54-56	Sunken eye sockets
21-23	Scars on head	41-43	Gleaming teeth	61-63	Large hands
24-26	Slight limp	44-46	Bony elbows	64-66	Missing nose

## GRAVEHOUND

1d6	Memento	Superstition, Saying, or Belief
1	Vial of shriveled eyeballs	Darkness is the most reliable ally.
2	Burnt tree root	Those bodies aren't going to rise on their own!
3	Thighbone horn	You can explain your goals, or you can achieve your goals, but never both.
4	Knuckle-bone dice	The best minions are under your feet.
5	Leathery bookmark	Disturbed graveyards yield the fiercest servants.
6	Bag of teeth (not yours)	Trust only those you control. And even then, don't trust them.

## DIASPORA

1d6	Memento	Superstition, Saying, or Belief
1	Old metal key	Friendships and clouds both blow away with the breeze.
2	Leathery wristband	Seven rats in a fresh grave brings good luck the following day.
3	Stained cork	A packed bag at the ready is never foolish.
4	Shinbone carving knife	A large hat hides many things.
5	Chip of stained glass	Shadows are safety.
6	Bag of toenails (yours?)	An angry spirit can be calmed by placing a lost tooth into the well.

## SOULKEEPER

1d6	Memento	Superstition, Saying, or Belief
1	Handmade bone icon	It's not the journey but the destination.
2	Small glass bead	Every soul is a story to be heard.
3	Vial of oil (empty)	A shooting star heralds a great death to come.
4	Skull cup	Treat every corpse as you would want your own to be treated.
5	Broken link of chain	Everyone deserves their final fate.
6	Bone wind chimes	The end is never the end.

# HUMAN

## APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 8	Age (Years)	Eye Colour	Hair Colour
1	1.5m+1d6cm	60+2d6	20+2d6	Brown	Black
2	1.6m+2d6cm	70+3d6	25+2d6	Amber	Brown
3	1.7m+2d6cm	80+3d6	30+3d6	Green	Sandy
4	1.8m+2d6cm	90+3d6	35+3d6	Grey	Golden
5	1.9m+2d6cm	100+2d6	40+2d6	Blue	Red
6	2.0m+1d6cm	110+1d6	50+2d6	Dark Blue	White

## NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Stubby fingers	31-33	Hairy knuckles	51-53	Perfect teeth
14-16	Flattened nose	34-36	Garish tattoo	54-56	Wispy hair
21-23	Discoloured nails	41-43	Scars along arm	61-63	Jutting chin
24-26	Torn ear	44-46	Freckles	64-66	Pox marks

## NOMAD

1d6	Memento	Superstition, Saying, or Belief
1	Snapped horseshoe nail	Never trust anyone you meet before dawn.
2	Bootlace	Three cracks from the fire means danger approaching.
3	Old candle	What you carry is who you are.
4	Bag of teeth	Solitude is its own reward.
5	Knotted leather strap	The destination is forever in the distance if you stop to rest.
6	Chipped shell	Only plants should put down roots.

## CITYDWELLER

1d6	Memento	Superstition, Saying, or Belief
1	Lead disc	Nail the first fruit of the season under your bed for good luck that year.
2	Rat's tail	A deal that includes magic is one step towards the grave.
3	Torn quill	There are no bad bargains, only bad bargainners.
4	Fragment of brick	Nothing's more suspicious than a stranger buying drinks.
5	Broken buckle	Gold outlasts us all.
6	Faded pennant	The woods are dark for a reason.

## FARMER

1d6	Memento	Superstition, Saying, or Belief
1	Cut bowstring	Trust the tools you make, tolerate those made by others.
2	Scrap of reptile hide	Offer leftover seeds to the spirits of the woods.
3	Kobold's tooth	Curdled milk means there are restless souls about.
4	Length of braided vine	Hurried tilling yields only a broken plough and angry oxen.
5	Old sword pommel	Well water red, bad days ahead.
6	Etched rock	Never cut down a tree with gnawed bones under its roots.



# LEYWALKER

## APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 7	Age (Years)	Eye Colour	Hair Colour
1	1.8m+2d6cm	50+2d6	60+3d6	Red	Brown
2	1.9m+2d6cm	60+3d6	80+3d6	Orange	Bald
3	2.0m+3d6cm	70+3d6	100+3d6	Yellow	Light grey
4	2.1m+3d6cm	80+3d6	150+3d6	Amber	Bald
5	2.2m+3d6cm	90+2d6	200+3d6	Brown	Sandy
6	2.3m+2d6cm	100+2d6	250+4d6	Dark Brown	Bald

## NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Uneven horns	31-33	Chest piercings	51-53	Curved fingernails
14-16	Twitching ear	34-36	Thick eyebrows	54-56	Elongated teeth
21-23	Large hooves	41-43	Broken horn	61-63	Pronounced nose
24-26	Heavily scarred leg	44-46	Braided beard	64-66	Furry arms

## GATEKEEPER

1d6	Memento	Superstition, Saying, or Belief
1	Mossy rock	Foul luck comes from passing through the same door three times.
2	Copper nugget	Test the door before breaking it open.
3	Hoof fragment	Not all keys can open a lock.
4	Wooden key	Poor locks make for poor friends.
5	Bone flute	A lock should never be defeated, only persuaded.
6	Metal file	Keys must be stronger than the lock.

## WAYFINDER

1d6	Memento	Superstition, Saying, or Belief
1	Shard of chalk	A route may be less traveled for very good reasons.
2	Sea glass pebble	Stepping on a fallen branch angers the trees.
3	Ink-stained rag	Sometimes the path is just a path.
4	Strip of bark	The easiest way is rarely the best way.
5	Bloodstained fang	Watch the road and you miss the sky.
6	Small whistle	Let the path find you.

## LINERUNNER

1d6	Memento	Superstition, Saying, or Belief
1	Seed husk	Magic can be its own reward, for good or ill.
2	Lead crystal	Some portals should stay closed.
3	Small barnacle	Places with three lines crossing mean good fortune to come.
4	Chip of antler	Bow before entering a portal to honour the space between.
5	Stoney eggshell	Magic shared is magic multiplied.
6	Dried celery stalk	Study the line before calling on it.

# SPRITE

## APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 2	Age (Years)	Eye Colour	Hair Colour
1	.7m+1d6cm	10+1d6	50+4d6	Green	Yellow
2	.8m+1d6cm	12+1d6	100+4d6	Grey	Brown
3	.9m+1d6cm	14+1d6	200+4d6	Blue	Black
4	1.0m+1d6cm	16+1d6	150+4d6	Violet	Chestnut
5	1.1m+1d6cm	18+1d6	300+4d6	Amber	Grey
6	1.1m+2d6cm	20+1d6	350+4d6	Brown	Bald

## NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Tear in one wing	31-33	Clipped ear	51-53	Mismatched eyes
14-16	Extended eyebrows	34-36	Elongated feet	54-56	Twitching wing
21-23	Button nose	41-43	Intricate tattoos on leg	61-63	Short neck
24-26	Sunken eyes	44-46	Missing fingertip	64-66	High forehead

## COURTIER

1d6	Memento	Superstition, Saying, or Belief
1	Vine headband	Spores on the breeze, songs rising.
2	Bundle of gull feathers	An Audience granted is a two-sided blade.
3	Stone ring	Never be the last one to laugh.
4	Gnawed-marked bone	A flute not repaired in the same day is forever broken.
5	Badly carved tusk	Truth told does pain unfold.
6	Burnt parchment page	The finest tales have no ending.

## COMMONER

1d6	Memento	Superstition, Saying, or Belief
1	Bent copper coin	Roots are for trees.
2	Wooden bobbin	Go where the magic wills.
3	Leather eyepatch	A twitching wing draws the flies.
4	Arrow fletching	Smiles are but jaws ready to bite.
5	Dried snakeskin	A good jape is its own reward.
6	Pouch of burnt seeds	The trees speak louder than any leg-walking oaf.

## EXILE

1d6	Memento	Superstition, Saying, or Belief
1	Faded ribbon	The leaves know when to fall.
2	Broken reed pipes	Ill words drift to the wrong ears.
3	Rusted cup	A river crossed is a river crossed.
4	Lock of dyed hair	While the birds argue, the predator approaches.
5	Frayed lute string	No forest is every truly empty.
6	Cracked ivory die	Sometimes it's better not to know.



# TROLL

## APPEARANCE

1d6	Height	Weight (kg) ; Average Load = 14	Age (Years)	Eye Colour	Hair Colour
1	2.1m+1d6cm	120+2d6	20+2d6	Green	Brown
2	2.2m+1d6cm	130+3d6	25+2d6	Dark Green	Dark Brown
3	2.3m+2d6cm	140+3d6	30+3d6	Black	Black
4	2.4m+2d6cm	150+3d6	35+3d6	Dark Blue	Dark Green
5	2.5m+1d6cm	160+3d6	40+3d6	Brown	Dark Grey
6	2.6m+1d6cm	170+4d6	45+3d6	Dark Red	White

## NOTICEABLE DETAILS

6 + 6 roll	Detail	6 + 6 roll	Detail	6 + 6 roll	Detail
11-13	Broken tusk	31-33	Bent nose	51-53	Clefted chin
14-16	Shaved head	34-36	Extra toe	54-56	Wide shoulders
21-23	Piercing eyes	41-43	Tufted eyebrows	61-63	Impressive scar
24-26	Immaculate nails	44-46	Cropped hair	64-66	Bite mark on calf

## BRIDGEWARDEN

1d6	Memento	Superstition, Saying, or Belief
1	Smooth pebble	A rumour heard is a rumour spread.
2	Driftwood branch	Repairs made under a full moon last the longest.
3	Rusted nail	My Bridge, My Rules.
4	Dried fish skin	Sometimes, let them pass.
5	Pressed flower	Toll paid, honour gained.
6	Broken joist	The louder the boots, the more they can afford to pay.

## WORLDWALKER

1d6	Memento	Superstition, Saying, or Belief
1	Broken arrowhead	Only frighten your enemies.
2	Torn wineskin	A reputation should be earned, not bought.
3	Dented badge	Travel sharpens the broadsword.
4	Fingerbone	Fists are always an option.
5	Bent brass knuckles	The desperate pay the best.
6	Etched tusk	An odd number of coins leads to bloodshed.

## IRONBOUND

1d6	Memento	Superstition, Saying, or Belief
1	Polishing cloth	Rushed smelting is never worth the time saved.
2	Chip of coal	A chipped hammer makes for flimsy armour.
3	Shard of steel	The hotter the fire, the stronger the steel.
4	Broken hammer head	Anything hit enough times becomes a nail.
5	Paintbrush	The simple jobs take the longest.
6	Smelted iron lump	The rocks remember all.

# CLASSES

## ASSASSIN

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Broken needle	The Guild always finds out.
14-16	Bloodstained ribbon	Every life has a price.
21-23	Wooden button	There's a weak spot every time.
24-26	Rabbit skin pouch	Nothing lasts longer than the final moment.
31-33	Fingerbone (not yours)	Be sure to look them in the eyes.
34-36	Cracked icon	It's no sin, it's an offering.
41-43	Dark leather cap	A plucked hair makes the poison stronger.
44-46	Small flat rock	Break the mirrors, for they saw your actions.
51-53	Knotted necklace	Measure once, cut twice.
54-56	Iron ring	A quick blade solves many problems.
61-63	Fingerless glove (left)	Your knife can never be too sharp.
64-66	Dull nail file	Leave a single drop of blood behind.

## DRUID

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Pressed rose petal	Eternity is in the grass.
14-16	Burnt leaf	Let the trees make your path.
21-23	Pouch of dirt	The wind leads, the leaves follow.
24-26	Fragment of fur	Nature has no good or evil.
31-33	Shard of antler (yours?)	Dawn rains, brighter days.
34-36	Tiny bird skull	When the birds cry, the forest listens.
41-43	Sprig of old mint	Let sleeping serpents lie.
44-46	Long feather	To ignore nature is to embrace calamity.
51-53	Sandal strap	Haste multiples problems.
54-56	Old rusted coin	The forest welcomes all but forgives little.
61-63	Large straw hat	An unanswered howl summons ill fortune.
64-66	Resin carving	The seasons know when end.

## MINSTREL

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Bent fishhook	Hum when alone, and soon you won't be.
14-16	Cut-down quill	It's bad luck to end a tale on an odd hour.
21-23	Fragile oud string	Offer thanks when the string breaks, lest another follow.
24-26	Garishly dyed rag	Never be the loudest singer.
31-33	Dulled scissors	A melody on the wind never dies.
34-36	Short cape	Applause is nice, but so is gold.
41-43	Lyre string	The next town is always a better one.
44-46	Wool scarf	A tale set to parchment is a tale entombed.
51-53	Worn leather vest	The best lies are told in song.
54-56	Small bone baton	If they're not joining in by the third chorus, it's time to run.
61-63	Wide linen belt	A still tongue is easier to remove.
64-66	Shell castanet	There's always another verse.



## PRIEST

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Burnt incense stick	Prayer is stronger when gold is offered.
14-16	Vial of dust	Faith is enough.
21-23	Piece of limestone	A prayer given is a prayer answered.
24-26	Faded linen cap	The Light can never be denied.
31-33	Crushed metal cup	A stranger helped is a favour gained.
34-36	Patched kerchief	See two spirits, the third is hiding.
41-43	Fur belt	Truths revealed when Darkness obeyed.
44-46	Thick shawl	Share the pain so that others may learn.
51-53	Burnt locket of hair	Listen, then decide.
54-56	Shard of amber	Rare is the coin that lands on edge.
61-63	Thin leather vest	Belief untested easily shatters.
64-66	Torn pennant	The louder the prayers, the weaker the wills.

## PROPHET

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Small straw pillow	Sometimes even the stars lie.
14-16	Piece of mica	Even the crickets can sunder mountains.
21-23	Colourful rock	Fate is easiest to change under empty skies.
24-26	Grey feather	Strong visions lead to strong denials.
31-33	Dead compass needle	All threads can weave the same patterns.
34-36	Woven horsehairs	The first star gives the truest vision.
41-43	Piece of smoked glass	There is no luck, just unseen Fate.
44-46	Torn parchment page	Red sky at morning, soon to be mourning.
51-53	Shriveled fig	All becomes clear given time.
54-56	Woolen scarf	Thick fog makes for the sharpest sight.
61-63	Rope wristband	Each dawn means new possibilities.
64-66	Wide brimmed hat	Moonlight reveals many threads.

## SCOUT

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Single spur	Nature never forgives a mistake.
14-16	Shard of forest glass	There's more things in a cave than darkness.
21-23	Small bag of sand	Leave behind an offering for a welcoming return.
24-26	Half a horseshoe	You're only a silent as the loudest follower.
31-33	Unusual seed casing	Every shoreline is a beginning.
34-36	Overused snare	Always start a fire with an odd number of branches.
41-43	Wooden ring	Never make camp when shooting stars appear.
44-46	Long scrap of leather	A trail grows coldest near its end.
51-53	Braided necklace	Fresh water in the desert soon turns red.
54-56	Melted coin	The next hill is usually steeper.
61-63	Stitched leather cap	The wilds know who will die next.
64-66	Whittling knife	No such thing as being truly alone.

## SORCERER

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Faded ribbon	A feigned apology deflects better than any blade.
14-16	Lock of hair (yours?)	Secrets make for the finest weapons.
21-23	Old paintbrush	Any lie can be twisted into a truth.
24-26	Cracked vial	Few are the problems that a little magic can't solve.
31-33	Stick of twisted wax	Listen to familiars, but never fully trust them.
34-36	Hilt of small letter opener	No spell is truly miscast.
41-43	Toad skull fragment	Every tome needs a home.
44-46	Lead disk	Everything is magic if you look hard enough.
51-53	Skullcap	Never try a new spell indoors.
54-56	Necklace of brass rings	Keep your mysteries close and your secrets closer.
61-63	Glistening pebble	Every gift has a price.
64-66	Copper wrist band	People can be replaced, an ancient tome cannot.

## THIEF

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Plugged lock	The best jobs are the ones never discovered.
14-16	Lump of coal	The more locks present, the greater the value.
21-23	Melted signet ring	Never let them see you coming.
24-26	Broken die	Property invites theft.
31-33	Shard of terracotta tile	Even if it's nailed down, it's still fair game.
34-36	Charred wooden coin	Locks say so much about the owner.
41-43	Gaudy kerchief	A full moon means an empty stomach.
44-46	Drab crystal shard	Become rich, become the new target.
51-53	Brass earring	An easy job means someone is lying.
54-56	Floppy cap	Pay the Guild lest they pay a visit.
61-63	Braided leather belt	A filled bag will weigh too much.
64-66	Rusted lockpick	The higher the climb, the greater the find.



## WARRIOR

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Bag of metal shavings	Anyone left behind returns with anger.
14-16	Tooth (possibly yours)	A good scar buys many rounds.
21-23	Dull whetstone	Every fight teaches a lesson.
24-26	Scrap of scale armour	Steel beats gold every time.
31-33	Single caltrop	Never sheath an uncleaned blade.
34-36	Torn fletching	A battle lasting past midday cannot end well.
41-43	Incomplete tattoo	Pieces of a broken sword should be buried in separate graves.
44-46	Shard of salt crystal	You can't enjoy being honourable if you're dead.
51-53	Leather wristband	Anything can be a weapon if you throw it hard enough.
54-56	Handle of wooden flagon	Magic fails you in the end.
61-63	Faded map	Demand at least half up front.
64-66	Bloodstained cloth bandage	An odd number of turns in the grip makes the blade sharper.

## WIZARD

6 + 6 roll	Memento	Superstition, Saying, or Belief
11-13	Cracked mirror	Patience is for the weak.
14-16	Snapped nail	Magic makes for a better Realm.
21-23	Scrap of velum	A spell is only as good as the speed it is cast.
24-26	Vial of ashes	A good staff can lead down many roads.
31-33	Shriveled potato	A silent spell is the sharpest blade.
34-36	Lump of candle wax	Change the world before changing yourself.
41-43	Velvet	Magic is but a tool to be used.
44-46	Eyepatch (yours?)	Knowledge finds a purpose.
51-53	Ponytail/beard holder	Never cast on a full stomach.
54-56	Woolen hat	A cauldron never stirs itself.
61-63	Copper ear clasps	Muscles bow to magic.
64-66	Leather headband	Spells don't grow on trees, unless they do.