

DRAMATIC PERSONAE<sub>v. 0.1</sub>

Or, The Generation of Original Cliché Characters for Medieval Fantasy Settings

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The table contained here lists 36 archetypal characters of the Modern Medieval Fantasy genre with their usual hates, loves, and charming or appalling personal characteristics. By using dice, characters varying in their typicality may be generated, with surprises provided through adding stock traits of other character types. Numerous and diverse other professions are given, with suggestions as to how these may fit into the archetypes. The ingenious tinkerer is encouraged to adapt these tables to the assumptions of another literary genre, or even to a truly unique personal world.

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d6 (red, blk)	Character type	☐: Enemy	☐: Desire	☐: Good	☐: Neutral	☐: Bad	♀ on d6
☐☐	Ranger	Intimacy	Freedom	Temperate	Silent	Restless	1-2
☐☐	Druid	Civilization	Nature	Calm	Raving	Callous	1-2
☐☐	Hermit	Temptation	Solitude	Helpful	Ascetic	Irascible	1
☐☐	Barbarian	Sorcery	Pleasure	Tough	Impulsive	Aggressive	1-2
☐☐	High Elf	Mortality	Experiences	Gentle	Distant	Inscrutable	1-3
☐☐	Low Elf	Confinement	Amusement	Joyful	Mischievous	Contrary	1-3
☐☐	Peasant	Novelty	Food	Humble	Gullible	Intolerant	1-3
☐☐	Herder	Theft	Respect	Generous	Proud	Vengeful	1-2
☐☐	Monster	Humanity	Killing	Sensitive	Reclusive	Devious	1-2
☐☐	Thief	The law	Wealth	Daring	Braggart	Cruel	1-3
☐☐	Laborer	Superiors	Rest	Honest	Energetic	Bullying	1
☐☐	Sailor	Bad luck	Adventure	Hearty	Eccentric	Depraved	1
☐☐	Maiden	Cruelty	Love	Modest	Innocent	Fearful	1-6
☐☐	Youth	Injustice	Sex	Optimistic	Enthusiastic	Careless	1
☐☐	Trader	Money losses	Friendship	Polite	Argumentative	Dishonest	1-3
☐☐	Goodwife	Neighbors	Peace	Sympathetic	Talkative	Sarcastic	1-6
☐☐	Priest	Heresy	God(s)	Reverent	Prudish	Gluttonous	1-2
☐☐	Mercenary	Ideals	Danger	Brave	Cynical	Uncaring	1
☐☐	Witch	Religion	To be feared	Insightful	Scheming	Spiteful	1-5
☐☐	Guard	Foreigners	Obedience	Stalwart	Stubborn	Corrupt	1
☐☐	Prostitute	Opposite sex	Admiration	Heart of gold	Saucy	Miserable	1-5
☐☐	Beggar	Hunger	Pity	Observant	Suspicious	Rude	1-2
☐☐	Dwarf	Ridicule	Alcohol	Boisterous	Frank	Clannish	1-2
☐☐	Servant	Punishment	Security	Discreet	Obsequious	Ineffective	1-3
☐☐	Bureaucrat	Disorder	Idleness	Meticulous	Lazy	Difficult	1
☐☐	Trickster	Boredom	To humiliate	Charming	Glib	Evasive	1-3
☐☐	Knight	Defeat	Glory	Chivalrous	Tenacious	Fanatical	1
☐☐	Performer	Failure	Fame	Cheerful	Sentimental	Clownish	1-3
☐☐	Constable	Crime	Justice	Righteous	Logical	Tyrannical	1
☐☐	Villain	The weak	Power	Tragic	Lustful	Amoral	1-2
☐☐	Scholar	Reality	Knowledge	Learned	Inquisitive	Impractical	1-2
☐☐	Wizard	Ignorance	Magic	Ambitious	Unusual	Insane	1-2
☐☐	Artist	Convention	Beauty	Creative	Flamboyant	Rebellious	1-2
☐☐	Merchant	Surprises	Possessions	Cautious	Vain	Stingy	1-2
☐☐	Noble	Shame	Status	Idealistic	Refined	Haughty	1-3
☐☐	Ruler	Assassination	Prosperity	Dignified	Careworn	Egomaniac	1-2

1. Row: To determine which type of character is being generated, roll a red d6 and black d6, or just choose the character type you wish. Higher red die numbers are more appropriate for civilized areas, so you may want to roll 2 red dice and take the higher in a large city, or the lower if in the wilds.
2. Column: Roll 3d6 for three traits. If you roll doubles or triples, take the trait from that number's column, then roll one (doubles) or two (triples) *distinctive traits* (step 4). If you roll 6's, each of these is also a *distinctive trait*. All other numbers, take the trait from that number's column. "Enemy" is what the character fears or hates.
3. Female? Roll a d6, a score within that range means the character is female. You may want to adjust these probabilities for the assumptions of your world.
4. Distinctive traits: If step 2 requires you to roll distinctive traits, first roll a red d6 and a black d6 to determine the row from which you are "stealing" another type's traits, then roll 1d6 for column. If you roll a 6 for column, either invent something that's not on the chart, or use column 4.

Character Subtypes. If another type appears in parentheses, roll one die for traits on the column of that type instead of the base type.

Ranger:	Hunter (Herder), Tracker (Mercenary)
Druid:	Shaman (Barbarian), Witch Doctor (Barbarian)
Hermit:	Oracle (Wizard, female)
Barbarian:	Berserker (Mercenary), Savage (Druid), Wild Man (Ranger)
High Elf:	Dark Elf (Villain), Sea Elf (Sailor)
Low Elf:	Pixie (Performer), Sprite, Leprechaun, Wood Elf (High Elf)
Peasant:	Farmer, Villager, Fisher (Sailor), Bully (Thief), Halfling (Low Elf)
Herder:	Animal Trainer (Ranger), Desert Warrior (Barbarian), Shepherd (Youth), Shepherdess (Maiden)
Monster:	(Use a row from an appropriate type; thus, Barbarian for a Werewolf; Trickster for a Were-rat...)
Thief:	Bandit (Mercenary), Burglar, Gangster (Guard), Pirate (Sailor), Raider (Barbarian)
Laborer:	Woodcutter, Miner (Beggar), Stevedore (Sailor), Teamster (Herder), Bearer (Servant)
Sailor:	Ferryman (Trader), Gondolier (Performer), Captain (Merchant), Pirate Captain (Thief)
Maiden:	Vestal (Priest), Coquette (Prostitute)
Youth:	Acolyte (Priest), Apprentice (Wizard), Student (Scholar), Linkboy (Servant)
Trader:	Armorer, Bartender (Goodwife), Blacksmith (Laborer), Craftsman (Artist), Innkeeper
Goodwife:	Barmaid (Prostitute), Mother-in-law, Wise Woman (Witch)
Priest:	Healer (Hermit); Martial Monk (Hermit, Constable), Friar (Hermit, Scholar), Inquisitor (Constable)
Mercenary:	Assassin (Villain), Bodyguard (Guard), Bounty-hunter (Constable), Gladiator (Performer)
Witch:	Fortune Teller (Wizard), Hoodoo Man (Druid, male)
Guard:	Executioner (Monster), Jailer, Slaver (Villain), Soldier (Mercenary)
Prostitute:	Courtesan (Noble), Pleasure Slave (Servant), Wench (Goodwife), Slattern (Beggar), Catamite (male)
Beggar:	Vagrant (Ranger), Madman (Artist), Prisoner (Peasant)
Dwarf:	Gnome (Low Elf)
Servant:	Butler (Bureaucrat), Cook (Trader), Maid (Goodwife), Slave (Laborer)
Bureaucrat:	Accountant (Servant), Scribe (Scholar), Tax Collector (Guard)
Trickster:	Rake (Noble), Swindler (Thief), Gambler, Duelist (Mercenary), Pimp (Villain), Urchin (Youth)
Knight:	Temple Guard (Guard), Cavalier (Noble), Paladin (Hermit)
Performer:	Actor (Artist), Exotic Dancer (Prostitute), Jester (Trickster), Juggler, Bard (Ranger), Singer
Constable:	Thief-taker (Mercenary), Rat Catcher (Beggar)
Villain:	Cultist (Priest), Murderer (Monster), Torturer (Constable)
Scholar:	Academic, Librarian (Bureaucrat), Teacher (Trader), Sage (Wizard), Theologian (Priest)
Wizard:	Alchemist (Scholar), Necromancer (Villain), Illusionist (Trickster, Performer)
Artist:	Painter, Sculptor, Decorator, Architect (Scholar)
Merchant:	Caravan Master (Herder), Smuggler (Trickster), Banker (Trader)
Noble:	Aristocrat, Fop (Performer), Heiress (Maiden)
Ruler:	If ruler of a specific class or guild, roll one die on that row.

Example characters:

*Random 1:* red 2 black 1 (Peasant). 3d6: 1,3,4. The gender roll is 4, so male. Gump is a stereotypical, humble peasant who is suspicious of strangers (hates novelty) and is very gullible.

*Random 2* red 4 black 1 (Witch). 3d6: 2, 2, 6. The gender roll is 1, so female. The Witch has one typical trait (column 2, wants to be feared) and rolls two unusual traits, one for the doubles and one for the 6. The first trait is on the row, red 3 black 6 (mercenary), a further d6 gives 5, she is uncaring. The second trait is on red 4 black 5 (Dwarf!), a further d6 gives a GM's choice or the 4 column result (frank). GM's choice: Cathrax is a human only as tall as a Dwarf, explaining her need to be feared.

*Stock character:* I want a torturer for my game, a subtype of Villain with 2 dice from Villain and 1 from Constable. I roll triple 5, and 6 for gender, so male. Already he is amoral (from Villain) and tyrannical (from Constable, using the second 5). A third die is free; rerolling, I get red 1 black 3, Hermit, with the die 1 ... fears Temptation. Thinking a bit, I decide that this represents a kind of repression in the torturer Henbane which leads to his pathology.