

BOSTONIA GENEALOGY TABLES/GUIDELINES

This document outlines a set of guidelines and probabilities designed to help Bostonia players and GMs produce family trees for their characters and the NPCs that populate their world. The purpose of these rules is to provide fertile ground for character backgrounds and world histories.

WHERE TO BEGIN

You should start your family tree about 2-4 generations before the generation in which you are interested. So, if you are creating a family tree for your new warrior character, you might start with your character's grandfather or great-grandfather.

GENERAL PROCEDURE

1. Determine their characteristics.
2. Determine their natural lifespan.
3. Determine if their life is cut short by unnatural circumstances.
4. Determine if they marry, the characteristics of their spouse (lifespan and circumstances of death), and the circumstances of the union.
5. Determine how many children they have.
6. For each child, determine when it is born, under what circumstances, and if the mother dies in childbirth.
7. For each child, determine if it lives to adulthood and if not, what are the circumstances of death.
8. Of all the children that live to adulthood, determine the heir to the estate.
9. Repeat the procedure for each adult child.

CHARACTERISTICS

The player creating the family tree determines the characteristics of an individual based on the story he wishes to create. However, if randomization is required, the following tables can be used. The player can interpret the results. For instance, if the roll indicates that a character lives in a big city, the player might decide that he grew up there, but then left. A roll on the job table might indicate that the character has that job, or that his father or mother worked in that profession, or that he was training to work that profession, and so on.

CLASS (ROLL 1d20)

Roll	Result
1	Major Nobility (landed lords, barons)
2	Minor Nobility (wandering nobility, family with debts)
3-4	Upper Class (merchants, guildsmen)
5-9	Middle Class (tradesmen)
10-18	Lower Class (laborers, serfs)
19-20	Destitute (prisoners, lepers, beggars)

URBAN/RURAL (ROLL 1d12)

Roll	Result
1	City (Boston, Salem)
2	Large Town (Valen, Baden)
3	Small Town (trade town not on map)
4-11	Village (farming, mining, logging village)
12	Rural (isolated farmstead, wilderness)

JOBS APPROPRIATE FOR DESTITUTE CHARACTERS

Roll	Result
1	Adventurer/Sell Sword
2	Bandit (rural)
3	Beggar
4	Boxer/Pit Fighter
5	Drunkard
6	Gambler
7	Grave Robber
8	Hermit (rural)
9	Indentured Servant
10	Lookout (urban)
11	Mugger
12	Petty Thief
13	Pickpocket (urban)
14	Poacher (rural)
15	Prisoner
16	Prostitute
17	Scavenger
18	Serf
19	Slave
20	Street Guide (urban)
21	Temple Frequenter
22	Thug
23	Unemployed
24	Wanderer

JOBS APPROPRIATE FOR LOW CLASS CHARACTERS

Roll	Result
1	Adventurer/Sell Sword
2	Apprentice
3	Artist (struggling)
4	Bandit (rural)
5	Barmaid/Serving Boy
6	Bouncer
7	Bounty Hunter
8	Boxer/Pit Fighter
9	Bricklayer
10	Burglar
11	Butler
12	Carpenter
13	Chimneysweep (urban)
14	Cook
15	Corpse Carrier (urban)
16	Dock Worker
17	Entertainer

18	Farm Worker
19	Fortune Teller
20	Free Farmer
21	Gambler
22	Gardener
23	Grave Digger
24	Groom/Stable Boy
25	Guardsmen
26	Guide (rural)
27	Hedge Woman (rural)
28	Hermit (rural)
29	Hunter (rural)
30	Jailer
31	Laborer
32	Lamplighter (urban)
33	Laundress
34	Logger
35	Maid
36	Mercenary
37	Midwife
38	Miner
39	Monk
40	Nurse
41	Pirate
42	Priest (poor rural area)
43	Priestess
44	Prostitute
45	Rat Catcher
46	Sailor
47	Sandalfeet Thug/Enforcer
48	Servant
49	Sign Painter
50	Smuggler
51	Snake Oil Salesman
52	Soldier
53	Storyteller
54	Street Guide (urban)
55	Student
56	Teacher (rural school)
57	Teamster
58	Thug
59	Wash Woman
60	Wet Nurse

13	Butcher
14	Butler
15	Candlestick Maker
16	Clerk
17	Cobbler
18	Companion
19	Con Man
20	Cook
21	Courtesan
22	Duelist
23	Entertainer (sponsored)
24	Foreman
25	Fortune Teller
26	Furrier
27	Gambler
28	Glassblower
29	Guard Captain
30	Guild Engineer
31	Herbalist
32	Innkeeper
33	Inventor
34	Lawyer
35	Locksmith
36	Madam
37	Mage
38	Mapmaker
39	Mathematician (layperson or algebraic)
40	Mayor (small town)
41	Mercenary Captain
42	Miller
43	Monk
44	Physician (small town)
45	Pirate Captain
46	Priest (town parish)
47	Priestess
48	Reeve (rural)
49	Sage
50	Sandalfeet Wallclimber
51	Scribe
52	Seamstress/Tailor
53	Sheriff
54	Shield Guildsman
55	Ship Captain
56	Shopkeeper
57	Silversmith
58	Spice Guild Guardsman
59	Spice Guild Navigator
60	Storyteller
61	Student
62	Tax Collector
63	Taxidermist
64	Teacher (well-to-do school)
65	Thief
66	Trader (rural or small route)
67	Translator
68	Tobacconist
69	Veterinarian
70	Winemaker

JOBS APPROPRIATE FOR MIDDLE CLASS CHARACTERS

Roll	Result
1	Accountant
2	Administrator
3	Adventurer/Sell Sword
4	Alchemist (smaller market)
5	Alderman/Councilman
6	Animal Trainer
7	Artist
8	Baker
9	Barber
10	Blacksmith
11	Bounty Hunter
12	Brewer

JOBS APPROPRIATE FOR UPPER CLASS CHARACTERS

Roll	Result
1	Administrator
2	Adventurer/Sell Sword
3	Advisor
4	Alchemist (court or large market)
5	Alderman/Councilman (city)
6	Architect
7	Artist
8	Astrologist/Astronomer
9	Banker
10	Burglar
11	Chef
12	Companion
13	Courtesan
14	Court Mage/Mage
15	Engineers' Guild Foreman
16	Entertainer (successful, sponsored)
17	Gambler
18	Inventor
19	Investor
20	Mathematician (differential or integral)
21	Mayor (city)
22	Mercenary Leader
23	Monk
24	Physician (large city)
25	Pirate Captain
26	Priest (head of church, elite)
27	Priestess (head of church, elite)
28	Sage
29	Sandalfeet Boss
30	Shield Guild Captain
31	Ship Captain
32	Spice Guild Trader
33	Storyteller (most successful)
34	Student
35	Teacher (university)
36	Trader (lucrative route)

JOBS APPROPRIATE FOR LESSER NOBLE CHARACTERS

Roll	Result
1	Administrator
2	Adventurer/Sell Sword
3	Advisor
4	Alderman/Councilman (city)
5	Architect
6	Artist
7	Banker
8	Business Owner
9	Companion
10	Court Mage/Mage
11	Engineers' Guild Foreman
12	Gambler
13	General
14	Inventor
15	Investor
16	Manor Owner

17	Mathematician (differential or integral)
18	Mayor (city)
19	Mercenary Leader
20	Pirate Captain
21	Priest (head of church, elite)
22	Priestess (head of church, elite)
23	Sage
24	Shield Guild Captain
25	Ship Captain
26	Spice Guild Trader
27	Student
28	Teacher (university)
29	Trader (lucrative route)
30	Wandering (Landless) Noble

Major nobles are often busy running their extensive holdings and dealing with the politics of the land. If for some reason, a random job is required, the lesser noble table could be used with some minor modification. However, it is generally best to choose the professions of major nobility to fit the history of the world.

Example: We are generating a family tree for Vorlund the mercenary. We decide to start with his grandfather. We are picturing a tough, practical man who could teach our hero lessons about life in a harsh world... but let's just roll and see what happens.

Rolling on the class table, we get a 3 meaning Vorlund's grandfather, Ulund, is upper class. Rolling on the location table, we get a 1. Ulund was born and lived at least part of his life in a large city. We'll pick Salem. Rolling on the profession table, we get a 19: a mercenary leader. So, Ulund is a mercenary leader and is fairly wealthy. Let's concoct a bit of a story to go with these results.

Ulund was born to a wealthy trader and gem dealer. He never got along with his father and decided at an early age, that the life of a trader was not for him. So at 17, he left and joined a mercenary company called the Silver Sabers. Ulund was strong and smart and rose through the ranks quickly. By the age of 20, he was a respected lieutenant in the Sabers.

Four years later, the head of the Sabers was killed in the Battle of Goblins' Hold. The company took a vote and elected Ulund as their leader. Barely 24, Ulund was head of the Sabers.

NATURAL LIFESPAN

The natural lifespan for a male in Bostonia is 50-80 years (40+1d4x10). For a female, add 10 years to this number to generate a number between 60 and 90 years. To this base number, roll a d12 and add that many years. Roll another d12 and subtract that many years.

So, a Bostonian male can have a lifespan from 39-91 years. A woman can live from 49-101 years. The average for men is 65 years. For women, it is 75 years. This is fairly high for people in a fantasy world. However, Bostonia has a relatively high level of medical science, as well as healing magic, so this is not unreasonable. If the average lifespan seems too high for your taste, lower it by 5-10 years, or roll a second d12 and subtract it from the lifespan.

Example: To determine the grandfather's lifespan, we roll 1d4 and get a 3. This means that the base lifespan is 70 years. Now we roll 1d12 and add it. The roll is a 7 for a total of 77 years. Take another d12 and subtract it. This is a 12. Vorlund's grandfather will live to a ripe old age of 65 – assuming he does not die before his time.

UNNATURAL CAUSES

The world is a dangerous place and many people die from violence and disease. Each character created in the family tree will have to make three checks to see if he is killed by unnatural causes. The checks are based on the character's class and profession.

CHANCE TO DIE FROM VIOLENCE

Circumstances	Chance
Base chance to die by violence (minimum chance is 2%)	2%
Character is destitute	+5%
Character lives in a large city	+5%
Character has a violent profession	+15%
Character lives in violent times (war, raids) in a large city	+0%
Character lives in violent times in a town	+5%
Character lives in violent times in a village or isolated	+10%
Character is or has access to physicians, healers, herbalists, etc.	-5%

Example: Ulund lived in a large city, but we determine that the modifier is not appropriate since Ulund would spend much of his time traveling with his company. Nonetheless, Ulund was a warrior and as such, has a +15% chance to have been killed in battle. Add that to the base chance of 2%, and Ulund has a 17% chance to die violently. We roll a 75 and so Ulund does not die by violence.

CHANCE TO DIE FROM DISEASE

Circumstances	Chance
Base chance to die by disease (minimum chance is 2%)	5%
Character is destitute	+8%
Character is lower class	+5%
Character is upper class	-3%
Character is nobility	-6%
Character lives in a large city	+5%
Character is in contact with disease and death (physician, nurse)	+10%
Character lives in time of plague and disease	+15%
Character lives in isolation	-5%

Example: Ulund is upper class and though he was born in the city, did not live there for most of his life. His chance to die of disease is 2% -- the minimum chance. We roll a 56 and Ulund lives.

CHANCE TO DIE FROM ACCIDENT

Circumstances	Chance
Base chance to have an accident	2%
Character is a mage	+10%
Character is in a moderately dangerous profession (construction, military)	+3%
Character is in a dangerous profession or one prone to accidents (miner, logger, alchemist, etc.)	+10%
Character has a curse or other circumstance hanging over him	+10-20%

Example: Ulund is in a military profession, and so it is possible that an accident (during a siege, or in training) could take his life. He has a base chance of 2% + 3% for being in the military. This gives a total of 5%. We roll 49 and Ulund has passed all of his death checks and will live out his days.

If a character dies due to unnatural causes, then it is up to the player or GM to determine when the death occurred. At some point during the writing of this document, there might be some guidelines as to when a death occurs. For now though, there it is left to the player's discretion keeping in mind that a violent death, or an accident will usually occur when a character is young and practicing his career. A death by disease can occur at any time in the character's lifespan.

GETTING MARRIED AND HAVING BABIES

Most characters will marry, and many will have children as well. Each character in the genealogy has a chance to marry. Characters have a 70% chance to marry. However, at the player's discretion, characters with a "traveling" profession (adventurers, mercenaries, snake oil salesmen, etc.) will have only a 40% chance of getting married. Priests and priestesses cannot marry.

Once a character is married, then the characteristics of the spouse will have to be generated as described above. However, since most marriages occur between people of similar class, the class of the spouse will be determined with the following tables.

CLASS OF WIFE FOR MALE CHARACTER (ROLL 1d12)

Roll	Result
1	Wife is one class higher than the character
2-9	Wife is of the same class as the character
10-12	Wife is one (or more at the player's discretion) class lower than the character

CLASS OF HUSBAND FOR FEMALE CHARACTER (ROLL 1d12)

Roll	Result
1-3	Husband is one class higher than the character
4-11	Husband is of the same class as the character
12	Husband is one (or more at the player's discretion) class lower than the character

In addition to determining the characteristics of the spouse, the circumstances of the marriage should be determined as well. The player should determine this to fit the needs of the story. If some randomizer is required, then roll on the following table.

MARRIAGE CIRCUMSTANCES (ROLL 1d20)

Roll	Result
1-14	Normal, healthy, loving marriage
15	"Pitchfork" wedding (forced by one of the parties or their parents)
16	Marriage of convenience for one of the parties
17	Arranged marriage
18	Political marriage (for nobility only, otherwise normal)
19	Rushed marriage (couple "just met")
20	Odd circumstances (married to fulfill a prophecy, or woke up married)

Example: We are assuming Ulund will have children, or else this exercise is all for naught. Nonetheless, we will see what happens as we roll on the charts. We roll a 34 for the marriage chance and find that Ulund did in fact get married. For the class of his wife, we roll a 10 and find that she is of a lower class than Ulund. We choose lower class.

For her characteristics, we roll on the tables and find that Ulund's wife, Belotta, comes from a rural village, and that she is a hedge woman. Odd, but interesting. Her lifespan is 77 years, and we find that she will die from disease at – let's choose age 52. When she meets Ulund, she is 21 years old (we pick this number). Finally, for the circumstances of the marriage, we roll a 9, a normal marriage born of love. Nonetheless, we might take some liberties with that result.

Three years after taking command of the Sabers, Ulund found himself at Grey Ridge, many miles north of Salem. Ratling hordes from the north had begun raiding the villages and towns on the northern border of Bostonia. The Sabers fought to push the ratlings back. The campaign lasted for 4 months with the Sabers making steady progress against their foes.

However, at the Battle of Grey Ridge, Ulund was gravely injured and left for dead. A young hedge woman named Belotta who lived in the nearby hills found the injured mercenary and saved his life. It took nearly two months for Ulund to heal enough to travel. During that time, the healer and patient fell in love – though there are rumors that he was charmed into feeling so.

When Ulund finally recovered, his mercenaries had long since moved on. He took his newfound wife back to Salem, where shrewd investments from his previous earnings found him in excellent financial shape.

CHILDREN

Once a marriage occurs, it is time to determine how many children are born. Rural couples have (1d10+1d4)-2 children. This gives them from 0-12 children with an average of 6. Urban couples have (1d6+1d3)-2 children. This gives a range from 0-7 children with an average of 3.5. Upper class and noble families tend to have fewer children on average. Subtract 2 from these families if they are rural and 1 if they are urban.

The couple's first child is born 1d4 years after the marriage. Each subsequent child is born 1d4 years after the first. If either the mother or father dies, the children that would come after the death are not born.

Each child has a 20% chance of dying before reaching adulthood. Most children die of diseases, but violence is possible in a region plagued by wars and raids. Alternately, a child that dies could run away, be kidnapped, or anything else the player can think of.

For each child born, the mother has a 10% chance of dying during childbirth.

Each male character has a 10% chance of having illegitimate children. From 1-3 children will be born. If such a child exists, there is a 60% chance he knows of the child, unless he has a "traveling" profession, in which case the chance is only 30%.

Women have a 5% chance of having a child of dubious parentage. Generally, they will only have one such child. They of course, will know about the child. However, whether the husband knows is another story. Give a 20% chance that the husband knows of the child.

Usually, illegitimate children live with their mother, and have their mother's class. At the player's discretion, the child can live with the father, in which case, he is treated like any of the other children.

Finally, of all the children that survive to childhood, an heir will have to be determined. In Bostonian culture, the eldest male usually inherits his father's estate. However, there is a chance that some abnormality in the process occurs. This chance is based on the class of the character.

CHANCE OF AN ODD INHERITANCE

Class	Percentage Chance
Destitute	0%
Lower	2%
Middle	5%
Upper	10%
Noble	25%

POSSIBLE ODD INHERITANCES (ROLL 1d20)

Roll	Situation
1-4	Character was in terrible debt, or owed taxes to the local government. From 30-100% of the inheritance will be forfeit. This could leave the heirs in a lower class at the player's discretion.
5-7	Character left a will evenly distributing his inheritance.
8-9	In addition to the estate, the character left an item of interest to a random child. This could be a hidden investment, some heirloom, or even (talk to the GM at this one) a magic item.
10-11	Character left his estate to the church. The children get enough to start their lives, but no more. This could leave the heirs in a lower class at the player's discretion.
12-14	There is a dispute over the inheritance. This dispute could be resolved in court, or it could lead to a long-standing hatred between siblings. It could even lead to violence.
15-16	The first-born refuses to take the estate, leaving it to another sibling, or distributing it. This could cause a dispute among the remaining children.
17-18	The estate comes with some odd condition. The heir must continue the father's business, right some old injustice, take care of the beloved cats, etc.
19-20	The estate comes with some curse, or situation attached. Perhaps some of the gems were stolen and the Sandalfet are looking for them. Perhaps the gold statue was taken from a temple and gives bad luck.

Example: Let's see how many children Ulund and Belotta have. We roll 3 and subtract 1 because they are upper class and urban. That means they have 2 children. Both survive to adulthood. We also find that Ulund had one illegitimate child, which he did not know about (probably from his mercenary days). All of his children lived to adulthood...

WHERE TO GO FROM HERE

From here, you should repeat the process for each of the children. Determine their professions, who they marry, how many children they have, etc. Create a family story with the results. At some point, you will insert your character into the family tree and your family background will already be fleshed out for you.

This document will be expanded in the future to take into account more possibilities. In addition, results will be tweaked a bit to provide more "realistic" results. Try it out and tell me what you think. Any suggestions are appreciated.