

This document contains an **obSESSION** version of the Lifepath Tables published by **Chablis Roleplaying Productions** before their demise. The bulk of this material is identical to the original file, which is still available from the OCD website, but a few minor changes have been made and additional, **obSESSION** specific, material has been added to the tables and instructions.

The tables allow for the creation of background elements to help flesh out a C/M and are useful both for stimulating roleplaying and also for plot generation at times.

Background generation starts early, right after you roll your Character's Attributes and before choosing Background Skills. The process starts with the Character's family.

Family Standing

Firstly, roll percentile on the table below to determine the family's current status, relative to the character's home culture. If necessary another roll can be made for each culture which may have differing views of the family.

Roll	Family Standing
99-00	Excellent Standing, entrenched position
96-98	Excellent Standing, recent elevation
92-95	Good Standing, entrenched position
86-91	Good Standing, recent elevation
76-85	Moderate Standing, fallen on hard times
56-75	Moderate Standing, nondescript family
36-55	Moderate Standing, minor scandal
26-35	Moderate Standing, recently attained
21-25	Poor Standing, fallen on hard times
17-20	Poor Standing, dodgy family
13-16	Poor Standing, moderate scandal
09-12	Poor Standing, recently attained
06-08	Disastrous Standing, fallen on hard times
03-05	Disastrous Standing, accursed family
01-02	Disastrous Standing, major scandal

Roll	Parental Status
97-00	Both Parents Living, both well
90-96	Both Parents Living, 1 minor problem
81-89	Both Parents Living, 1 major problem
76-80	Both Parents Living, both minor problems
71-75	Both Parents Living, both major problems
61-70	One Parent Living, no problem/complication
56-60	One Parent Living, minor problem
51-55	One Parent Living, minor complication
46-50	One Parent Living, major problem
41-45	One Parent Living, major complication
31-40	One Parent Living, minor problem AND minor complication
22-30	One Parent Living, major problem AND major complication
17-21	Both Parents Dead, no complications
12-16	Both Parents Dead, one minor complication
08-11	Both Parents Dead, one major complication
04-07	Both Parents Dead, both minor complications
01-03	Both Parents Dead, both major complications

Parental Status

Using the table on the bottom left of this page, make a percentile roll to determine the status of the character's parents. Where indicated "problems" are associated with living parents while "complications" are associated with dead parents. Each is rolled on one of the table found on this page.

Each of the Character's parents is D10+15 years older than the eldest child but that determination will have to wait. The rules for creating siblings come next.

For each problem or complication that is indicated you should roll on the appropriate table, found below.

Minor problems or complications are rolled using 1D10+1, while major problems or complications are rolled using 2D10 instead.

Once these have been determined move on to determining the Character's siblings and birth order.

Roll	Parental Complications
2-3	Parent died leaving huge debts
4	Parent died of hereditary disease (Character may contract illness at GM's option)
5-6	Parent disappeared mysteriously
7-9	Character never knew parent (50% Character is also illegitimate)
10	Parent died in scandalous circumstances
11	Body was never found or identified
12	Parent was executed or died in prison
13-14	Parent was murdered
15	Parent killed by other parent
16-17	Parent killed in a suspicious accident
18	Parent faked death and is in hiding
19	Parent committed suicide
20	Special (GM's decision)

Roll	Parental Problems
2	Parent is having an illicit affair
3	Parent is a suspected criminal
4	Parent is politically unpopular
5-7	Parent has social, cultural or political stigma
8-10	Parent is involved in scandal
11	Parent has unpleasant obligation
12	Parent has been imprisoned
13	Parent is in exile
14-15	Parent is a wanted criminal
16	Parent is under threat of death
17-18	Parent is in hiding
19	Parent is being blackmailed
20	Parent has dangerous obligation

Siblings

To determine the Characters siblings roll percentile, adding the character's age, and look up the total on the chart below. For each Sibling indicated you should then roll a D6 to determine their age, relative to the character. If twins are rolled more than once then it becomes triplets, etc. Separated twins have a 50% chance of being aware of the existence of the other, rolled separately for each twin.

<i>Roll+Age</i>	<i>Number Of Siblings</i>
150+	7
126-149	5
101-125	3
081-100	2
061-080	1
051-060	Only Child
041-050	2
031-040	3
021-030	4
011-020	5

<i>D6 Roll</i>	<i>Age Difference</i>
1	Twins, separated
2	2D6 years older
3	1D6 years older
4	1D6 years younger
5	2D6 years younger
6	Twins

Estrangement

For each of the characters living relatives, including their parents, roll a D20* on the table at the bottom left of the page. This will indicate how well the family members get on with one another.

Roll	Familial Estrangement
1	Inseparable under normal circumstances
2	Very close or well loved
3-4	Close or very fond
5-6	Attached or quite fond
7-10	Neutral
11-12	Mild dislike by one party
13-14	Mild dislike by both parties
15	Dislike by one party
16	Dislike or rivalry on both parts
17	Extreme dislike by both parties
18	Extreme dislike by one party, Roll again at +6 for other's feelings
19	Hatred by one party, Roll again at +6 for other's feelings
20	Hatred by both parties
21-22	Jealousy by one party, Roll again at +2 for other's feelings
23-24	Resentment by one party, Roll again at +2 for other's feelings
25	Jealousy by one party, resentment by the other
26	Murderous psychopathy by one party, Roll again at +6 for the response

* If you don't have a d20 then roll a D10 twice. If the first roll is Even then add +10 to the second roll, otherwise use it as rolled.

When rolling for the Character's estrangement regarding their parents you should add the number of siblings to the die roll.

Once you have determined the Character's family and sorted out their estrangements it is time to determine any noteworthy events from the Character's early life and then to pick Background Skills.

Early Life Events & Background Skills

During the early, formative, years of the characters life a number of events will stick in his memory. Roll 1D6+1 and then roll that many times on the appropriate table (over the page) to determine what those events were. These events can be kept in mind when choosing the Character's Background Skills, which is what happens next. These skills should also be based on what is already known about the Character's family background.

The next step is to determine what interesting events occurred to the Character during their adolescent years.

Adolescence Events & Hobby Skills

For each year of adolescence (assume 13-17 for humans unless the setting tells you otherwise) there is a 20% chance of something unusual happening to the character. For each year in which something occurs, roll 3D10 and apply the appropriate event from those on the relevant table. These events can be used as role-playing cues for later use and can also provide inspiration for the selection of the Character's Hobby Skills, which should be chose once the adolescence events have been determined.

At this stage the Character's childhood has been finished and you can move on to fill their life with interesting individuals. The exact timing of this is up to you, Professional Skills need to be chosen and these can be done before determining Friends and Enemies, after doing so, or parallel to doing so.

Friends

The number of friends that a Character has is calculated from Charisma (or nearest equivalent) by looking it up on the table found towards the end of this document.. Players may, at their option, decide the general identities of up to half of these friends before play begins. The remainder are left for the GM to created during play, having them appear at suitable locations during adventures. At the GM's option, he may allow each friend a chance of being a useful contact, up to a maximum of half the total number.

Enemies

Through his life the Character may have incurred the enmity of a number of persons. A Percentile roll (adding age) on the chart below will reveal the number of significant enemies he has gathered. Each enemy may be further detailed by rolling on the backup tables on page four.

<i>Roll+Age</i>	<i>No Of Enemies</i>
150+	3D10
126-149	2D10
101-125	2D6
081-100	2D5
061-080	1D10
051-060	1D6
041-050	1D5
031-040	1D3
021-030	1D2
011-020	1

Roll	Early Life Event	Roll	Early Life Event
1	Character is picked on by local bullies.	26	Character's sibling or close friend ran away from home. May or may not have returned (GM's choice).
2	Little known relative dies in character's presence.	27	Character nearly drowned.
3	Well known relative dies in character's presence.	28	Sibling or close friend nearly drowned.
4	Close friend or immediate family member dies.	29	Character injured in domestic accident.
5	Character's favourite pet dies.	30	Character witnesses a crime.
6	Character loses favourite toy.	31	Military forces go on exercises nearby.
7	Character given special gift by relative.	32	Character's home settlement suffers crime-wave.
8	Character meets famous personage.	33	Character develops a hobby. May or may not still engage in said hobby (Player's choice).
9	Character meets hero or icon.	34	Character is given a pet that become treasured.
10	Character's hero or icon dies.	35	Character is given a pet that (s)he hates.
11	Character makes long journey with relative.	36	Character's family go through bad patch. Roll for Problem as in "Parents" above.
12	Character makes long journey with friends.	37	Character's family go through period of good luck.
13	Character attends excellent party or celebration.	38	Character & friends build "secret camp".
14	Character watches procession.	39	Character joins local gang.
15	Character involved in procession.	40	Character turned down by local gang.
16	Character involved in sporting event.	41	Character's sibling or friend joins local gang.
17	Character attends important sporting event.	42	Close relative murdered.
18	Character impressed by entertainer.	43	Close relative involved in scandal.
19	Character impressed by practitioner of his religion.	44	Parent or guardian involved in scandal.
20	Character lost on expedition.	45	Close relative becomes addicted to drug or alcohol.
21	Character frightened by animal.	46	Close friend moves away.
22	Favoured relative mysteriously disappears.	47	Character experiences traumatic move, may or may not be enforced (Player's option).
23	Character performs well in education or training.	48	Character experiences welcome move, either from a bad location or to a good one (Player's choice).
24	Character performs badly in education or training.	49	Player's choice, or make up any suitable event.
25	Character ran away from home. May or may not have returned (Player's choice).	50	Special (GM's decision).

Roll	Adolescent Life Events
3	Involved in a gambling game that gets out of hand.
4	Sought out by a mysterious stranger.
5	Encounters traders with strange or rare goods.
6	Attends or observes an event held by a local guild or organisation.
7	Discovers smugglers or black market connections.
8	Encounters famous or important local personage.
9	Encounters famous or important visiting personage.
10	Aids a local noble or politician.
11	Embroided in a civil disobedience or disturbance.
12	Discovers the mysterious disappearance of a local figure.
13	Encounters Religious, Philosophical or Political recruiters.
14	Observes the visit of important or unusual foreigners.
15	Attends important sporting or political event.
16	A friend or relative is wanted in connection with a crime.
17	A friend or relative is wanted by the underworld.
18	Fleeced by a hustler or con-man.
19	Witness an illegal fight or duel to the death.
20	Embroided in criminal or political gang warfare.
21	Friend or relative contracts disease.
22	Character contracts disease.
23	Embroided in a racial, political or family feud.
24	Encounters a supernatural or extraordinary occurrence.
25	Caught in massive storms causing property damage.
26	Worried by political or religious machinations.
27	Almost caught in accidental or terrorist explosion.
28	An entertainment establishment proves to hide a secret.
29	Encounters magician, scientist or psychic.
30	Discovers mysterious strangers being secretive.

Number of Friends Table.

1-10	2-12	2-20	3-18	1-100	Number of Friends
10	12	20	18	96-00	5D5+1
8	11	19	17	91-95	5D5
--	--	18	16	86-90	4D5+1
7	10	16-17	15	81-85	4D5
--	9	13-15	13-14	71-80	3D5+1
5-6	6-8	10-12	9-12	61-70	3D5
--	5	7-9	8	41-60	2D5+1
4	--	6	7	31-40	2D5
--	4	5	6	21-30	1D5+1
3	--	4	5	16-20	1D5
2	3	3	4	11-15	1D3
--	--	--	--	06-10	1D2
1	2	2	3	01-05	1

Type of Enemies Table.

D6 Roll	Family Standing
1	Political Enemy
2	Religious Enemy
3	Personal Enemy
4	Cultural Enemy
5	Professional Enemy
6	Romantic Enemy

Level of Enmity Table.

D10 Roll	Family Standing
1-2	Mild dislike by one party.
3-4	Mild dislike by both parties.
5	Dislike by one party.
6	Dislike or rivalry on both parts.
7	Extreme dislike by both parties.
8	Extreme dislike by one party, Roll again at +6 for other's feelings.
9	Hatred by one party, Roll again at +6 for other's feelings.
10	Hatred by both parties.
11	Jealousy.
12	Resentment.
13	Spiteful rage.
14	Violent rage.
15	Murderous rage.
16	Cold, murderous psychopathy.

Optional Rule : If you are creating your Character's skills on a year by year basis (as I always do) then you can also roll the same 20% chance of an event for these years as you did during adolescence. If any such event is indicated then they are rolled on the **Adolescent Events** table as before.

If using this rule then you should probably create Friends and Enemies *after* determining skills.