

## *ASE Character Tumbler*

1. Record score arrays for four characters, using the Iron Man method: Roll 3d6 for each score in order. You may reroll “boring” characters (those with *only* +0 modifiers) and “hopeless” ones (those with <0 *total* modifier) on Table II (p. 2). Or simply use Table II.
2. Roll 1d4+Constitution bonus for each character's hit points.
3. Roll on Table III (p. 3) to find each character’s occupation, starting weapon, and goods.
4. Supplement each character’s possessions with one roll on Table I, and with 5d12 cp. Purchase additional equipment from Table I (if desired), and also add one day’s rations, and a waterskin. Note: You cannot sell your starting trade good or weapon.
5. Record each character’s starting XP (-100), saving throws (humans save as Normal Men, demi-humans as Level 1 characters), attack bonus (+0), damage, and armor class.
6. Name the characters, and send them into the meat grinder! Any who survive to 1 XP attain Level 1—they gain your choice of class and a place in the Land of 1,000 Towers.



*Now that is progress!*

Table I: Level 0 Equipment Generator (d20)			
d20	Item	Cost†	Weight
1	Backpack	25 cp	1
2	Bearhugger’s Whiskey, bottle of	19 cp	1
3	Candle, 1d2	2 cp (each)	*
4	Chain, 10’	25 cp	5
5	Chalk, bag	30 cp	*
6	Crowbar	45 cp	5
7	Flask, empty	10 cp	1
8	Flint and steel	40 cp	*
9	Hammer, small	30 cp	1
10	Iron spikes, 1d3	8 cp (each)	2
11	Mirror, hand-sized	59 cp	*
12	Oil, 1 flask	15 cp	1
13	Pole, 10-foot	15 cp	10
14	Rations, one day’s	5 cp	1
15	Rope, 50’	15 cp	5
16	Sack, large	8 cp	*
17	Sack, small	3 cp	*
18	Torch, 1d2	5 cp (each)	1
19	Whistle	21 cp	*
20	Wine, one jug	15 cp	2

† These prices apply only for level 0 characters, representing bargains, lucky finds, treasured gifts, etc.

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*by Austin Schaefer*

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Table II: Ability Arrays (d100)						
d100	Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
01-02	17 (+2)	13 (+1)	8 (-1)	11	13 (+1)	8 (-1)
03-04	11	9	17 (+2)	12	9	5 (-2)
05-06	13 (+1)	15 (+1)	10	10	9	9
07-08	10	11	13 (+1)	10	11	10
09-10	15 (+1)	6 (-1)	6 (-1)	17 (+2)	7 (-1)	6 (-1)
11-12	10	16 (+2)	14 (+1)	11	14 (+1)	11
13-14	9	14 (+1)	9	11	16 (+2)	11
15-16	12	10	16 (+2)	11	9	12
17-18	14 (+1)	17 (+2)	8 (-1)	14 (+1)	13 (+1)	14 (+1)
19-20	14 (+1)	12	9	4 (-2)	11	18 (+3)
21-22	13 (+1)	10	16 (+2)	13 (+1)	14 (+1)	14 (+1)
23-24	14 (+1)	11	12	7 (-1)	11	17 (+2)
25-26	12	11	13 (+1)	12	14 (+1)	6 (-1)
27-28	10	6 (-1)	11	7 (-1)	17 (+2)	10
29-30	12	16 (+2)	11	13 (+1)	9	11
31-32	9	5 (-2)	10	15 (+1)	13 (+1)	13 (+1)
33-34	12	13 (+1)	16 (+2)	10	12	13 (+1)
35-36	12	13 (+1)	11	15 (+1)	5 (-2)	14 (+1)
37-38	18 (+3)	12	13 (+1)	14 (+1)	12	13 (+1)
39-40	17 (+2)	9	13 (+1)	8 (-1)	6 (-1)	8 (-1)
41-42	8 (-1)	10	9	7 (-1)	14 (+1)	14 (+1)
43-44	12	8 (-1)	10	10	14 (+1)	14 (+1)
45-46	9	14 (+1)	13 (+1)	11	14 (+1)	12
47-48	14 (+1)	12	8 (-1)	18 (+3)	8 (-1)	15 (+1)
49-50	13 (+1)	12	9	11	13 (+1)	16 (+2)
51-52	13 (+1)	13 (+1)	14 (+1)	13 (+1)	7 (-1)	16 (+2)
53-54	11	11	6 (-1)	9	15 (+1)	9
55-56	9	9	11	8 (-1)	13 (+1)	16 (+2)
57-58	11	13 (+1)	10	10	15 (+1)	13 (+1)
59-60	7 (-1)	10	14 (+1)	9	13 (+1)	17 (+2)
61-62	15 (+1)	11	11	16 (+2)	13 (+1)	8 (-1)
63-64	10	12	14 (+1)	9	15 (+1)	11
65-66	8 (-1)	16 (+2)	10	11	10	10
67-68	12	16 (+2)	11	15 (+1)	12	10
69-70	11	18 (+3)	6 (-1)	11	11	13 (+1)
71-72	12	9	8 (-1)	14 (+1)	13 (+1)	10
73-74	9	11	10	13 (+1)	15 (+1)	9
75-76	8 (-1)	13 (+1)	14 (+1)	10	8 (-1)	14 (+1)
77-78	14 (+1)	14 (+1)	6 (-1)	13 (+1)	13 (+1)	12
79-80	9	11	11	13 (+1)	18 (+3)	9
81-82	17 (+2)	11	14 (+1)	14 (+1)	6 (-1)	8 (-1)
83-84	14 (+1)	9	14 (+1)	13 (+1)	12	9
85-86	10	10	14 (+1)	11	6 (-1)	12
87-88	9	14 (+1)	11	11	11	10
89-90	15 (+1)	12	10	14 (+1)	13 (+1)	9
91-92	7 (-1)	14 (+1)	11	9	12	10
93-94	8 (-1)	11	10	14 (+1)	9	12
95-96	16 (+2)	9	10	14 (+1)	5 (-2)	11
97-98	11	10	15 (+1)	12	17 (+2)	11
99-100	11	11	18 (+3)	10	12	12

Table III: Occupations (1d100)			
d100	Occupation	Starting Weapon (Trained)	Trade Good
01-02	Acolyte of Science	Busted shotgun (as <i>club</i> )	Leather lab coat ( <i>leather armor</i> )
03	Acolyte of Starry Wisdom	Sacrificial knife (as <i>dagger</i> )	Hunk of obsidian flecked with iron
04-06	Adjunct Professor	Razor Ruler (as <i>short sword</i> )	Academic robes
07-10	Apprentice Priest	Mace	Sacred symbol, scripture tattoo
11	Bank-keep	Jeweled dagger	Loupe, fountain pen, ink pot
12-15	Bar-keep	Short sword	1d3 bottles of cognac, bow tie
16	Bee-keep	Knife (as <i>dagger</i> )	Bee smoker, flint and steel
17	Clockwork Artisan	Jumbo wrench (as <i>club</i> )	Can of lubricant
18-20	Dandy or Dandizette	Small pistol, 1d3 bullets	Blue blazer, puffy ascot
21-28	Dirt Farmer	Cultivator (as <i>staff</i> )	1d8 potatoes, wheelbarrow*
29-30	Drug Dealer	Sawn-off crossbow, 1d6 bolts	1d4(10) grams of electric ice
31-32	Engineering Student	Spring-loaded knife	Polyhedral dice, wax pencil
33-35	Factory Slave	Broken bottle (as <i>dagger</i> )	Bottle of industrial-strength dye
36	Farmer's Daughter or Son	Grandfather's battle axe	Dreams, map of Denethix, pig†
37-39	Fisher	Cutlass (as <i>short sword</i> )	Compass (magnetic needle, bowl)
40-41	Grunkie Merchant	Grunkie-catchin' net	2d8 baby grunkies, crate
42-43	Highway Robber	Rapier	Playing cards, locket
44-45	Hunter	Short bow, 2d6 arrows	Paint gun, 2d12 paint pellets
46-48	Librarian	Knife	Glue, pencil, <i>The History of Fishes</i>
49-50	Mind Thrall, Freed	Permanent brass knuckles	Loincloth
51-52	Minor Oligarch	Silver dagger	Bag of jewels, trained monkey**
53-55	Pickpocket	Cudgel	Box of magic tricks, false beard
56-57	Pit Fighter	Gladius (as <i>short sword</i> )	Used bandages, lucky penny
58-59	Professional Beggar	Crutch (as <i>staff</i> )	Makeup kit, jar of mystery fluid
60-61	Slave Hunter	Bolas ( <i>figure it out, DM</i> )	Chain mail, business cards
62-64	Sorcerer's Apprentice	Dagger	Spellbook with level one spell
65-68	Street Food Vendor	Torch	2d8 sticks, 2d6 dead rats, charcoal
69-70	Triceratops Ranch Hand	'Cera prod (as <i>lance</i> )	Overalls, bull whip
71	Unyielding Fist Grunt	Long sword	Chain mail, wizard's shilling
72	Wheedling Bureaucrat	Paper spike (as <i>dagger</i> )	Ream of papers, laser pointer
73-74	Worthless Barbarian	Sauropod metacarpal (as <i>club</i> )	Shell necklace, 9 in. <sup>2</sup> of clothing
75-76	Dwarf-Bodyguard	Battle axe	Chain mail
77	Dwarf-Foreman	Copper chisel (as <i>dagger</i> )	Hand drill, level, beard wax
78-79	Dwarf-Metallurgist	Rebar (as <i>war hammer</i> )	Steel stein, tongs
80	Dwarf-Mushroom Farmer	Shovel (as <i>staff</i> )	Mushroom (see table, <i>ASE2-3</i> , p. 7)
81-82	Elf-Artist	Copper wire (as <i>garrote</i> )	4d6 finely-crafted brass beads‡
83	Elf-Charcutier	1d6 <i>gorgeous</i> knives	2d8 sausages on a string
84	Elf-Druidic Understudy	Sling, 2d10 stones	Feathered headdress
85-86	Elf-Wanderer	Staff	1d6 half-finished poems, gold ring
87	Halfling-Constable	Billy club (as <i>club</i> )	Badge, uniform
88-89	Halfling-House Servant	Carpetbeater (as <i>club</i> )	1d6 delicious pastries
90-91	Halfling-Street Performer	1d3 throwing knives	2d4 juggling balls
92-94	Halfling-Tinker	Hand axe	Clay, solder, ball-peen hammer
95	Insect-Man	Spear	90 g. of hafnium
96	Moktar	Club	Study cards: human body language
97-98	Robot-Escapee	Pincer grip (1d4 damage)	Brush, can of paint
99	Robot-On a Mission	Pincer grip (1d4 damage)	Vial of poison, sealed letter
100	Other Nonhuman (Ask your DM for details or reroll)		

\* Roll 1d8 for contents of wheelbarrow: 1) Dirt; 2) Onions; 3) Snail shells; 4) Flour sacks; 5) Empty; 6) Bodies; 7) Rats 8) Corn cobs  
\*\* If the party has multiple oligarchs, roll 1d4 for duplicate pets: 1) Juvenile ceratops; 2) Phase toad; 3) Lion cub; 4) Pseudo-phoenix  
† If the party has multiple domestic animals, roll 1d6 for duplicate animals: 1) Rooster; 2) Goat; 3) Goose; 4) Calf; 5) Sheep; 6) Turkey  
‡ If the party has multiple artists, roll 1d4: 1) Tattoo kit; 2) Ivory elephant; 3) Intricate doll of human hair; 4) Animate copper serpent

<b>Name</b>		<b>XP</b>			
Strength		<b>Occupation</b>			
Intelligence					
Wisdom					
Dexterity		<b>HP</b>	<small>Max</small>	<small>Temp</small>	<b>AC</b>
Constitution					
Charisma		<b>Attack</b>			
Death/Poison	Magic Wands	Paralysis	Dragon Breath	Spells	
<b>Possessions</b>					
<b>Wealth</b>					

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