

CLOSE ENCOUNTERS OF A Random Kind



Welcome to our latest new feature — Close Encounters of the Random Kind. This semi-regular feature is where we'll be featuring various random tables in the months to come for GameMasters to use in their campaigns.

Readers are encouraged to submit tables of their own design. CotRK submissions can be generic in nature or system-specific. They can also be for any genre.

The kick things off, for the next few issues we'll be running a series of Place of Origin tables for HackMaster. These will help both the GM and Players determine where a Player-Character was born and raised in Garweeze Wurld. The tables also serve as a reference for those who don't want to leave such details to a roll of the dice.

A different series of table is provided for each race. This issue we'll be focusing on humans.

USING THE TABLES.

Using the Place of Origin tables is pretty straight forward. Roll a d20. The result indicates the country the character is from. The number in parenthesis indicates the percentage of humans in relation to other races in that country.

Free Languages indicates any specific languages the character knows as a result of his background. Note that these cost nothing and are in addition any languages aquired during the character creating process (Although any restrictions as a result of low intelligence still apply). A language followed by a percentage indicates the language is only aquired if that number or lower is rolled.

GARWEEZE WURLD PLACE OF ORIGIN (HUMAN) D20

Table I: Major Countries

Result	Country
1.	Abgreer (75%) <i>Free Languages: Abgreerian, Forcuran</i>
2.	Abosoria (67%) <i>Free Languages: Abosorian, Hagaan, Forcuran</i>
3.	Ara' Kandeesh (57%) <i>Free Languages: Old Aran'Kandeesh (40%), Forcuran</i>
4.	Barcenora (85%) <i>Free Languages: Hagaan, Forcuran, Meletian (25%)</i>
5.	Da'Neer (37%) <i>Free Languages: Da'Neerian, Parzey, Old Aldonese</i>
6.	Daurkhaud Kingdom (70%) <i>Free Languages: Daurkirk, Foruran</i>
7.	Emirate of Fra'Neer (55%) <i>Free Languages: Franeeri, Forcuran</i>
8.	Fangaerian City States (70%) <i>Free Languages: Hagaan, Forcuran</i>
9.	Goremunyan Empire (64%) <i>Free Languages: Forcuran, Old Forcuran</i>
10.	Hazaar (36%) <i>Free Languages: Hazaari, Forcuran</i>
11.	Kal Dez (90%) <i>Free Languages: Dezian, Forcuran</i>
12.	Krandaneer (85%) <i>Free Languages: Hagaan, Forcuran</i>
13.	Maur-Haud'Feem (5%) <i>Free Languages: Forcuran, Elven (15%)</i>
14.	Meletian Kingdom (84%) <i>Free Languages: Hagaan (35%), Meletian, Forcuran (50%)</i>
15.	Polst (31%) <i>Free Languages: Forcuran</i>
16.	Raagean Empire (55%) <i>Free Languages: Hagaan (60%), Raagius, Forcuran</i>
17.	Rarkin' Kaldish (62%) <i>Free Languages: Kaldish, Parzey, Tribal Dialect (choose)</i>
18.	Saryn Ar'Keet (43%) <i>Free Languages: Dezian, Forcuran (65%)</i>
19.	Shadlurian Kingdom (48%) <i>Free Languages: Forcuran, Old Forcuran (65%)</i>
20.	Roll on Table II

TABLE II: MINOR COUNTRIES/REGIONS D12

Result	Country
1.	Ginge Pirate States
2.	Great Desert of Flamaar
3.	Grevan Steppes
4.	Kakreed
5.	Kraad
6.	Maldoayn City States
7.	Mara Deesh
8.	Markovia
9.	Marrow, The
10.	Nevar Wastes
11.	Rogue Haven
12.	Saren' Mantz

NOTE: For more information on the above countries consult the Garweeze Wurld Gazetteer. □