

## 6.5 | Detailed Character Backgrounds

As we've stated, your character's ability scores provide only basic insight into the character. And though you may know your character's place of origin, do you really know where he came from? What was his life like in those early days? Did he come from a small family or a large one? Did he live in luxury or suffer in poverty?

This section provides such background material for use during character creation. If you decide to use this optional material, do so after calculating your character's height and weight, but before determining starting money, following the order presented in *Chapter 3.1 | Character Creation*. Some results in this section may affect later aspects of character creation, such as starting money or quirks and flaws.

### ★ FAMILY ★

Regardless of what you might hear around the campfire, that wild desperado everyone's gossiping about isn't really the son of the devil. Like everyone else, he's the product of countless generations of characters that came before him. The following tables will help you get a broad idea of your character's family.

**Circumstances of Birth:** Generally, birth circumstances have little effect on a character, except in the case of illegitimacy. These "bastard" children find it more difficult to attain or hold positions of power, if

their secret comes out. To determine your character's status, roll on *Table 6.5-1a: Circumstances of Birth*. If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

**Status of Parents:** Now, discover whether your character's parents are alive or dead, and even if one of them is a celebrity of sorts. A roll of 91 or higher on *Table 6.5-2: Parental Status* indicates that the character is an orphan.

**TABLE 6.5-2: PARENTAL STATUS**

Roll (d100)	Result
01	Parent is a celebrity (actress, gunfighter, renowned military officer, etc). Character receives a +d20 bonus to his starting Fame score (the d20 score indicating the relative Fame of the parent, 20 being very famous and 1 being known locally). Roll again to determine status of the parent. (A further roll of "01" on this table earns another +d20 bonus and corresponding increase in Fame, etc.)
02-50	Both parents living
51-70	Father deceased
71-80	Mother deceased
81-90	Both parents are deceased after character reached teen years.
91-100	Both parents are deceased. Character is an orphan. Reduce character's roll on <i>Table 6.5-8: Social Class</i> by two social classes. Apply -50 penalty to rolls on <i>Table 3.1-16: Character Starting Money</i> (ignore hereditary debt result and roll again).

**TABLE 6.5-1A: CIRCUMSTANCES OF BIRTH**

Roll (d100)	Result
01-92	Legitimate. Parents were married at the time of the character's birth.
93-00	Illegitimate. Parents were not married at the time of the character's birth. One rank penalty to <i>Table 6.5-8: Social Class</i> (i.e. ULC becomes MLC). Also, roll on <i>Table 6.5-1b: Illegitimate Birth</i> .

**TABLE 6.5-1B: ILLEGITIMATE BIRTH**

Roll (d100)	Result
01-03	Character was abandoned at birth. His parents are unknown. GM rolls character's other parental and sibling tables in secret.
04-08	Mother was a prostitute. Father unknown.
09-12	Mother was a prostitute. Father known.
13-23	Birth was the result of sex before marriage. Father unknown.
24-56	Birth was the result of sex before marriage. Father known.
57-67	Birth was the result of an adulterous affair. Father unknown.
68-100	Birth was the result of an adulterous affair. Father known.

If only one parent is deceased there is the chance that the character has a step-parent. A result of 15 or more on a d20 indicates that the parent remarried. If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

**Status of Siblings:** As with parents, siblings (or the lack of them) are important to a character's background. Although they are non-player characters under the control of the GM, they may be able to help when the character needs something, such as financial or emotional support. They also tend to be loyal.

There are several steps involved in determining a character's siblings. Follow each step in order.

1) First, you need to roll on *Table 6.5-3: Number of Siblings* to learn how many siblings your cowpoke has.

2) Now that you know how many children your folks had, you need to determine their sex. Roll a d6. On a 1-3, the sibling is a brother. On a 4-6, it's a sister.

**TABLE 6.5-3: NUMBER OF SIBLINGS**

Roll (d20)	Siblings
01 .....	0
02 .....	1
03 .....	2
04 .....	3
05-06 .....	4
07-09 .....	5
10-14 .....	6
15-17 .....	7
18 .....	8
19 .....	9
20 .....	10

3) In the 19th century, many children died as infants from sickness or as children from some other ailment or injury. Death from infectious diseases was common even amongst adults, especially in the crowded cities where typhus, TB and cholera were rampant. Check *Table 6.5-4: Sibling Status* for each sibling's status.

**TABLE 6.5-4: SIBLING STATUS**

Roll (d100)	Status (city)
01-26	Died in infancy from Infectious disease (measles, scarlet fever, whooping cough or diptheria)
27-33	Died in childhood from Diarrhea
34-39	Died from Pneumonia
40-41	Died from Smallpox
42-47	Died from Tuberculosis
48-49	Died from Typhoid fever
50-53	Died from Influenza
54-57	Died from Cholera
58-66	Died from accidental causes
67+	living
Roll (d100)	Status (rural)
01-22	Died in infancy from Infectious disease (measles, scarlet fever, whooping cough or diptheria)
23-26	Died in childhood from Diarrhea
27-30	Died from Pneumonia
31-32	Died from Smallpox
33-37	Died from Tuberculosis
38	Died from Typhoid fever
39-42	Died from Influenza
43-47	Died from accidental causes
48+	Living

4) For each surviving sibling, roll a d% (d100 or two d10s). A roll of 99-100 indicates that this sibling is your twin. If the sibling is the same sex as the character, roll a d8. On a 1, the sibling is an identical twin.

5) If the character has at least one sibling, roll randomly to determine his place (roll a d4 for the character plus three siblings, roll a d5 [a d10, dividing results by two] for the character plus four siblings, etc.) and consult *Table 6.5-5: Order of Birth*. The firstborn male is usually heir to his father's estate or possessions.

**TABLE 6.5-5: ORDER OF BIRTH**

Order of Birth	Effect
First	+10 bonus on <i>Table 3.1-16: Character Starting Money</i>
Second	+5 bonus on <i>Table 3.1-16: Character Starting Money</i>
Other	No effect.

6) Of course, just because your character has some brothers or sisters doesn't mean that they necessarily like him. The sibling may think he's a low-down varmint, or that butter wouldn't melt in his mouth. For each sibling, roll on *Table 6.5-6: Sibling Rivalry*.

**TABLE 6.5-6: SIBLING RIVALRY**

Roll (2d12)*	Relationship
4 or less	Bitter Enemy. These rivals hold an intense hate for some past offense – real or imagined.
5-9	Argumentative. For some reason, the character and his sibling just can't get along without bickering.
10-16	Natural. The character and sibling are close, with good family ties, but few intense feelings except during special times of hurt or celebration.
17-21	Very Close. The sibling and character communicate often, and always try to help the other in times of need.
22 or more	Devoted. An extremely close bond exists between these two, and one would easily lay down his life for the other.

\*Add the character's starting Reputation modifier from Charisma to the result.

If you don't like any result from these tables, you may spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

**Extended Family:** Aside from mother, father, brother and sister, a character may also have an extended family represented by a stepfather or stepmother, aunts, uncles, cousins, grandparents, and perhaps even great-grandparents. Generally, only a GM needs this level of detail. However, if you want to trace your ancestry back a generation or two, simply roll on the tables in this chapter for the character's mother or father. The results refer to **their** parents and siblings, instead of the character's.

**Quality of Upbringing:** How the character's parents acted towards him had a huge impact on how he turned out. A caring, attentive parent better equips his child for adulthood than an uncaring, abusive or absent parent. Roll on *Table 6.5-7: Upbringing*, adding a +1 for each sibling the character had. If you don't like the results, you can spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

**TABLE 6.5-7: UPBRINGING**

Roll (d100)	Parental Quality
01-12	<b>Extraordinary Parents.</b> <i>Child grew up extremely well nurtured and properly cared for. Effect: Five (5) BP bonus.</i>
13-24	<b>Loving Parents.</b> <i>Child grew up well nurtured and properly cared-for. Effect: Three (3) BP bonus.</i>
25-54	<b>Average Parents.</b> <i>Parent did an adequate job. Effect: One (1) BP Bonus.</i>
55-76	<b>Ill-Equipped.</b> <i>Effect: Parent was well intentioned, but poor at raising this child.</i>
77-87	<b>Abusive.</b> <i>Child abused by parent. Effect: Roll on Table 3.1-19: Quirks (Quirks, Mental) and record only half BPs listed for the Quirk.</i>
88+	<b>Indifferent.</b> <i>Parent viewed this child as a burden. Child grew up feeling inadequate and unloved. Effect: Roll on Table 3.1-19: Quirks (Quirks, Introverted) and record only half BPs listed for the Quirk.</i>

★ **SOCIAL CLASS** ★

Now that you know all about your character's family, the next step is to determine the character's upbringing. Was his name spoken in the houses of the rich, or did he grow up on the wrong side of town? To determine your character's social class as he grew to adulthood, roll on *Table 6.5-8: Social Class*.

**TABLE 6.5-8: SOCIAL CLASS**

Roll (d100)	Social Class	Starting Fame Modifier	Reputation Modifier*	Starting \$ Modifier
<01-08	Below Lower Class (BLC)	0	-10	-40
09-20	Lower Lower Class (LLC)	0	-5	-20
21-50	Middle Lower Class (MLC)	0	-3	-15
51-80	Upper Lower Class (ULC)	0	-1	-10
81-87	Lower Middle Class (LMC)	0	0	-5
88-92	Middle Middle Class (MMC)	0	0	0
93-97	Upper Middle Class (UMC)	0	0	+5
98	Lower Upper Class (LUC)	+1	+1	+10
99	Middle Upper Class (MUC)	+5	+5	+15
100	Upper Upper Class (UUC)	+10	+10	+20

\*Apply only when a character is within his Place of Origin (see *Table 3.1-II*).

It's important to remember that this is **not** your character's current social class, but that of his family and his background. Out West, he has no social class. He's just one of many, and his background is more important in knowing where he came from, rather than how people react to him.

**Note:** Non-German European immigrants are all at least Middle Lower Class (MLC). Those of a higher class have domestic opportunities, while immigration agents weed out socially undesirables. German immi-

grants of higher status are fleeing domestic political instability.

Now, roll a d100 on *Table 6.5-9: Rural or Urban Background* to determine whether your character comes from a rural or urban background. Certain backgrounds are more common in urban than rural areas, and vice versa. If you don't like any result from these tables, you may spend 1 BP to purchase a re-roll. You may purchase as many re-rolls as you like, as long as you have BPs to spend.

**TABLE 6.5-9: RURAL OR URBAN BACKGROUND**

Roll (d100) (depending on character's Place of Origin)	Result	CSA	USA	Texas	Deseret	Mexico	Europe
Rural	01-87	01-55	01-92	01-95	01-95	01-60	
Urban	88-100	56-100	93-100	96-100	96-100	61-100	

Remember, just because your character came from a rural background does not necessarily mean that he is of poor or humble origin. After all, the mansions and plantations of the rich are not often located within city limits.

**BELOW LOWER CLASS (BLC)**

Members of this class typically include escaped slaves, military deserters, and wanted felons. If your character is part of this class, roll on *Table 6.5-10: Below Lower Class Character Status*, using the column based on your character's place of origin.

**TABLE 6.5-10: BELOW LOWER CLASS CHARACTER STATUS**

Roll (d6)*	CSA	USA	Texas	Deseret	Other
1	Escaped Slave	Deserter	Deserter	Banished	Felon
2	Escaped Slave	Deserter	Deserter	Banished	Felon
3	Escaped Slave	Deserter	Felon	Banished	Felon
4	Escaped Slave	Felon	Felon	Banished	Felon
5	Deserter	Felon	Felon	Banished	Felon
6	Felon	Felon	Felon	Banished	Felon

\*See text for description and special rules.

*Deserter*

Such a character is unlikely to be sought by authorities outside of home, but there's always the possibility of conflicts with military authorities if discovered.

Roll a d6. On a result of 1-4, this character fled conscription. On a result of 5-6, he fled the military after enrollment.

Roll again on *Table 6.5-8: Social Class* to determine your character's former background before banish-

ment, desertion or imprisonment. If you roll BLC again, the character's background is that of a tramp or vagrant.

### *Escaped Slave*

This character's first purchase of the Reading Comprehension/Penmanship skill has a base cost of 12 BP (Instead of 4 BP), due to the fact that teaching slaves to read is illegal under Confederate law. Subsequent purchases are treated normally.

Roll on *Table 6.5-11: Escaped and Freed Slave Characters* to determine this character's past occupation. If the character is not black, he cannot be an escaped slave. In such a case, he is a deserter on 1-3 and a felon on a 4-6. Use the appropriate background detail.

Roll (d100)	Result	Typical Associated Skill
01-08.....	Cook .....	Cooking
09-79 .....	Farm laborer; Farm hand ..	Agriculture
80-100 .....	Laborer (general) .....	(no specific skill)

### *Felon*

This hombre is wanted for a serious crime committed in his place of origin. There is a 1 in 8 chance that the crime is so bad that wanted posters may extend out West. This character has no trade, but gains one free tally in one of the following skills: Disguise, Escape Artist, Forgery, Lock Picking or Pick Pocket.

### *Banished*

The character has committed some grave blasphemy against the Church of Latter Day Saints that has resulted in his expulsion from Deseret. The nature of said heresy is for the character to develop and divulge if at all. The character should reroll on the social status table with a -10% penalty to determine the position he formerly held in the community prior to expulsion. This second roll will not vindicate his social status - it merely serves to provide background.

## **LOWER LOWER CLASS (LLC)**

This is mostly beggars, freed slaves, petty criminals and other vagabonds. If your character is part of this class, roll on *Table 6.5-12: Lower Lower Class Characters*, using the column for your character's place of origin.

### *Freed Slave*

Bigotry, and fear of competition in the labor market, conspire to place most newly freed slaves in the lowest ranks of the social order. Because a freed slave is born

**TABLE 6.5-12: LOWER LOWER CLASS CHARACTERS**

Roll (d6)*	CSA	USA	Texas	Deseret	Other
1.....	Freed Slave ..	Freed Slave ..	Freed Slave ..	Vagrant ..	Freed Slave
2 .....	Freed Slave ..	Freed Slave ..	Freed Slave ..	Vagrant ..	Vagrant
3 .....	Freed Slave ..	Freed Slave ..	Freed Slave ..	Vagrant ..	Vagrant
4 .....	Freed Slave ..	Vagrant .....	Vagrant .....	Vagrant ..	Vagrant
5 .....	Vagrant .....	Criminal* ..	Criminal* ..	Criminal* ..	Criminal*
6 .....	Criminal* ..	Criminal* ..	Criminal* ..	Criminal* ..	Criminal*

\*Character has only committed petty crimes.

into slavery, this character's first purchase of the Reading Comprehension/Penmanship skill has a base cost of 12 BP (instead of 4 BP), since teaching slaves to read is illegal under Confederate law. Subsequent purchases are treated normally. While the character may originate from outside the Confederate States of America, assume he was released from bondage there. Roll on *Table 6.5-11: Escaped and Freed Slave Characters* to determine his former slave role. This category is only applicable to black characters. Those of other races are equally divided between vagrants and petty criminals.

### *Vagrant*

The character lived a meager life on the fringes of society (most likely as a 'street urchin,' if urban). While many individuals and families ostracized as 'vagrants' work unskilled jobs when opportunities present themselves, they have a tendency to frequently relocate and often resort to alms or begging.

### *Petty Criminal*

Such individuals resemble vagrants in their lifestyle. However, they are willing to engage in minor theft and other illicit activity to support themselves. Many find themselves forced to drift between communities due to the efforts of local officials.

## **MIDDLE LOWER CLASS (MLC)**

This social class is comprised of the same occupations as their Upper Lower Class betters with the exception that many members of this class are socially isolated immigrants readily identifiable by their accents. These are predominantly Europeans but may include French Canadians resettled in the Shattered Frontier. For rural characters, roll on *Table 6.5-13: Rural Professions*. Characters from urban areas should roll on *Table 6.5-14: Urban Professions*. Characters receive their first two tallies in the typical associated skill (if any) for free.

**TABLE 6.5 13: RURAL PROFESSIONS**

Roll (d100)	Result	Typical Associated Skill
01-02	Cook	Cooking
03-04	Drover	Droving
05-64	Farm laborer; Farm hand	Agriculture
65-84	Farmer	Agriculture
85-86	Fisherman or Sailor	Fishing or Boating
87-88	Gardener	Agriculture
89-90	Hunter	Hunting
91-92	Laborer (general)	(no specific skill)
93-94	Mill Hand	(no specific skill)
95-96	Miner	Prospecting
97-98	Railroad Hand	(no specific skill)
99-100	Lumberjack	Logging

**TABLE 6.5-14: URBAN PROFESSIONS**

Roll (d100)	Result	Typical Associated Skill
01-20	Artisan*	(various)*
21-30	Cook	Cooking
31-35	Gardener	Agriculture
36-65	Laborer (general)	(no specific skill)
66-85	Servant, domestic	(no specific skill)
86-95	Servant, other	(no specific skill)
96-100	Washing/Ironing	(no specific skill)

\*roll on *Table 6.5-15: Artisans*

### UPPER LOWER CLASS (ULC)

This is mostly sod busters, ranch hands, laborers, peddlers, actors and unskilled industrial workers. For rural characters, roll on *Table 6.5-13: Rural Professions*. Characters from urban areas should roll on *Table 6.5-14: Urban Professions*.

Characters receive their first two tallies in the typical associated skill (if any) for free.

### LOWER MIDDLE CLASS (LMC)

Members of this class typically include clerks, teachers and minor government workers. If your character is part of this class, roll on *Table 6.5-16: Lower Middle Class Characters*. Characters receive their first tally in the typical associated skill for free.

### MIDDLE MIDDLE CLASS (MMC)

Members of this class typically include such people as engineers, sheriffs, shop owners and skilled artisans. If your character is part of this class, roll on *Table 6.5-17: Middle Middle Class Characters*. Just as with Lower Middle Class citizens, characters receive their first tally in the typical associated skill for free.

**TABLE 6.5-15: ARTISANS**

Roll (d100)	Result	Typical Associated Skill
01-02	Artist	Artistic Ability (choose one)
03-04	Baker	Cooking
05-06	Basket maker	Carpentry
07-09	Blacksmith	Blacksmithing/Metalworking
10-11	Bricklayer	Stonemasonry
12-13	Brickmaker	Stonemasonry
14-15	Brick mason	Stonemasonry
16-17	Broom maker	Carpentry
18-19	Butcher	Slaughter
20-21	Cabinet Maker	Carpentry
22-23	Carpenter	Carpentry
24-25	Carriage/coach maker	Carpentry
26-27	Cooper	Carpentry
28-29	Dressmaker	Seamstress/Tailor
30-31	Founderer	Blacksmithing/Metalworking
32-34	Gunsmith	Gunsmithing
35-36	Harnessmaker; Saddler	Leatherworking
37-38	Hatter	Millinery
39-40	Lightning rod maker	Blacksmithing/Metalworking
41-45	Livery stable manager	Animal Empathy
46-47	Machinist	Engineering Design
48-49	Mason; Master mason	Stonemasonry
50-51	Master carpenter	Carpentry
52-53	Mechanic	Machine Operating/Repairing
54-55	Miller; Grist miller	Agriculture
56-57	Milliner	Millinery
58-59	Millwright	Engineering Design
60-61	Molder (Moulder)	Carpentry
62-63	Painter; House painter	Artistic Ability (painting)
64-65	Patternmaker	Millinery
66-67	Plasterer	Artistic Ability (plastering)
68-69	Potter	Pottery
70-71	Printer	Machine Operating/Repairing
72-73	Rock dresser	Stonemasonry
74-75	Sawyer; Wood sawyer	Carpentry
76-77	Seamstress	Seamstress/Tailor
78-81	Sewing	Seamstress/Tailor
82-83	Shoemaker; Bootmaker	Cobbling
84-85	Stonemason	Stonemasonry
86-87	Stonemason	Stonemasonry
88-89	Tailor	Seamstress/Tailor
90-91	Tanner	Skinning/Tanning
92-93	Tinner; Tinsmith	Blacksmithing/Metalworking
94-95	Wagonmaker	Carpentry
96-97	Weaver	Weaving
98-99	Wheelwright	Carpentry
100	Whitewasher	Artistic Ability (painting)

### UPPER MIDDLE CLASS (UMC)

A member of the Upper Middle Class is often a lawyer, retired military officer, prosperous merchant, banker, large ranch owner or similar person. The

**TABLE 6.5-16: LOWER MIDDLE CLASS CHARACTERS**

Roll (d100)	Result	Typical Associated Skill
01-02	Agent	Diplomacy
03-04	Auctioneer	Salesmanship
05-06	Banking	Accounting
07-08	Barber	Glean Information
09-10	Bartender	Glean Information
11-12	Boarding house keeper	Glean Information
13-14	Bookkeeper	Accounting
15-17	Clerk	Reading Comp./Penmanship
18-19	Confectioner	Cooking
20-21	Druggist	Chemistry
22-23	Editor	Reading Comp./Penmanship
24-25	Furniture store	Carpentry
26-29	Grocer	Accounting
30-31	Hostler	Animal Empathy
32-33	Insurance agent	Appraisal (choose one)
34-35	Keeper of hotel	Glean Information
36-37	Keeper of poor house	Glean Information
38-39	Land agent	Appraisal (businesses or land)
40-42	Landlord	Glean Information
43-44	Lawyer; Attorney	Law
45-46	Lightning rod seller	Accounting
47-48	Lumber merchant	Accounting
49-56	Merchant, Other	Accounting
57-58	Clergyman; Preacher	Religion
59-60	Music teacher	Artistic Ability (music)
61-62	Peddler	Salesmanship
63-64	Produce dealer	Accounting
65-68	Selling liquor	Brewing
69-70	Speculator	Appraisal
71-74	Tobacconist	Accounting
75-76	Tavern/saloon keeper	Accounting
77-80	Teacher; School teacher	(usually Mathematics or Reading Comp./Penmanship)
<b>Government Worker</b>		
81-82	Constable	Interrogation
83-84	Express Agent	Droving
85-86	Fireman	Fire-Building/Extinguishing
87-88	Justice of the Peace	Interrogation or Oration
89-90	Mail Carrier	Idle Gossip
91-92	Notary Public	Forgery
93-94	Postmaster;	
	Deputy Postmaster	Administration
95-96	Railroad Agent	Diplomacy
97-98	Sheriff; Deputy Sheriff	Interrogation
99-100	Street Inspector	Administration

character is a son or daughter of such a prominent individual.

However, this character does not inherit his father's business, even if prior rolls indicate that the character is the firstborn and the father is dead. The player and GM should explain this with a reason that adds more detail to the character's background. For example, his

**TABLE 6.5-17: MIDDLE MIDDLE CLASS CHARACTERS**

Roll (d100)	Result	Typical Associated Skill
01-10	Civil engineer (bridges, etc)	Engineering Design
11-18	Clock repair; Watchmaker	Engineering Design
19-27	Dentist	Dentistry
28-31	Engineer;	Engineering Design
32-35	Engineer, Loc./Steam.	Engineering (Loc./Steam.)
36-43	Jeweler	Jeweler
44-51	Miller, steam	Machine Oper./Repairing
52-59	Nurse	Nursing
60-68	Physician; Doctor	Medicine
69-76	Railroad boss	Administration
77-84	Silversmith	Blacksmith./Metalwork.
85-92	Steamboat captain	Boating
93-100	Surveyor	Cartography

**TABLE 6.5-18: UPPER MIDDLE CLASS CHARACTERS**

Roll (d100)	Result	Typical Associated Skill
01-10	Banker	Accounting
11-20	Jeweler	Jeweler
21-30	Land owner	Administration
31-40	Lawyer	Law
41-50	Merchant	Diplomacy
51-60	Military officer (retired)	Military Strategy or Military Tactics
61-70	Mine owner	Administration
71-80	Physician; Doctor	Medicine
81-90	Ranch owner	Administration
91-100	Railroad shareholder	Administration

father's will left everything to a younger sibling, business associate or other relative. If your character is part of this class, roll on *Table 6.5-18: Upper Middle Class Characters*. Just as with Middle Middle Class citizens, characters receive their first tally in the typical associated skill for free.

### LOWER UPPER CLASS (LUC)

The head of this family is usually a retired admiral or general, a "new money" industrialist, or political leader (no higher than a governor). The character is a son or daughter of this individual. He gains his first two tallies in Reading Comprehension/Penmanship for free as well as another two tallies in a skill chosen from the following list: Administration, Culture, Current Affairs, Gaming, History, Language (any major European; usually French or Latin), or Social Etiquette.

However, this character does not inherit his father's business (if one exists), even should prior rolls indicate that the character is the firstborn and the father is dead. The player and GM should explain this with a

reason that adds more detail to the character's background.

### MIDDLE UPPER CLASS (MUC)

The head of this family was the owner of a large plantation or estate. The character is a son or daughter of this wealthy individual. He gains two tallies in Reading Comprehension/Penmanship for free as well as another two tallies in any skill in the following list: Administration, Culture, Current Affairs, Gaming, History, Language (any major European; usually French or Latin), or Social Etiquette.

The character does not inherit his father's wealth, even if prior rolls indicate that the character is the firstborn and the father is dead. The player and GM should explain this with a reason that adds more detail to the character's background. For example, an enemy set a fire that swept across the plantation, destroying the fields and the house itself.

### UPPER UPPER CLASS (UUC)

This character comes from great wealth, political influence, and "old money." Members of his family see themselves as a "race of scholars" with a natural aptitude for learning, compared to the "common country bumpkin" who are fit only for manual labor. They often found cultural institutions such as schools and museums, and frequently intermarry among their kin to keep the bloodline pure.

The character is a member of this family. He gains three tallies in Reading Comprehension/Penmanship for free. He also may choose three free tallies in any of the following skills: Artistic Ability, Calligraphy, Culture, Current Affairs, Diplomacy, Graceful Entrance/Exit, History, Language (French), Language (Latin), or Social Etiquette.

For some reason, this character does not inherit his father's wealth, even if he is the firstborn and the father has passed on. The player and GM should discuss this and create an explanation that adds more detail to the character's background. For example, the character's father cast him out of his will when the character pursued a girl from the poor side of town.

## ★ NAMES ★

Now, you ought to pick your own name, but if you need to roll a name for a pistoleer, this section is the place to start. Each of the following tables provides a list of names for the average citizen in the Shattered Frontier during this period in its history. Tables are based on the character's place of origin. These lists

**TABLE 6.5-19: SAMPLE NAMES (EASTERN)**

Roll (d100)	Male	Female	Surname
01-17	John	Mary	Smith
18-30	William	Sarah	Miller
31-40	James	Elizabeth	Davis
41-46	George	Margaret	Johnson
47-52	Thomas	Catherine	Jones
53-56	Charles	Martha	Brown
57-60	Henry	Nancy	Taylor
61-63	Joseph	Ann	White
64-66	Samuel	Jane	Moore
67-69	David	Eliza	Wilson
70-72	Robert	Susan	Martin
73-74	Jacob	Hannah	Thompson
75-76	Daniel	Harriet	Hall
77-78	Edward	Rebecca	Thomas
79-80	Benjamin	Maria	Anderson
81-82	Peter	Caroline	Lewis
83-84	Isaac	Ellen	Walker
85-86	Andrew	Louisa	Cook
87-88	Richard	Julia	Young
89-90	Michael	Lucy	Clark
91-92	Francis	Rachel	Hill
93-94	Lewis	Lydia	Phillips
95-96	Patrick	Emily	Harris
97-98	Albert	Anna	Robinson
99-100	Frederick	Frances	Wright

**TABLE 6.5-20: SAMPLE NAMES (WESTERN)**

Roll (d100)	Male	Female	Surname
01-04	John, Johnny	Mary	Smith
05-08	Bill, Billy, Will	Sarah	Cassidy
09-12	Jim	Beth, Elizabeth	Garrett
13-16	Jack	Maggie	James
17-20	Tom	Catherine	Boone
21-24	Charlie	Martha	Washington
25-28	Hank	Belle	Jackson
29-32	Joe	Ann	Carson
33-36	Sam	Jane	Morgan
37-40	Adam	Eliza	Jones
41-44	Bob	Laura	Bullock
45-48	Jake	Hannah	Hale
49-52	Dan	Carrie	Scott
53-56	Roy	Diana	Lane
57-60	Ben	Leslie	Lee
61-64	Pete	Lillian	Yates
65-68	Ike	Emma	Rogers
69-72	Jesse	Nettie	Slade
73-76	Dick	Amelia	Fisher
77-80	Hal	Gertrude	Starr
81-84	Frank	Mattie	Cody
85-88	Buck	Willa	Gray
89-92	Pat	Maudie	Wainwright
93-96	Al	Annie	Colby
97-100	Wyatt	Lucy	Donovan

**TABLE 6.5-21: SAMPLE NAMES (CUBA, MEXICO, WEST TEXAS)**

Roll (d100)	Male	Female	Surname
01-17	Jose	Maria	Martinez
18-30	Juan	Guadalupe	Garcia
31-40	Antonio	Ana	Chavez
41-46	Alberto	Rosario	Sanchez
47-52	Roberto	Isabel	Gonzales
53-56	Luis	Luisa	Romero
57-60	Jorge	Rosa	Montoya
61-63	Miguel	Carla	Trujillo
64-66	Francisco	Eva	Lopez
67-69	Pedro	Marta	Lucero
70-72	Carlos	Elena	Baca
73-74	Javier	Carmen	Gallegos
75-76	Rodrigo	Lupita	Padilla
77-78	Julio	Espana	Vigil
79-80	Joaquim	Lupe	Gutierrez
81-82	Domingo	Paloma	Sandoval
83-84	Vasco	Juanita	Rodriguez
85-86	Ignacio	Esperanza	Hernandez
87-88	Benito	Consuelo	Torres
89-90	Gaspar	Clarita	Jaramillo
91-92	Alejandro	Alejandra	Valdez
93-94	Guillermo	Teresa	Ortiz
95-96	Matteo	Adelaida	Salazar
97-98	Rodolfo	Novia	Herrera
99-100	Enrique	Pita	Cordova

**TABLE 6.5-22: SAMPLE MALE CHEROKEE NAMES**

Roll (d100)	English	Equivalent [Pronunciation]
01-04	John	Tsani [Ja nce]
05-08	William	Wilihama [We lee ha ma]
09-12	James	Tsemi [Jay me]
13-16	George	Tsatsi [Jah ji]
17-20	Thomas	Domasi [Doc mah see]
21-24	Charles	Tsali [Ja lee]
25-28	Henry	He(ne)wi [Hayn we]
29-32	Joseph	Tsosewi [Jo say we]
33-36	Samuel	Sami [Sa me]
37-40	David	Dewidi [Day we dee]
41-44	Robert	Quaqua [Kwa kwa]
45-48	Jacob	Tsegoqui [Jay go kwe]
49-52	Daniel	Denili [Day ne lee]
53-56	Edward	Ediwadi [A de wah de]
57-60	Benjamin	Que(ni)tsami [Kwayn ja me]
61-64	Peter	Quida [Kwe da]
65-68	Isaac	Esigi [A see ge]
69-72	Andrew	E(ni)dina [Ain di na]
73-76	Richard	Quihadi [Kwe ha de]
77-80	Michael	Magali [Mah ga lee]
81-84	Francis	Galv(ni)si [Gah luhn see]
85-88	Lewis	Luyi [Lou ye]
89-92	Patrick	Quaquigi [Kwa kwe ge]
93-96	Albert	E(li)quati [A l kwa te]
97-100	Frederick	Gadequegi [Gah day kwe ge]

**TABLE 6.5-23: SAMPLE FEMALE CHEROKEE NAMES**

Roll (d100)	English	Equivalent [Pronunciation]
01-04	Mary	Meli [May lee]
05-08	Sarah	Scgi [Say ge]
09-12	Elizabeth	Alisaqueti [A lee sa kway ti]
13-16	Margaret	Magayeti [Mah gah yea te]
17-20	Catherine	Getawi(ni) [Gay ta ween]
21-24	Martha	Mada [Mah da]
25-28	Nancy	Ne(ni)si [Nayn see]
29-32	Ann	Tsosewi [Jo say we]
33-36	Jane	Jeni [Jay nce]
37-40	Eliza	Elisa [E lee sa]
41-44	Susan	Susa(no) [Sue san]
45-48	Hannah	Hana [Ha na]
49-52	Harriet	Hequati [Hay kwa te]
53-56	Rebecca	Quequega [Kway kway ga]
57-60	Maria	Maquia [mah kwe a]
61-64	Caroline	Quequola(ni) [Gay kwo la ne]
65-68	Ellen	Eleni [A lay nce]
69-72	Louisa	Luwisa [Lou we sa]
73-76	Julia	Tsulia [Jew lee a]
77-80	Lucy	Lusi [Lou see]
81-84	Rachel	Quetseli [Kway jay lee]
85-88	Lydia	Lidia [Le de ah]
89-92	Emily	Emeli [A may lee]
93-96	Anna	Ena [A na]
97-100	Frances	Waquesi [Wa kway see]

*\*While there are many Indian tribes, Sequoyah is the only country as understood by Europeans and Americans, and the Sequoyans hold the most political, industrial and financial power of all the tribes. Cherokee is the official language of Sequoyah, and most Sequoyans in the Shattered Frontier now translate an English name into Cherokee, translate the meaning of their native name into the English equivalent and take English surnames, or choose completely English given names and surnames.*

**TABLE 6.5-24: NICKNAMES**

Roll (d100)	Name	Example
01-20	[based on place of birth]	Mexican Bob
21-40	[based on lowest Ability Score]	Slowfoot Jake
41-60	[based on highest Ability Score]	Bull Taylor
61-80	[based on Quirk or Flaw, if any]	Lazy Ike
81-100	[based on clothing or gear]	Winchester Lucy

are by no means exhaustive, and players may choose or roll randomly on these tables, or simply use them as a place to start their own research. You do not have to spend a BP to re-roll on the name (or nickname) tables.