



Your **KEEPER** is a [DESCRIPTOR] [ROLE]. They are distinguished by their [LOOK].

They have [STRENGTH], but are disadvantaged by [FLAW].

They are driven by a single purpose - to [DRIVE].

Write two questions about your **KEEPER** - one about them & their world and one about what they achieved with your power and influence.

## DESCRIPTOR

- 01 Ambitious
- 02 Confident
- 03 Daring
- 04 Wild
- 05 Gentle
- 06 Curious
- 07 Pious
- 08 Hardened
- 09 Abrasive
- 10 Wizened
- 11 Whimsical
- 12 Sublime
- 13 Charismatic
- 14 Teenage
- 15 Ageing
- 16 Inspiring
- 17 Wealthy
- 18 Rebellious
- 19 Spiritual
- 20 Superior

## ROLE

- 01 Bard
- 02 Mercenary
- 03 Outlaw
- 04 Hermit
- 05 Diplomat
- 06 Rogue
- 07 Cleric
- 08 Ranger
- 09 Knight
- 10 Wizard
- 11 Artificer
- 12 Assassin
- 13 Mystic
- 14 Chandler
- 15 Explorer
- 16 Tyrant
- 17 Spirit
- 18 Princept
- 19 Lich
- 20 Demigod

## LOOK

- 01 Threadbare, tattered rags
- 02 Unusual feathers, hides or furs
- 03 Pipe, etched with tales of yore
- 04 Leather straps and garish tattoos
- 05 Formidable beard and moustache
- 06 Terrible burns covering their face
- 07 Ritualistic, vibrant body paint
- 08 Austere robes, earned by rank
- 09 Tricorn hat & long coat with tails
- 10 Decorative mask, never removed
- 11 Lovingly-embroidered tabard
- 12 Utility belt, dark cloth & hood
- 13 Prosthetics, intricate & effective
- 14 Fine silks & exquisite jewels
- 15 Shoulder cape & stylish armour
- 16 Iconic, lustrous heavy armour
- 17 Regalia, from an imperial office
- 18 Visible aura, otherworldly
- 19 Glistening, inky black eyes
- 20 Insubstantial, shifting form

roll 6 twenty-sided dice and assign them to these tables to create your Keeper

## DRIVE

- 01 Get revenge for my family
- 02 Overthrow a despotic leader
- 03 Become the richest in the land
- 04 Become legendary, revered
- 05 Become a champion, unbeatable
- 06 Repent for my past wrongdoings
- 07 Lose myself in stupor, to forget
- 08 Live forever, cheating death itself
- 09 Create an enduring masterpiece
- 10 Find a true, lasting love
- 11 Retire, and leave this life behind
- 12 Uncover ancient secrets and lore
- 13 Win freedom for those I love
- 14 Restore my tarnished honour
- 15 Gain the respect of my elders
- 16 Travel to the edge of the world
- 17 Bring peace to this chaotic land
- 18 Win back my heart's desire
- 19 Create a safe world for my people
- 20 Rise to the gods, become divine

## STRENGTH

- 01 A good heart, kind and true
- 02 Unrivalled physical prowess
- 03 Astonishingly fast reflexes
- 04 Unending patience
- 05 A cunning, strategic mind
- 06 An aptitude for tinkering
- 07 A silver tongue
- 08 Fierce courage, bold and jovial
- 09 A true and understanding friend
- 10 The tutelage of a great master
- 11 A faithful steed, best in the land
- 12 An inheritance of gold & gems
- 13 An unassailable fortress
- 14 Friends in all the right places
- 15 An army of loyal followers
- 16 An affinity with animals & beasts
- 17 Knowledge of forbidden arts
- 18 The legacy of a family of heroes
- 19 Foresight, possibly supernatural
- 20 The blessing of a watchful divine

## FLAW

- 01 A good heart, trusting and naive
- 02 A frail body, thin and brittle
- 03 Dulled, sluggish reactions
- 04 An insatiable lust for power
- 05 Impulsive, short-sighted desires
- 06 A simple, unfocused mind
- 07 Their crude, blundering words.
- 08 Crippling fear and paranoia
- 09 Their rival, sworn to vengeance
- 10 Their witless, bumbling student
- 11 An obligation to their family
- 12 Crippling debts, owed back soon
- 13 Incarceration in a dank cell
- 14 Enemies, too numerous to count
- 15 A pursuing gang of mercenaries
- 16 The enmity of a legendary beast
- 17 Weakness for corrupting magics
- 18 Family, each an infamous sinner
- 19 Terrible visions of dark futures
- 20 The ire of a wronged divine

# ARTEFACT