

AGE OF AMBITION

The title banner is set against a dark, textured background. It features a central globe with a grid pattern, flanked by two ornate pistols. The text 'AGE OF AMBITION' is written in a stylized, golden font across a wooden-textured banner. The banner is decorated with red gemstones and a blue circular emblem at the top.

Character Options



Character Options

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Tab Creations





Introduction

In which an author's forward is presented for the perusal for the discerning reader

Lifepaths are by far my favorite type of character creation system.

I have many fond memories from my formative days in the roleplaying hobby using lifepaths to generate characters for *Traveller* and *Cyberpunk 2020*, and later on for *Artesia* and (arguably) *Ars Magica*.

If done well, a lifepath helps connect each character it produces to the game world, while providing that character with a variety of plot hooks and ready-made connections. This can both inspire player creativity and helps make the GM's job easier, as every character comes with built-in plot hooks and bonds to call upon.

Unfortunately, lifepaths are also difficult systems to create and do well. A good lifepath balances concept generation with player agency. It should spur creativity, not pigeon-hole players into specific concepts. Error too much in one direction and you risk stifling that creative spark that connects a player to her character, error too much in the other and you undermine the narrative framework that makes lifepath systems fun.

Needless to say, designing the lifepath for *Age of Ambition* was no mean feat. When writing the core rulebook, we tried to cram in as much inspiration and as many options as we could conceivably fit into the pages we had

available. *Age of Ambition* is already the longest book we have ever published, and even though we tried to go the extra mile in making sure that all the game's bases were covered, some of the options we designed inevitably got dropped.

Thankfully, this book affords us the extra space needed to publish those options. Some were cut because they were aimed at more advanced players. Others were cut because they were best suited to particular campaign styles or concepts. All are great fun, and we're delighted to include them here.

Last but not least, we want to say thank you to everyone who has supported the game, from our playtesters to our Kickstarter backers, and from our dedicated fans to those who didn't discover *Age of Ambition* until recently. We love you all, and we hope that you enjoy the many new options that this book offers.

Thorin Tabor
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Lifepath Options

In which additional options are provided for the generation of aspiring heroes

While the *Age of Ambition* core rulebook comes jam-packed with lifepath and character options, some of the options that were created during the game's development weren't included in the core, either because they were more advanced or because they were best suited to particular campaign concepts.

In this chapter you will find a variety of new options, both for players making a new character and for GMs looking to customize the lifepath system for their campaigns.

Lifepath Variations

Below are several variations on the lifepath system, which can be used to tailor a campaign.

Experienced Starting Characters

Sometimes you may want to create a new character that is more experienced than a regular starting character. This is often the case when creating a replacement character for one who has either died or retired.

The easiest way to do this is to create a character using the lifepath and then assign her some number of experiences for advancement.

This method best approximates actual play and is recommended for replacement characters.

Another possibility is to use the lifepath, but to give the character more Training Boxes than the usual 10. An experienced character might have 15 or even 20 Training Boxes to check off. This results in a more experienced character of higher status. Be aware, however, that this method also increases the time it takes to play through the lifepath system.

Lifepath Hands

To allow players more control over the lifepath, you might give them each a hand of 5 cards. These cards can be played to replace the result of flips the players don't like—much like playing a card from hand as a boon.

Deterministic Lifepath

GMs who don't like random elements in character creation can dispense with card flips entirely, simply letting players pick entries on each of the tables. When a stat flip is called for, the GM can either let players pick the result, or may require that the number of successes chosen in this way never exceeds twice the number of failures. Finally, the GM may want to restrict Unusual Birth Fortunes and Events.

Astrological Birth Fortunes

Many folk across Trystell believe that the astrological sign under which a person is born has a great deal influence over her life. For some individuals this may even be true.

Those influenced by the stars may use the Birth Fortune table below corresponding to the character's astrological sign. This replaces her flip on the standard Birth Fortune table (see the *Age of Ambition* core rulebook, page 22).

☞ For more on Trystell's astrological system, see the *Age of Ambition* core rulebook, page 214.

☞ A random birth month and astrological sign can be generated using the Birthday tables on page 19. Characters born on the Day Between should use the standard table.

Fated Birth Fortunes

Birth Fortunes are one way to implement a campaign based on the trope of the party being "the chosen ones" or of destiny taking an active hand in the heroes' lives, beginning with their births.

To implement such a campaign, the GM should ask the players to skip the usual Birth Fortune flip and instead award all characters some specific trait intended to model fate's role in their lives. This could be represented by **Lucky**, **Delusion**, **Obligation (fate)** or even some sort of unusual **Mystic Affinity**, depending on the tone set by the GM and the role of fate in the characters' lives.

All page references in this section refer to the *Age of Ambition* core rulebook.

Card	Book Birth Fortune	Page	Box
♠	Keen Memory: You were born with a keen memory and the ability to recall much. Gain the Eidetic Memory trait and Academics (pick specialization) .	122 84	✓
♥	Sensible: You were born with a natural inclination to use good judgment. Gain the Common Sense and Intuition traits.	122 124	✓
♦	Fragile Bones: You were born with a bone structure that is more fragile than most. Gain the Frail weakness.	131	
♣	Bad Eyesight: You were born with poor vision. Blame it on your family line. Gain the Bad Eyesight weakness.	128	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Card	Cloth Birth Fortune	Page	Box
♠	Pretty: You were born with noticeable good looks and will age well. Gain the Attractive and Fashion Sense traits.	121 123	✓
♥	Hawkeyed: Your vision has always been far better than most of your peers. Gain the Acute Sense (vision) trait.	120	✓
♦	Wandering Attention: You were born with an attention span that tends to wander in five directions at once. Gain the Absent-Minded weakness.	128	
♣	Melancholic: Some blame it on an overabundance of black bile, but for whatever reason, you've always been prone to fits of depression. Gain the Depression weakness.	129	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Card	Dagger Birth Fortune	Page	Box
♠	Good Luck: You've always had a degree of luck aiding you in your endeavors. Gain the Lucky trait.	124	✓
♥	Night Sight: Your eyes are better adapted to the dark than others of your people. Gain the Night Vision and Direction Sense traits.	125 122	✓
♦	Unattractive: You were born with a physical appearance only a mother could love. Gain the Ugly weakness.	133	
♣	Over-Fast Metabolism: Your metabolism is so fast that you have a hard time keeping on weight. Gain the Scrawny weakness.	133	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Card	Dragon Birth Fortune	Page	Box
♠	Supertaster: Your senses of taste and smell have always been particularly acute. Gain the Acute Sense (smell/taste) trait.	120	✓
♥	Wealthy Family: You have inherited wealth from your extended family. Gain the Wealthy trait and the Gentle 1 status.	127 186	✓
♦	Friend of Beasts: As far back as you can remember, animals have always felt comfortable around you. Gain Animal Affinity and Danger Sense .	121 122	✓
♣	Magical Allergy: You are allergic to a specific arcane lore—this could be healing, movement, etc. Pick one. Gain the Allergy (pick lore) weakness.	128	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Card	Hammer Birth Fortune	Page	Box
♠	Strong Back: You were born with a sturdy build and capable physique. Gain the Strong Back and Smash! traits.	126	✓
♥	Gentry: Through your extended family you have inherited a position of social privilege. Gain the Gentle 1 status.	186	
♦	Keen Hearing: Your sense of hearing is far better than many would expect. Gain the Acute Sense (hearing) trait.	120	✓
♣	Bad Back: Something about your back didn't develop correctly. Perhaps you're hunchbacked or have troublesome twists in your spine. Gain the Bad Back weakness.		
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Card	Hand Birth Fortune	Page	Box
♠	Ambidextrous: You were born with the inclination to use both of your hands equally. Gain the Ambidexterity trait.	121	✓
♥	Double-Jointed: Ever since you were born you've been amazingly flexible. Gain the Contortionist and Catfall traits.	122 121	✓
♦	Sensitive: You have always had an extremely sensitive sense of touch. Gain the Acute Sense (touch) trait.	120	✓
♣	Impulsive: You were born with a tendency to act on impulse. Gain the Impulsive weakness.	131	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Card	Hermit Birth Fortune	Page	Box
♠	Troubled Sleep: The disturbed dreams of your family have been passed on to you. Gain the Insomniac weakness.	131	
♥	Intuitive: You were born with an uncanny sense of intuition. Gain both the Intuition and Moxie traits.	124 125	✓
♦	Unfazeable: Your mind is more difficult to break than many others. Gain the Unfazeable trait.	127	✓
♣	Spirit-Touched: They say that sometimes the spirits touch your mind, causing you to lose your grasp on this world. Gain the Epilepsy weakness.	130	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	
Card	King Birth Fortune	Page	Box
♠	Born Leader: From the time you first were able to speak, you showed an amazing capacity to lead. Gain the Born Leader trait.	121	✓
♥	Inherited Knighthood: Although you may not have inherited great wealth, you have inherited a knighthood. Gain the Knight Bachelor title and Gentle 3 status.	186	
♦	Hawkeyed: Your vision has always been far better than most of your peers. Gain the Acute Sense (vision) trait.	120	✓
♣	Slow Metabolism: Your naturally slow metabolism causes you to build up fat, even if you have an active lifestyle. Gain the Fat weakness.	130	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	
Card	Peasant Birth Fortune	Page	Box
♠	Acclimated Ancestors: Your ancestors came from a harsh land and you inherited their ruggedness. Gain the Acclimated (pick terrain) trait.	120	✓
♥	Iron Stomach: You are able to subsist on most anything organic and get by on very little. Gain the Iron Stomach and Scrounge traits.	124 126	✓
♦	Identical Twin: You were born alongside an identical twin that looks just like you. Gain the Mistaken Identity weakness.	132	
♣	Dyslexia: Not everyone learns to read, and whether you have or not, any attempt is difficult. Gain the Dyslexia weakness.	130	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	
Card	Shield Birth Fortune	Page	Box
♠	Tough: You were born with a physique that is tougher than most. Gain the Toughness trait.	127	✓
♥	Fast Healer: You have always recovered from injuries quickly. Gain Fast Healer .	123	✓
♦	Hale and Hearty: You have a truly impressive resistance to diseases, drugs and poisons. Gain the Robust trait.	126	✓
♣	Huge Stature: You were born with the condition of gigantism. Gain the Gigantism weakness.	131	
Joker	Unusual Birth Fortune: The GM should flip on the Unusual Birth Fortune table.	258	

Hybrids

Any of the common peoples of Trystell are capable of cross-reproduction. Below is an option for creating a character who is a hybrid of two different peoples.

While not particularly common, neither are hybrids unheard of. They are most frequently found in diverse communities where many different peoples interact. Hybrid children, however, are themselves always infertile.

Generally speaking, there is no cultural stigma attached to being a hybrid. However, certain individuals may lament their inability to have children. Complications may also arise where hereditary rulership is concerned. In particular, some royal courts consider it inappropriate to pass the crown to a child who cannot continue the dynasty.

To create a hybrid, first determine to which People the character's mother and father belonged, then apply the following traits and stat restrictions.

- ✦ **Stats:** A hybrid has the stat restrictions of both her mother's and father's People.
- ✦ **Size:** Use the **Size** of her mother's People. If no **Size** is listed, the character is assumed to be **Size 0** (see the *Age of Ambition* core rulebook, page 286).
- ✦ **Weakness:** Gain the Weakness trait listed for her father's People.
- ✦ **Traits:** Other than **Size** and the trait marked as a Weakness, each People entry provides two traits. A hybrid gains one such trait her mother's People and one from her father's People. Pick which ones are inherited or determine randomly.
- ✦ **Lifespan:** To determine a hybrid's lifespan, average that of her mother's and father's People. Do the same to determine her age during the Coming of Age step and the number of years for each career attempt.

Salmedi is half true elf (his father) and half aqua gnome (his mother). This means he cannot put his highest stat in Endurance or Dexterity, and cannot put his lowest stat in Charisma or Intelligence.

Since Salmedi's mother is an aqua gnome, he gains her Size trait, making him Size -1. And since his father is a true elf, he will suffer from the Eleven Secret weakness. Finally, must pick one other trait inherited from his true elf father and one from his aqua gnome mother. He picks Elven Senses from his father's People and Semi-Aquatic from his mother's People.

During the Coming of Age step of character creation, Salmedi becomes an adult at age 68 (the average of the elven and gnomish age of majority). Each career attempt will represent 8.5 years of his life.

Stat Alternatives

Below are two alternative methods for generating a character's stats.

Point-Buy Stats

When character creation comes to the Assign Stats step in Coming of Age, instead of assigning your stats from a fixed array, you instead have a pool of 126 experiences that you can use to purchase stats. You must spend at least 120 of these experiences, and get to keep any of the remainder that are left unspent.

The Point-Buy Stats option works particularly well when paired with the Point-Buy Characters option (see the *Age of Ambition* core rulebook, page 256). Use the table below to determine the experience cost for each stat's value.

Stat Value	Experience Cost
3	6
4	10
5	15
6	21
7	28

Random Stats

For those who prefer to randomly generate stats, during Assign Stats step of Coming of Age, instead of assigning your stats from an array, you may randomly determine your stats using the method below.

Flip three cards from the top of the deck and take the middle value, treating Jacks, Queens and Kings as 4, 5 or 6, respectively. Ignore Jokers. This will generate a random value between 1 and 10, weighted towards the middle.

Repeat this process eight times—once for each of the eight stats. Finally, swap the values of any two stats of your choice. If your generated stats do not meet the restrictions of your People, this swap must be used to meet those requirements.

This option works best when you have no idea what sort of character you want to play, or when the GM wants to generate completely random NPCs.

New Traits

Two new traits follow. Both represent special Bonds that characters with a Mystic Affinity may take. These replace the generic **Ally** trait for familiars and homunculi, respectively.

Familiar

Cost: Free

Requirement: Mystic Affinity (kalid magic). Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.

Using your talents as a kalid mage, you have bonded with familiar—a small creature with whom you now share a mystic connection. You gain your familiar as a Bond. For the

full Bond rules see the *Age of Ambition* core rulebook, page 188.

Your familiar must be small animal—either **Size -1** or **Size -2**—such as a cat, owl, rat, hawk, small dog, snake, weasel, etc. Once bonded, you may mentally communicate with your familiar when you are within two miles of each other (3 km). In addition, when casting a spell that targets yourself, you may optionally include your familiar as a target for free, assuming that you and your familiar are in physical contact at the time the spell is cast.

The downside of bonding with a familiar is that should your familiar receive a Grave Wound consequence, you gain the consequence as well; cuts mysteriously open on your body or bruises appear. If your familiar dies, you collapse, automatically falling unconscious until the next dawn. In addition, anyone in possession of your familiar automatically has a sympathetic connection to you (see page 102 of the *Age of Ambition* core rulebook).

Homunculus

Cost: Free

Requirement: Mystic Affinity (lunar magic). Must be granted by the Lifepath, through the Strengthen Bonds downtime action or awarded by the GM.

Using your talents as a lunar mage, you have created a homunculus—a small animated likeness of yourself built from the base elements and your own bodily fluids. You gain the homunculus as a Bond. For the full Bond rules see page 188 of the *Age of Ambition* core rulebook.

The homunculus looks like a miniature version of you (**Size -2**). Once created, you may mentally communicate with it when within two miles of each other (3 km). In addition, when casting a spell that targets yourself, you may optionally

include the homunculus as a target for free, assuming that you and the homunculus are in physical contact at the time the spell is cast.

The downside of creating a homunculus is that should it receive a Grave Wound consequence, you gain the consequence as well; cuts mysteriously open on your body or bruises appear. If your homunculus dies, you go into a state of catatonic shock, taking no action but staring into space until the next day dawns. In addition, anyone in possession of your homunculus has a sympathetic connection to you (see page 102 of the *Age of Ambition* core rulebook).

Fighting Styles

This section contains two new Fighting Styles. One is designed for cavalry and other mounted combat, while the other is geared towards fighting with whips or flails.

Cavalry-style

Compatible Weapons: Any one-handed weapon, especially when mounted.

You are skilled at fighting while on horseback or a similar mount, using the bulk and mobility of your mount to your advantage.

Cavalry Charge

Action: Move action


Costs: Bolstered consequence

You are adept at charging with your mount headfirst into the enemy lines. By spending a Bolstered consequence while mounted and moving, your mount gains +1 Move this turn per rank of Animals. In addition, after moving, any melee attack you make with a compatible weapon deals +1 damage per rank of Animals.

Move as One

Action: Dodge reaction

Costs: Optional Bolstered consequence

In combat, you and your mount operate as one. You may ignore the  that being mounted imposes on Dodge reactions (see page 164 of the *Age of Ambition* core rulebook). In addition, if your mount is attacked while you are mounted, you may perform a Dodge reaction for your mount, thereby helping it avoid the attack. Make a flip for the Dodge as normal and apply it to your mount's Defense.

Finally, you may optionally spend a Bolstered consequence to mount or dismount for free. This latter effect can also be called upon during your turn.

Overrun

Action: Attack/cavalry-style vs. Defense

Costs: Bolstered consequence

You are skilled at using the bulk of your mount to unbalance your foes. By spending a Bolstered consequence while making an attack against a foe with which your mount is engaged, if you hit, or if the foe uses a defensive reaction, she gains a Prone consequence.

Rear Up

Action: Attack/cavalry-style vs. Defense

Costs: Bolstered consequence

You are trained at directing your mount to attack. By spending a Bolstered consequence when you make an attack, should your attack miss, you may follow it up with an attack from your mount. This uses your Attack score, but deals damage based on the mount's primary attack (see the *Age of Ambition* core rulebook, page 294). Directing your mount to attack in this way requires a second action, but allows the second attack to be made.

Flex-style

Compatible Weapons: Any weapon with the Wrap property

You are trained in the use of flexible weapons that wrap around your opponent or her armaments.

Flexible Disarm

Action: Attack/flex-style vs. Defense

Costs: Bolstered consequence

By wrapping your weapon around your foe's weapon, you can disarm her. By spending a Bolstered consequence, you may make a Disarm without the usual \ominus imposed (see the *Age of Ambition* core rulebook, page 162). Your foe cannot use the Parry reaction to avoid this attack.

Leg Wrap

Action: Attack/flex-style vs. Defense

Costs: Bolstered consequence

You have trained at attacking your foe's lower body, using your weapon's flexibility to trip her up. By spending a Bolstered consequence when you hit with a compatible weapon, the foe gains a Prone consequence.

Skillful Hook

Action: Attack/flex-style vs. Defense

Costs: —

You are adept at hooking your weapon around your foe. Gain a Bolstered consequence after you gain Control points using a Hook action (see the *Age of Ambition* core rulebook, page 164). In addition, you may use your weapon to Hook multiple rounds in a row, thereby building up Control points, much like in a grapple.

Tricky Fighting

Action: Int/flex-style vs. Willpower

Costs: Optional Bolstered consequence

You can be a particularly devious and tricky combatant. You may use Flex-style in place of Deception when performing a Trick action (see the *Age of Ambition* core rulebook, page 169). In addition, by optionally spending a Bolstered consequence, you may perform a Trick more than once in a combat.

Fighting Style Training

The following entries can be inserted into the Fighting Style Training table found on page 76 of the *Age of Ambition* core rulebook:

Card	Fighting Style Training	Page	
6	Cavalry-style and Horse	11	✓
7	Flex-style and Whip	12	✓

Arcane Lore

Unlike the lores presented in the core rulebook, the following lore does not fall under the purview of either kalid or lunar magic.

Lore of the Hobgoblin

Requirement: Hobgoblin

Alone of Trystell's many peoples, hobgoblins have an innate magical ability. While most are only able to use Second Sight and Dispel, a rare few are able to develop a stronger magical talent, as represented by this Arcane Lore.

The Lore of the Hobgoblin appears to be mutually incompatible with other magical training. Those with a Mystic Affinity, including

Wild Affinity, may not learn it. Nor may a hobgoblin who learns this Arcane Lore later develop such an Affinity.

Spells cast from this lore do not require a reagent. Instead, they drain your innate vitality. Each casting, whether successful or not, deals you 1 fatigue.

Animal Form

Action: Det/lore of the hobgoblin-10.

Casting: 1 action.

Maintenance: Up to 1 hour.

This spell allows you to assume the form of a small animal, such as that of a rat, cat or lizard. The form you assume is always the same. Use the Tiny Animal stats (see the *Age of Ambition* core rulebook, page 294). Your equipment is not subsumed into this new form—it simply falls to the ground around you.

While in your alternate form, you gain the Size and four physical stats of that form. You keep your four mental stats.

Changing form likely causes your Attack, Defense and maximum HP to change. When switching forms, your current HP will change proportionally to your maximum. For example, if you are at half HP and switch forms, in your new form, your current HP will be at half the new maximum.

Animal Friend

Action: Chr/lore of the hobgoblin-10.

Time: 1 action to cast.

Maintenance: Up to 24 hours.

With this spell, you can speak to and understand animals. In addition, tiny animals (Size -2 or smaller) will react positively to you unless they specifically have a reason not to do so. Keep in mind that animals often have a somewhat limited understanding of the world.

Animate Household Objects

Action: Int/lore of the hobgoblin-10.

Casting: 1 action.

Maintenance: Up to 1 hour.

While within a home's threshold, you may animate the household objects, causing brooms to sweep, doors to slam shut or chairs to scoot across the room (see the *Age of Ambition* core rulebook, page 182).

Only objects of up to Size -1 (or 10 lb. [5 kg] × your Determination) that have remained within the home for the past month may be manipulated. A number of objects may be manipulated at a time equal to your Intelligence. Each one gains a Move score equal to your Determination.

If the object being manipulated is held or attended by someone else, she may make a **Strength** flip to resist the spell. The TN to successfully resist is equal to the total achieved in casting the spell.

Disappear

Action: Per/lore of the hobgoblin-12.

Casting: 1 action.

Maintenance: Up to 1 hour.

This spells allows you to quickly fade from sight until you are invisible. You gain the Hidden consequence for as long as you remain silent and still. This spell automatically ends and the Hidden consequence is lost if you speak or make any sort of significant movement, such as by walking, attacking or casting a spell.

If you are hidden in this way, you may be attacked, but only if the attacker is aware of your presence, and even then the attack suffers \ominus .

Noble

Nobles constitute the upper echelons of society. Most lead lives of leisure, subsisting off their land holdings or other investments.

Requirement: To first enter the Noble career you must either already be of the Noble strata or succeed on a Det-12 flip. On a failure, enter the Laborer career instead.



Career Page References

All page references in this career refer to the *Age of Ambition* core rulebook.

Card	Training	Page	
A	Academics (pick one) and Language (pick one)	84	✓
2	Animals	84	✓
3	Athletics	84	✓
4	Deception	84	✓
5	Empathy	84	✓
6	Expression	84	✓
7	Persuade	85	✓
8	Socialize	85	✓
9	Tradecraft (pick trade) and Fashion Sense	86 123	✓
10	Fencer-style and a Sword	91	✓
J	Honeyed Tongue [Chr 5]	123	✓
Q	Independent Income and Socially Mobile	124 126	✓
K	Unfazeable [Det 5]	127	✓
Joker	Wealthy	127	✓

Rank	Title	Status	Advan.	Benefits	Page	
1	Baron	Noble 1	Det-12	Language (Standard), Reputation (noble) and 10 gp	84 125	✓
2	Viscount	Noble 2	Chr-12	Obligation (vassals), Signet ring and Courty outfit	132 143	
3	Count	Noble 3	Int-12	Socialize, Rival (noble) and Riding horse	85 132 146	✓
4	Marquess	Noble 4	Per-12	Empathy, Valet and Carriage	84	✓
5	Duke	Noble 5	Det-14	Enemy (noble), Jewelry and Fief	130 143	

Card	Event	Page	
A	Arranged Marriage: Your family arranged a marriage between you and another young noble. Gain your choice of Ally (spouse) or Rival (spouse) .	121 132	
2	Inheritance: You inherited a great deal of money from a wealthy relative. Gain Wealthy and 200 bp in petty cash.	127	✓
3	Death: Someone close to you died. If you have an Ally , Contact or Patron , pick which one perished and lose that Bond.	188	
4	Intrigue: A conspiracy of nobles attempted to recruit you in a plot. Choose: ☞ You accepted. Make an Int-10 flip. On a success, gain Favor (noble conspirator) and an automatic success on your next advancement flip. On a failure, you are stripped of noble status. Lose your Rank in this Career and you must select a different career next attempt. Either way, gain a rank of Deception . ☞ You refused. Gain Enemy (noble conspirators) , Common Sense and Intuition .	123 84 130 122 124	✓
5	Dubious Alliance: Your family considered an alliance with a noble house of dubious reputation. Make a Per-10 flip. On a success, you subtly ferreted out their secrets; gain Investigate . Otherwise, they betrayed you; gain Empathy and Enemy (noble house) .	84 130	✓
6	Incognito: For a time you traveled incognito among the common folk. Gain your choice of Secret Identity [Chr 5] or Streetwise .	126 85	✓
7	Hard Times: Despite its noble title, your family fell on difficult financial times. Gain Academics (accounting) and Tradecraft (pick gentle trade) . Suffer a ☹ on your next advancement flip.	84 86	
8	Noble Sports: Your family had you participate in a vairyety of noble sports, such as polo and kolf. Make an End-10 flip. On a success, gain Reputation (sportsman) . On a failure, gain Moxie . Either way, gain Tradecraft (sportsman) .	125 86	✓
9	Falling Out: You had a falling out with someone close to you. If you have an Ally , Contact or Patron , turn one into an Enemy . If not, gain Enemy (friend-turned-foe) .	188 130	
10	Duel: You were challenged to a duel of honor. If you don't have a noble Rival or Enemy to have challenged you, gain one then choose: ☞ You accepted. Make a Dex-10 flip. On a success, gain ☺ on your next advancement flip. Otherwise, flip on the Injury table and suffer a ☹ on your next advancement flip. ☞ You refused the challenge. Suffer a ☹ on your next advancement flip.	132 130 20	
J	Summons to War: Your liege lord summoned you to levy troops and lead them to war. Make a Det-10 flip. On a success, you excelled at your duty; gain a rank of Tactician-style . On a failure it was a disaster; flip on the Injury table, then gain Diehard [End 5] and Moxie .	98 20 122 125	✓
Q	Investment: You invested in a particular venture—perhaps a new business, expedition or colony. Make an Int-10 flip. On a success, you invested wisely. Gain 200 bp. On a failure, you went into debt; Gain Obligation (creditor) .	135 132	
K	Uprising: You were caught in the middle of a peasant uprising. Make a Spd-10 flip to flee. On a failure, you were caught and beaten; flip on the Injury table. On a success, you escaped but many nobles you know didn't; flip on the Madness table.	20 21	
Joker	Unusual Event: Have the GM flip on the Unusual Events table.	259	

Finishing Touches

The following tables are useful for quickly generating a new Creed or Idiosyncrasy during the Finishing Touches step of the lifepath.

Example Creeds

Your character's Creed represents her outlook on life. It is used as a hook you can latch onto when roleplaying. For inspiration, you can pick or flip on the table below.

Card	Creed
A♠♥	Never leave a mystery unsolved, a button unpushed or a door unopened.
A♦♣	Without honor life is without meaning.
2♠♥	Crush your enemies; see them driven before you; and hear their lamentations.
2♦♣	He who dies with the most gold wins the game of life.
3♠♥	Zuraic says, "Teamwork is more important than the fires of the earth."
3♦♣	If we work together, we can all make the world a better place.
4♠♥	Woe unto those who must face my mighty wrath!
4♦♣	There is but one perfect specimen in the world: me.
5♠♥	I will get my vengeance on all those who have wronged me!
5♦♣	I always look out for myself, because in the end, no one else will.
6♠♥	I want to understand everything!
6♦♣	Why are people so glum? They just need someone to cheer them up!
7♠♥	If you look hard enough, you can find some good in anyone.
7♦♣	Life, death: it's all the same. All that's left to do is go out in a blaze of glory.
8♠♥	Seize the day! Seize life and merriment! Seize other people's purses!
8♦♣	Party hard. Make love. Then move on.
9♠♥	All praise Crono! His hand can be seen in all the world.
9♦♣	By doing good deeds I can inspire those around me to do the same.
10♠♥	Can't we all just get along?
10♦♣	Foresight makes life too boring.
J♠♥	Keep your coins close and your dagger closer.
J♦♣	The gods left long ago; only mortals remain.
Q♠♥	My family only taught me one thing, and that's...
Q♦♣	Come on, it'll be an adventure!
K♠♥	I picked a bad day to stop drinking...
K♦♣	This is all just a misunderstanding.
Joker	I have a cunning plan!



Example Idiosyncrasies

Your character's Idiosyncrasy represents her most notable quirk. It is also used as a hook you can latch onto when roleplaying. For inspiration, you can pick or flip on the table below.



Card	Idiosyncrasy
A♠♥	Can and will flirt with anything with two legs.
A♦♣	Gives away anything that is not absolutely essential to her survival.
2♠♥	Will attempt to eat anything that looks like it might be edible, no matter how disgusting.
2♦♣	Speaks of herself in the third person.
3♠♥	Delivers overly-melodramatic monologues at the slightest possible opportunity.
3♦♣	Treats her weapon like the love of her life.
4♠♥	Prefers to sleep outdoors rather than sleeping inside buildings.
4♦♣	Takes trophies from all of her kills.
5♠♥	Obsessed with creating ballads about her journeys.
5♦♣	Believes that vegetables are poisonous.
6♠♥	Consistently takes notes about the day on a small roll of parchment.
6♦♣	Reeks of cheap booze and gruel.
7♠♥	Obsessive about the cleanliness of her clothing and hair.
7♦♣	Always looks over her shoulder like she expects someone to be sneaking up on her.
8♠♥	Refers to everyone as either "sir" or "madam."
8♦♣	Frequently makes bad puns and references to obscure academic writings.
9♠♥	Insists that she is the foremost expert in the world on magical lore and history.
9♦♣	Likes to show off by flexing her bulging muscles for all to see.
10♠♥	Tattoos herself when she commits a major sin against Linquad.
10♦♣	Must apologize to anything— person, animal or monster—before she kills it.
J♠♥	Carries a spoon in her pocket at the ready, "Just in case..."
J♦♣	Will take unnecessary risks or do dangerous acts if her courage is questioned.
Q♠♥	Believes that she is the reincarnation of a famous individual that died long ago.
Q♦♣	Acutely afraid of mirrors and will do anything to avoid them.
K♠♥	Obsessed with symmetry
K♦♣	Insists on eating her meat raw.
Joker	Obsessed with the "beauty" of something that most people avoid.





Background Tables

In which a variety of tables are presented for generating the sundry details of Our Heroes

This chapter contains a variety of optional tables that can be used to help generate your character's background, appearance or other features. They may also be useful to the GM when generating NPCs.

Age & Birth

These tables help determine when your character was born and how old she may be.

Character Age

If not using the lifepath, you can determine your age using the tables below. Make a **10-Flip** for your base age and use its suit as a modifier.

People	Base Age
Elves	120 + (10-Flip × 15)
Ogres	8 + 10-Flip
Other	16 + (10-Flip × 2)

Suit	Age Modifier
♠	-2
♥	-1
♦	+1
♣	+2

Birthday

Use the tables below to determine your character's birthday. Flip once for the month, once for the week and then once for the day. For more on the standard calendar see page 214 of the *Age of Ambition* core rulebook.

Card	Month	Day of Week
A	Book	1st
2	Cloth	2nd
3	Dagger	3rd
4	Dragon	4th
5	Hammer	5th
6	Hand	6th
7	Hermit	7th
8	King	8th
9	Peasant	9th
10	Shield	10th
J – K	Unknown or flip again	
Joker	Day Between	

Card	Week
A – 4	First Week
5 – 8	Second Week
9 – Q	Third Week
King, Joker	Unknown or flip again

Family & Relationships

The tables below can be used to help figure out your character's family and relationships.

Character Gender

Determine your character's gender using the below table.

Card	Gender
Black	Female
Red	Male
Joker	Non-Binary

Character Sexuality

Most characters are born with some sort of sexuality. Use the table below.

Card	Gender
A – J	Heterosexual
Q	Homosexual
K	Bisexual/Pansexual
Joker	Asexual/Other

Relationship Status

This table can be used to determine your character's current relationship status. However, certain lifepath events may imply or determine specific results.

Card	Status
A – 3	Single, Long-term
4 – 6	Single, Recently Broken Up
7 – 8	It's Complicated
9 – 10	Short-Term Relationship
J – Q	Long-Term Relationship
K, Joker	Married

Family Profession

To generate your character's family profession, flip on the appropriate Trade Table, found on pages 86 and 87 of the *Age of Ambition* core rulebook.

Parental Status

The table below can be used to randomly determine whether your character's parents are alive, and their marital status.

Card	Status
A – 3	Both Parents Alive, Married
4 – 6	Both Parents Alive, Separated
7	Parental Status Unknown
8	Mother Alive, Father Unknown
9	Father Alive, Mother Unknown
10	Mother Alive, Father Deceased
J	Father Alive, Mother Deceased
Q	Mother Deceased, Father Unknown
K	Father Deceased, Mother Unknown
Joker	Neither Parent Alive

Number of Siblings

Use the table below to determine your character's number of siblings. Certain lifepath events may imply or determine specific results.

- ☞ **Elves:** Flip twice, take lowest.
- ☞ **Gnomes:** Flip twice, take highest.

Card	Siblings	Card	Siblings
A	0	8	7
2	1	9	8
3	2	10	9
4	3	J	10
5	4	Q	11
6	5	K	12
7	6	Joker	13+

Physical Attributes

Physical attributes, such as hair style or height, can be generated on the following tables.

Character Height

Use the table below to randomly determine your character's height in inches. (To convert to centimeters, multiply the final value by 2.54.)

People	Male	Female
Dwarf	45 + 10-Flip in.	43 + 10-Flip in.
Elf, Sea	50 + (2 × 10-Flip) in.	47 + (2 × 10-Flip) in.
Elf, True	52 + (2 × 10-Flip) in.	49 + (2 × 10-Flip) in.
Elf, Wild	56 + (2 × 10-Flip) in.	53 + (2 × 10-Flip) in.
Gnome, Aqua	32 + 10-Flip in.	30 + 10-Flip in.
Gnome, Handler	34 + 10-Flip in.	32 + 10-Flip in.
Gnome, Tinker	33 + 10-Flip in.	31 + 10-Flip in.
Human	55 + (2 × 10-Flip) in.	50 + (2 × 10-Flip) in.
Minotaur, Brawny	74 + (2 × 10-Flip) in.	73 + (2 × 10-Flip) in.
Minotaur, Canny	73 + (2 × 10-Flip) in.	71 + (2 × 10-Flip) in.
Goblin	33 + 10-Flip in.	28 + 10-Flip in.
High Orc	59 + (2 × 10-Flip) in.	53 + (2 × 10-Flip) in.
Orc	57 + (2 × 10-Flip) in.	51 + (2 × 10-Flip) in.
Troll	74 + (2 × 10-Flip) in.	68 + (2 × 10-Flip) in.

Character Weight

Use the table below to calculate your character's weight in pounds. The results are listed in pounds per inch of height. To calculate your weight, multiply your height by the value you get on this table. (To convert to kilograms, divide by 2.2.)

♣ **Modifiers:** Scrawny: -4, Fat: +4

Card	Dwarf, Minotaur, Troll, Orc	Gnome, Human, High Orc	Elf, Goblin, Hobgoblin
A – 2	2.0	1.6	1.2
3 – 4	2.2	1.8	1.4
5 – 6	2.4	2.0	1.6
7 – 8	2.7	2.2	1.8
9 – 10	2.9	2.4	2.0
J – Q	3.2	2.7	2.3
K – Joker	3.4	3.0	2.6

Character Hair Color

Use the table below to randomly determine your character's hair color.

Card	Sea Elf	Minotaur	Other
A – 2	Green	Brown	White/Gray
3 – 4	Blue	Auburn	Blonde
5 – 6	Dark Blue	Black	Ginger
7 – 8	Black	White	Light Brown
9 – 10	Dark Brown	Mottled Brown & White	Brown
J – Q	Dark Purple	Mottled Black & White	Dark Brown
K – Joker	Silver	Gray	Black

Character Hair Style

The following table can be used to randomly determine your character's hair style.

♣ **Elves:** Flip twice, take lowest.

♣ **Dwarves & Gnomes:** Flip twice, take highest.

Card	Minotaur	Other
A – 2	Short Hair	Long Straight Hair
3 – 4	Short Hair	Short Straight Hair
5 – 6	Mixed Hair	Shaved Head or Bun
7 – 8	Mixed Hair	Braided
9 – 10	Shaggy Hair	Long Curly Hair
J – Q	Shaggy Hair	Short Curly Hair
K – Joker	Patchy Hair	Distinctive Facial Hair

Character Eyes

Use this table to randomly determine your character's eye color.

♣ **Modifiers:** Ogres +2, Elves -2, Minotaurs +1

Card	Eyes
Below	Purple
A – 2	Blue
3 – 4	Green
5 – 6	Hazel
7 – 8	Gray
9 – 10	Light Brown
J – Q	Dark Brown
K – Joker	Black
Above	Yellow

Character Skin

Use this table to randomly determine your character's skin color.

✦ **Na Wilderness:** Flip twice, take lowest.

✦ **Suethron Lands:** Flip twice, take highest.

Card	Sea Elf	Ogre	Other
A – 2	Light Green	Pale Yellow	Pale
3 – 4	Dark Green	Mottled Yellow	Fair
5 – 6	Light Blue	Light Gray	Tan
7 – 8	Dark Blue	Dark Gray	Bronze
9 – 10	Black	Light Brown	Ruddy
J – Q	White	Mottled Brown	Brown
K – Joker	Light Purple	Olive	Dark Brown

Distinguishing Features

Characters often have small, distinctive physical features. To generate one of these features, use the table below.

Card	Feature	Card	Feature	Card	Feature
A♠	Acne Scars	6♥	Excessively Hairy	J♦	Pot Belly
2♠	Birthmark	7♥	Freckles	Q♦	Ragged Ear
3♠	Bloodshot Eyes	8♥	Greasy Hair	K♦	Round Face
4♠	Bow Legs	9♥	Gruff Voice	A♣	Short Fingers
5♠	Branded	10♥	High Cheekbones	2♣	Smiling Eyes
6♠	Broad Shoulders	J♥	Large Ears	3♣	Soft Voice
7♠	Broken Nose	Q♥	Large Feet	4♣	Square Face
8♠	Broken Tooth	K♥	Large Nose	5♣	Squint
9♠	Buck Teeth	A♦	Lazy Eye	6♣	Steely Gaze
10♠	Bulging Eyes	2♦	Lisp	7♣	Strong Brow
J♠	Burn Scars	3♦	Long Eyelashes	8♣	Strong Accent
Q♠	Bushy Eyebrows	4♦	Long Fingers	9♣	Sunken Eyes
K♠	Chubby Cheeks	5♦	Long Nails	10♣	Swagger
A♥	Crooked Nose	6♦	Loud Voice	J♣	Tattoo
2♥	Crooked Smile	7♦	Missing Eyebrow	Q♣	Unibrow
3♥	Dimpled Chin	8♦	Nasal Voice	K♣	Wart
4♥	Distinctive Gait	9♦	Nervous Tick	R-Joker	Weak Chin
5♥	Drooping Eyelid	10♦	Patch of White	B-Joker	Winning Smile

Character Name

The following tables can be used to determine your character's personal name and surname.

Personal Name

The following tables can be used to randomly generate your character's first name. The tables are divided into columns based on your character's gender and the language from which the name derives. When in doubt, simply pick a column you like.

Card	Bala'umn, Feminine	Bala'umn, Masculine	Blaugh'ock, Feminine	Blaugh'ock, Masculine
A♠♥	Akram	Asha	Adoni	Aesop
A♦♣	Arghavan	Assim	Aileen	Angell
2♠♥	Asa	Bahram	Agathe	Anker
2♦♣	Avizeh	Balthazar	Amaryllis	Argus
3♠♥	Baharak	Bijan	Angela	Bemus
3♦♣	Darya	Dareh	Aretina	Damian
4♠♥	Elaheh	Darioush	Battista	Davos
4♦♣	Fakhri	Darius	Calliope	Eudor
5♠♥	Ghazaleh	Ebrahim	Charis	Gilis
5♦♣	Gita	Farzad	Circe	Hektor
6♠♥	Golshan	Fereydoon	Clio	Julium
6♦♣	Jamileh	Hamid	Cymone	Korax
7♠♥	Kimiya	Jahandar	Dionne	Lander
7♦♣	Lida	Javeed	Eileen	Lykaios
8♠♥	Mahkameh	Kiumars	Erasma	Nesos
8♦♣	Mahla	Mazdak	Evangelina	Ochos
9♠♥	Mariam	Maziar	Hypatia	Otes
9♦♣	Marzieh	Mehran	Kolina	Quant
10♠♥	Nadereh	Mohsen	Maeve	Quinn
10♦♣	Roya	Nouri	Neoma	Theodire
J♠♥	Saba	Rakhshan	Ophira	Theophilus
J♦♣	Salma	Salar	Theodora	Tibalt
Q♠♥	Sayareh	Salman	Theokleia	Timon
Q♦♣	Suri	Sattar	Tienette	Timothy
K♠♥	Touca	Taher	Xenia	Xanthos
K♦♣	Yasaman	Vafa	Yolanda	Zero
Joker	Zoya	Vahid	Zosima	Zeth

Card	Cad, Feminine	Cad, Masculine	Cebulese, Feminine	Cebulese, Masculine
A♥	Adila	Adnan	Ama	Aba
A♣	Aiesha	Akram	Ankarama	Abayomi
2♥	Akilah	Amal	Babmouth	Abubakar
2♣	Amira	Ansari	Chione	Amun
3♥	Azra	Ashraf	Ebnoni	An-Her
3♣	Dirran	Asim	Hatshepsut	Atsu
4♥	Hadiya	Basim	Ife	Baruti
4♣	Isra	Burhan	Isos	Cheops
5♥	Jala	Emir	Maibe	Fenuku
5♣	Jazlyn	Faisal	Mesi	Gahiji
6♥	Kamil	Gamal	Monifa	Haroeri
6♣	Karima	Hakim	Mukamutara	Harsiamen
7♥	Latifa	Kasim	Mumatra	Ishaq
7♣	Lina	Majid	Nathifa	Kauib
8♥	Malika	Masud	Nekhbet	Khaldun
8♣	Maryam	Melek	Nephthys	Khepri
9♥	Maysa	Nasir	Nubit	Lukman
9♣	Naimah	Nuri	Oni	Mbizi
10♥	Noor	Rafi	Oseye	Nuru
10♣	Oma	Raman	Rabiah	Sekani
J♥	Raja	Sabir	Sabah	Senb
J♣	Safia	Salah	Subira	Sethos
Q♥	Salima	Sarni	Tefnut	Setinekht
Q♣	Sumehra	Shakar	Yaminah	Shotepht
K♥	Thara	Suleiman	Zalika	Sifiye
K♣	Zahara	Talib	Zaliki	Sobk
Joker	Zohra	Zaki	Zesiro	Tum

Regional Names

Below are some notes on where each family of names is most common.

☞ **Bala'umn:** Most common in Bala'umn and neighboring regions.

☞ **Blaugh'ock:** As these names are associated with the Blaugh'ock invaders, outside of Rouh, few people use them openly.

☞ **Cad:** Common throughout Muno'che, Gulf of Cad, Licad and Suethron Lands.

☞ **Cebuese:** Found almost exclusively on the remote island of Cebu.

☞ **Eoran:** Used throughout Eoris and its neighboring regions.

☞ **Fonlel:** Common in Fonlelial, the Na Wilderness and the Cymqued Ocean.

Continued on page 31.

Card	Eoran, Feminine	Eoran, Masculine	Fonlel, Feminine	Fonlel, Masculine
A♠♥	Aegileif	Alviss	Annia	Ahvo
A♦♣	Amalie	Andersoon	Annikki	Alarik
2♠♥	Andras	Arngrim	Anttiri	Antti
2♦♣	Brit	Asle	Dorotea	Eljas
3♠♥	Dagny	Blund	Eeva	Heikki
3♦♣	Greip	Brand	Ester	Ilmari
4♠♥	Grimhilda	Gaute	Helli	Jarvi
4♦♣	Gunnhild	Geir	Ingria	Jussi
5♠♥	Hekja	Geirrod	Inkeri	Kaarlo
5♦♣	Hela	Gunnar	Jaana	Kirkkomaki
6♠♥	Hilda	Gunnlaug	Jonna	Kivi
6♦♣	Hildegunn	Hakon	Jurma	Leevi
7♠♥	Ingibjorg	Hallbjorn	Kalwa	Markku
7♦♣	Lin	Hrolf	Katri	Mustanen
8♠♥	Maeva	Ingjald	Katrikki	Rikkard
8♦♣	Oddveig	Ingolf	Kiiri	Saku
9♠♥	Ragna	Ragnar	Lumi	Santtu
9♦♣	Rebekka	Odell	Maiju	Seppanen
10♠♥	Rigmor	Rotland	Maikki	Severi
10♦♣	Rikke	Sjur	Mariia	Talo
J♠♥	Rona	Skeggi	Paeivi	Tapio
J♦♣	Ronnaug	Stian	Peppi	Tuomas
Q♠♥	Saehild	Thorgils	Piritta	Tarlid
Q♦♣	Solbjorg	Tjasse	Reija	Tarmo
K♠♥	Thorbiartr	Vali	Russu	Veeti
K♦♣	Tordis	Ymir	Ruta	Vilppu
Joker	Vaetild	Yngvar	Vellamo	Yrjo



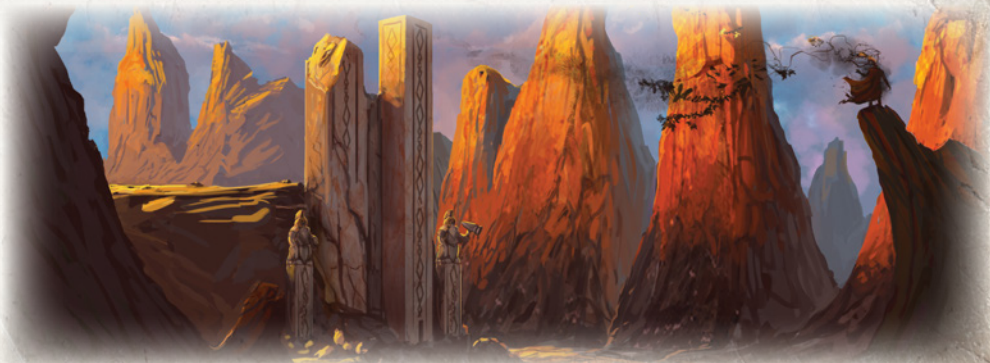
Card	Griehomic, Feminine	Griehomic, Masculine	Grundz, Feminine	Grundz, Masculine
A♠♥	Alva	Ambrosius	Aga	Ahmet
A♦♣	Anemoon	Bas	Almas	Aksal
2♠♥	Anika	Bastijn	Ayla	Asil
2♦♣	Annemie	Clementius	Ayesel	Aydin
3♠♥	Arabella	Dries	Baharah	Bajram
3♦♣	Brandy	Espen	Bennu	Diyanat
4♠♥	Chiel	Gottfried	Ceren	Ediz
4♦♣	Elske	Govert	Dilara	Ekrem
5♠♥	Francisca	Grigor	Ebru	Enes
5♦♣	Griseldis	Hirold	Emel	Gokhan
6♠♥	Grushilda	Henrock	Gona	Hasad
6♦♣	Lien	Klaas	Gulla	Hizir
7♠♥	Marlies	Koenraad	Hanife	Karamet
7♦♣	Mahault	Lauritz	Harika	Koray
8♠♥	Meranie	Neils	Ilkay	Murat
8♦♣	Mina	Nicolaas	Kubra	Orkut
9♠♥	Muaeve	Quintijn	Lale	Oztay
9♦♣	Neve	Schuler	Muge	Ramazan
10♠♥	Rineke	Sibren	Nergis	Rifat
10♦♣	Rozamond	Smid	Oyku	Sedat
J♠♥	Sibylla	Stille	Ozge	Seref
J♦♣	Skie	Sticor	Rafat	Serkan
Q♠♥	Skyla	Tiebout	Sansal	Timur
Q♦♣	Sofie	Vanaken	Sevde	Tumkor
K♠♥	Sybylla	Vanderpil	Ucel	Totuk
K♦♣	Wijnanda	Vromme	Yagmur	Umit
Joker	Vera	Wevers	Yonal	Yoldas



Card	Na, Feminine	Na, Masculine	Quaklonian, Feminine	Quaklonian, Masculine
A♠♥	Adela	Andrei	Adama	Abrafo
A♦♣	Aleena	Artur	Adjoa	Adom
2♠♥	Alin	Bogdan	Agbenyaga	Akinyemi
2♦♣	Boanca	Claudiu	Akpena	Chinua
3♠♥	Bogdana	Codrin	Anulika	Danso
3♦♣	Cermelia	Dionisie	Atsukpi	Ezeji
4♠♥	Dani	Dorin	Binata	Gyamfi
4♦♣	Elisbeta	Emil	Chinara	Jawara
5♠♥	Emil	Fane	Ebiere	Kashka
5♦♣	Flavia	Florin	Effiwat	Kayin
6♠♥	Gabriela	Gavril	Esi	Kofi
6♦♣	Geza	Horia	Gyamfua	Kwabena
7♠♥	Ileana	Ilie	Gzifa	Lumumba
7♦♣	Liliana	Liviu	Iverem	Manu
8♠♥	Marcela	Lukian	Jaineba	Morenike
8♦♣	Nicoleta	Marcil	Kanika	Ndulu
9♠♥	Olampia	Mitica	Naki	Obasi
9♦♣	Petronela	Nelu	Ola	Odion
10♠♥	Rahela	Petru	Sadio	Ohini
10♦♣	Razvan	Rimus	Sela	Ojo
J♠♥	Sabina	Sibastion	Sroda	Senghor
J♦♣	Sania	Simu	Tafui	Tonye
Q♠♥	Sorina	Stofan	Tarana	Tunde
Q♦♣	Tatiana	Timotei	Ulu	Yavu
K♠♥	Valeria	Valentin	Urenna	Yesuto
K♦♣	Varduhi	Viorel	Zinsa	Yohance
Joker	Violeta	Wadim	Zola	Zebenjo



Card	Standard, Feminine	Standard, Masculine	Walan, Feminine	Walan, Masculine
A♠♥	Arana	Agosti	Amara	Asad
A♦♣	Domeka	Andolin	Ashia	Berhanu
2♠♥	Elisabete	Batista	Assaggi	Dalmar
2♦♣	Gadea	Diagur	Ayana	Desta
3♠♥	Igone	Erlantz	Aziza	Ghedi
3♦♣	Jasone	Estebe	Azmera	Iniko
4♠♥	Katerin	Gabirel	Berhane	Iskinder
4♦♣	Koru	Gabon	Fowsia	Jiri
5♠♥	Larraza	Gerazan	Iyangura	Kaleb
5♦♣	Legarra	Gizon	Japera	Kenyatta
6♠♥	Loza	Iban	Jwahir	Kimane
6♦♣	Munia	Ilixo	Kamaria	Kimathi
7♠♥	Nora	Isidor	Loiyan	Labaan
7♦♣	Oria	Lehior	Marwe	Lusala
8♠♥	Pelela	Luken	Massassi	Menelik
8♦♣	Pilare	Martin	Muthoni	Nadif
9♠♥	Saioa	Nahia	Nadifa	Nyasore
9♦♣	Soskao	Perrando	Najja	Odero
10♠♥	Terese	Sabin	Ndila	Othieno
10♦♣	Uba	Sasoin	Nehanda	Sule
J♠♥	Urdina	Sustrai	Sekai	Tamirat
J♦♣	Ursola	Tristan	Sharufa	Tewodros
Q♠♥	Usoa	Txaran	Sisay	Wachiru
Q♦♣	Ximena	Ubarna	Teru	Wangombe
K♠♥	Zabal	Urbez	Wambui	Wekesa
K♦♣	Zubia	Xefe	Yeshi	Yekuno
Joker	Zuza	Zeledon	Zauditu	Zere



Family Name

The tables below can be used to generate your character's surname. It should be noted that some of these columns generate ethnic names, while others generate place-specific identifiers or attributes—such as “of the Woods,” “of Michine” or “the Brave.” Both are common.

Card	Dwarf Surnames	Elf Surnames	Gnome Surnames	Human Surnames
A♠♥	Azagag	Aelen	Bandycrack	Akutain
A♦♣	Bazamek	Allylan	Berenfoodle	Apayoa
2♠♥	Bearshadow	Arabella	Bigglespoon	Arranz
2♦♣	Bitterfall	Bloodwind	Bleebell	Atxabal
3♠♥	Bonechanger	Brimdormar	Bleewocket	Barinaga
3♦♣	Bronzebeard	Bryrona	Boltscrew	Bastida
4♠♥	Clanbrother	Daris	Carawicket	Catarain
4♦♣	Dunagen	Elari	Daerwick	Cortesena
5♠♥	Edirik	Elliael	Digburst	Egana
5♦♣	Freehelm	Eloltor	Ellynock	Eneriz
6♠♥	Gargrim	Enishal	Folknor	Etcheberry
6♦♣	Goldsure	Erylor	Folnock	Fundazuri
7♠♥	Goronpel	Ethilfin	Fungolwump	Ganborena
7♦♣	Highlion	Farsil	Garmut	Ibia
8♠♥	Honorrock	Githmar	Glengoll	Isusi
8♦♣	Kaldral	Halftooth	Gnelbocor	Karranza
9♠♥	Kelorock	Linlal	Handlesmith	Leuna
9♦♣	Mudmace	Narlir	Hodgebert	Lezeta
10♠♥	Nezekar	Narril	Klemmil	Monasterio
10♦♣	Oakenmaul	Rilnor	Limwass	Ocamica
J♠♥	Runewise	Shadowwood	Mardmadge	Othats
J♦♣	Starbane	Sordia	Minnirick	Reparaz
Q♠♥	Storndelver	Syliri	Nacklebell	Trevino
Q♦♣	Stormstone	Vensys	Seebiddle	Urenga
K♠♥	Tokamak	Thieldel	Wayman	Verategui
K♦♣	Vadik	Trazeiros	Waywinkle	Zaldibar
Joker	Wiseheart	Yelmoira	Zookle	Zornoza



Card	Minotaur Surnames	Ogre Surnames	Attribute Surnames	Personality Surnames
A♥	Althink	Antar	of <City Name>	the Brave
A♦	Asjes	Aslam	of <Region Name>	the Bold
2♠	Benscoter	Assaf	the <Trade>	the Brash
2♦	Claasen	Bahar	of the Woods	the Pious
3♥	Erckens	Bishara	of the Desert	the Magnanimous
3♦	Gelen	Cham	of the Mountains	the Mad
4♥	Houben	Deeb	of the Sea	the Terrible
4♦	Joncker	Ebrahimi	of the Plains	the Learned
5♥	Kinket	Ganim	of the Dunes	the Lion
5♦	Kloeter	Haddad	of the Hills	the Steadfast
6♥	Maessen	Issa	the Easterner	the Grim
6♦	Mooifte	Kalb	the Stout	the Great
7♥	Mooren	Kattan	the Elder	the Wise
7♦	Nifterik	Kouri	the Younger	the Deep-minded
8♥	Oldehool	Mifsud	the Tall	the Accursed
8♦	Oomen	Najjar	the Black	the Merciful
9♥	Oorschot	Noorani	the Pale	the Fearless
9♦	Ramaaker	Qureshi	the Hand	the Strict
10♥	Schoorel	Rashed	the Fair	the Fortunate
10♦	Snell	Sabbag	the Fat	the Generous
J♥	Tooren	Salib	the Bald	the Just
J♦	Voosjan	Sarkis	the Strong	the Valiant
Q♥	Vroomen	Touma	the Beautiful	the Wild
Q♦	Wagenoor	Turay	the Small	the Rash
K♥	Zaal	Wakim	the Rich	the Magnificent
K♦	Zagekuil	Zaman	the Red	the Chaste
Joker	Zeldoom	Zogby	the Silent	the Cruel

Regional Names (Continued)

Continued from page 25.

☞ **Grichomic:** Used throughout Grichom and its surrounding regions, as well as by devout worshippers of Zuraic.

☞ **Grundz:** Most common in the eastern Suethron Lands, in Graundaur and on islands throughout the Quaris Ocean.

☞ **Na:** Used throughout the Na Wilderness and northern Grichom.

☞ **Quaklonian:** Widespread throughout Quaklon, Glimgildral, the Rasonic Ocean and the Yirdril Lands.

☞ **Standard:** Traditional in regions adjacent to the Vognash Sea and currently trendy.

☞ **Walan:** Common in both Wala'dur and the Gulf of the Deep.

Additional options for the creation of aspiring heroes

Even though the *Age of Ambition* core rulebook comes jam-packed with lifepath and character options, not even it can contain all of the archetypes, concepts and abilities that Trystell has to offer.

Age of Ambition: Character Options contains a variety of new choices, both for players making a new character and for GMs looking to customize the lifepath system for their campaigns. Its features include:

- Lifepath options for creating more experienced starting heroes and for increased player control.
- Astrological Birth Fortune tables designed for creating heroes influenced by the stars.
- Two new Fighting Styles, a new Arcane Lore, two new Traits, rules for hybrid peoples and a new Career.
- Numerous optional tables for establishing your hero's name, creed, idiosyncrasy, appearance, distinguishing features, personality and background.

