

PEASANTRY



WRITTEN BY ZAKARY ELLIS

ILLUSTRATED BY CHARLES FURCUSON-AVERY

**This is a Playtester copy of Peasantry.
This work is incomplete. Some pages have
been left out intentionally.**

**Enjoy
Zak E.**

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Introduction

What is Peasantry?

Peasantry is a game about grubby, nasty peasants and the messes they make. Infused with a sense of exaggerated humor, this TTRPG is designed for you and your friends to create silly and over the top one-shot adventures about commoners and the chaos they create. Amidst the chaos, each peasant strives to be the filthiest and most cunning of all, even if it means betraying their comrades.

Make the World Yours

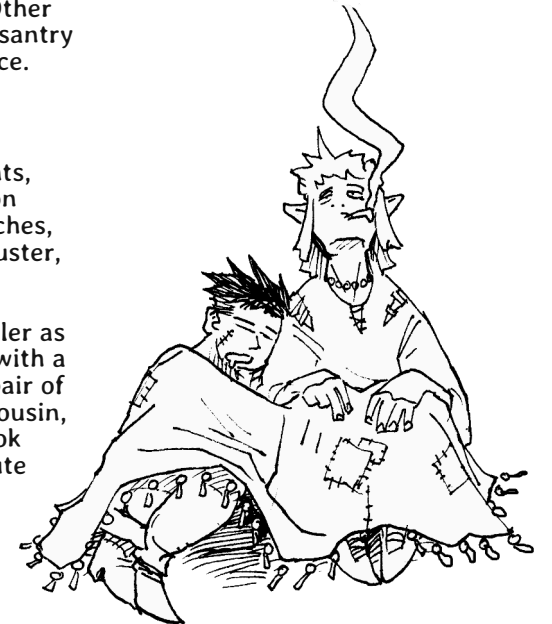
You will find no specific campaign setting in Peasantry. The game assumes that you are playing in a fantasy setting with magic, monsters, and presumably medieval stereotypes. With the presumption that the peasants are the focal point of the story. There is some reference to actual historical events within this book, however that is included only because the writer thought it was cool and interesting at the moment. Other than that, make the world of Peasantry your own and enjoy the experience.

Explore the Crazy

In this book you will find: peasants, biggin caps, the Hughligan, wagon races, flyting, organ legging, witches, wizards, the Onomancer, Krud Duster, losing half your name in a bet, infectious diseases, an Ossified Orangutan, a candle that gets taller as it burns, Pandora's Box, a turtle with a fork strapped to its back, a bad pair of shoes, chickens, marrying your cousin, a fear of bowel movements, a book with two spines, a cursed pan-flute and so much more...

Author's Note

When designing peasantry I wanted to create a game that is fast and easy to play. I wanted each new character to feel dynamic and peculiar whilst also minimizing how much time it took to make them. I wanted a system that allowed me and my friends to sit down and play a quick adventure amidst our busy lives. Peasantry is designed to be played in a single sitting: no campaigns, no grand story arcs, just hilarious quick fun. I also wanted my players to feel included in the storytelling process. Allowing them the opportunities to tell the story and describe the extremely amusing successes and failures they achieved together. And among all of that I wanted them to compete to be the nastiest peasant of them all. How glorifying will it be to exclaim that you were indeed the dirtiest, most nastiest peasant in your game. I believe that you and your friends will find all that and more when you play Peasantry.



How to Play

What You Need

Peasantry is designed to be played with 3-5 players and a Game Master (GM). To play you will need a six sided die (1d6), and a pair of ten sided dice (2d10) that will represent a 100 sided die (1d100). You will also need scrap paper, pencils, and character sheets.

One-Shots

Gameplay for Peasantry is designed around one-shot adventures. A one-shot is a TTRPG game session that is designed to be played in a single session. The story should be designed around one singular premise, with a small cast of non-player characters (NPCs), and several encounters designed by the GM.

Rolling the Die & Checks

Peasantry uses a roll-under-d6 system to determine uncertain outcomes. Whenever a player performs a task and the result is uncertain, the GM may request that character to make a check to determine success or failure. The player then must roll a d6; a result that is equal-to or less-than their most relevant attribute score is a success, anything higher is a failure. The GM determines which attribute is most relevant to the action being taken.

Impossible Tasks

There may be instances where a task is simply impossible. A peasant who never learned to read or write cannot magically learn to read by rolling well. In such cases, the check would simply fail, rather than requiring a roll. As a GM you should reserve this rule for only truly impossible tasks.

Roll & Go

Successive attempts at the same task will produce the same result unless the situation has drastically changed. This rule does not apply to things like combat, where things are dynamic and there is a lot of movement. This rule keeps the game moving forward.

Failures

The outcome of a failure is up to the GM's discretion. It should be simple, fair, and relevant to the task at hand. In many cases, the task simply does not work and there are no penalties. For example, on a failure to break open a door, the door simply does not break. The task of escaping a runaway bull may have inherent risks, such as being trampled.

Consequences

Whenever a player rolls a six, they suffer both a failure and consequence. Each player, including the one who failed, will write an idea for the consequence and anonymously submit it to the Game Master. The GM will then choose one or more of the consequences to take effect on the character. For each consequence chosen, the player who wrote it is awarded a dirt point. It is highly recommended that players create consequences that are fun; don't ruin your friendships.

Advantage & Disadvantage

Advantage means you roll twice and choose one result to keep. Disadvantage means to roll twice and take the highest result. Multiple instances of either cancel each other out on a one to one basis.

Skills

Skills represent abilities your peasant is particularly adept at. If a character has a relevant skill to the task at hand, they may receive advantage on the roll.

Fears

When confronted by your fear, your anxiety ridden peasant will become petrified in terror, you must make an anxiety check. On a failure you suffer a consequence

Equipment

Equipment is primarily used as fuel for the players imaginations and as tools for their adventure. Equipment may also be used to negate a consequence, doing so destroys the equipment. For example, after failing to dodge an attack, your helmet is used to stop the blow of a hammer from crushing your peasant's brittle malnourished skull. But the blow from the hammer splits the helmet open like a can of beans, thus exposing your skull to further hammer strikes.

Pandora's Box

What's in the box? What's behind the door? The unknown can be alluring. The GM may ask the players to "Open Pandora's Box" when confronted by the unknown. This is resolved exactly the same as a consequence, except that the players are submitting ideas for what the unknown is. If you are the GM this is a useful tool for when you cannot come up with anything.

Contested Tasks

If two players want to perform separate conflicting actions they must make a contested task check. Both players will simultaneously roll for the task at hand; applying relevant skills and attributes as normal.

If both players succeed on their roll then they are at a stalemate and must reroll. They will continue to reroll until either one player succeeds and the other fails, or they both fail.

If only one succeeds then the succeeding player wins the contest and their action resolves successfully.

If both players fail then they both suffer a conjoined consequence.

Combat

There is no strict ruling on how combat is supposed to be run. In most instances let the narrative drive the story forward. If there is a need for players and characters to take turns then have each player roll fragility. If they succeed then they go before the NPCs, if they fail they go after. In general, allow each player to make one significant action or contribution towards the conflict within a single round of combat.



Afflictions & Death

Afflictions represent varying illnesses, diseases, injuries, or disabilities that a peasant may acquire during the course of an adventure. As peasants acquire afflictions they begin to realize that the world is out to get them. They become bitter, angry, and reckless. The closer to death they are, the more dangerous they become. Here's how it all works:

- Whenever a peasant is hit by an attack, falls off a ledge, drinks poison, goes crazy, takes damage, etc. they gain an affliction.
- A peasant's fragile little body can hold up to 5 afflictions. This is represented by slots on the character sheet. Each slot must be filled in ascending order i.e. 1, 2, 3, 4, 5. If a peasant would gain a 6th affliction, they perish/go mad in a miserable and pitiful way instead.
- Dead/mad players can still write consequences.
- Each affliction slot has an ability attached to it. Peasants may not use abilities unless the slot is filled.

- Each ability has a set number of free uses. **IF** all free uses are expended, then each additional use causes the affliction to **SPREAD**.
- Spreading means that the affliction is getting worse. Fill in the next available slot with an advanced version of the previous affliction.
- Health potions, medicine, or a week's worth of rest removes one affliction and resets its uses. Some afflictions may never fully heal i.e. amputation, missing eyeballs, scars. In such cases only the abilities would reset. A band-aid won't bring your arm back.
- The abilities unlocked are as follows:
 - 1. Reroll:** force any player to reroll the dice. Three free uses.
 - 2. Fiddle:** look at and discard all but two of the submitted consequences. Two free uses.
 - 3. Klepto:** reveal a small item seemingly out of thin air. Was it stolen, found, forgotten, who knows! It's yours now. One free use.
 - 4. Peasant Rage:** you cannot fail your next roll. One free use.
 - 5. Blaze of Glory:** do something epic, then die. (the level of epicness must be approved by the GM)

SPREADING AFFLICTION ←		
AFFLICTIONS	ABILITIES	FREE
1 Missing Toe	REROLL UNLOCKED!	●●●●
2 Infected Toe Stump	FIDDLE UNLOCKED!	○○
3	KLEPTO	○
4	PEASANT RAGE	○
5	BLAZE OF GLORY	☠

6TH AFFLICTION? YOU DIE!

FILL THIS AND YOU DIE!

FULL

Winning with Dirt

Peasants play dirty, and you're no different. Your job is to be the dirtiest, nastiest peasant there is. Whenever a player's consequence is chosen, they earn a dirt point. The player with the most dirt at the end of the game earns the title of **FILTHIEST PEASANT**.

While dirt points are inherently competitive, it is important to note that the goal should be to win by making everyone laugh.

GMs should also include additional ways to gain dirt throughout play. Personally, I enjoy creating hidden trophy awards to give out at the end of a session. Here are some examples:

- Most items stolen: +1 dirt
- Most consequences: +2 dirt
- Most chaotic: +1 dirt
- Worst death: +1 dirt
- Funniest consequence: +1 dirt
- Most NPCs recruited: +1 dirt
- Worst crime committed: +1 dirt
- Astounding roleplay: +1 dirt
- Lone survivor: +2 dirt
- Most fears faced: +1 dirt
- Most enemies killed: +1 dirt
- Biggest ethical dilemma: +1 dirt
- Happiest ending: +1 dirt
- Worst ending: +1 dirt
- Best peasant accent: +1 dirt
- Biggest betrayal: +2 dirt
- Most bodies looted: +1 dirt
- Most things consumed: +1 dirt

Have Fun & Play Safe

The most important aspect of peasantry is to have fun. This system is designed to be silly, ridiculous, and bananas. Players should be laughing when their character dies or fails.

In an open-ended game where the only limitation is a player's creativity, it is important to discuss off-limits topics prior to, during, and after play. If someone is feeling uncomfortable, then they are not having fun.

The author would also like to remind players to not hurt each other.



Example of Play

Three peasants have arrived at old lady Elaine's cottage for a job.

GM: You see a small cottage with flower beds and a brick walkway. The chimney is spewing a steady stream of smoke and it smells like cinnamon raisin. Seems like someone is home.

Larry: Is this the place?

Stew: It's got to be.

Shinkles: What the hell are we doing anyways? We don't even have any rat catching experience!

Larry: We have to earn some coin to pay our taxes, otherwise the city watch is going to throw us in the stockades.

Shinkles: fine... I'll knock on the door.

GM: You knock on the door and an old lady with round glasses and bulging eyes answers the door. "Hello...?"

Shinkles: Umm... Hi. We are here about the rat catching job?

GM: Her eyes squint "You don't look like rat catchers."

Shinkles: I'm going to lie to her and say "We may not look it, but we are actually the best rat catchers in the whole village!"

GM: Go ahead and make a Nasty check to see if she believes you.

Shinkles: I have a skill in swindling, can I use that to get advantage on the roll?

GM: Sure, sounds like you have a knack for this sort of thing. Go ahead.

Shinkles: Okay, so I have a 2 in Nasty and I rolled a 2 and a 5. I'll choose the 2 and succeed!

GM: Her features relax "Oh that's good to hear! Those rats have been keeping me up all hours of the night with their scratching, I can barely sleep a wink! I need them gone. I'd do it myself but my body just can't make it up and down those basement stairs anymore."

Shinkles: No worries mam, me and my buddies here will take care of those rats for you.

GM: "Good! Good! Well in that case I will step out to do some errands in the village while your clearing them out."

Larry: I whisper to Stew "let's see if she has any valuables hidden away."

Stew: Sounds like a good way to get thrown in the stockades early, let's just get this job done quick.

Larry: Your no fun. Let's check out that basement I guess.

Shinkles: I hope theirs no spiders down here... I have a fear of spiders.

GM: Okay, you go to the basement door and open it up. It's pretty dark down there but there's an oil lantern hanging on the wall.

Larry: I'll grab the lantern and lead the way.

GM: As you descend the stairs into the basement you first notice a fairly strong smell, like that of damp wood mixed with bird shit. And then you hear something unexpected, a cluck cluck clucking? You reach the base of the stairs and look into the basement expecting to see rats, but in their place is about 100 chickens!

Larry: What in the world...?

Stew: Do you think these chickens are what she was hearing?

Larry: Must be. How do you think all these chickens even got here?

Shinkles: Not sure. But I bet she'll still pay us if we get rid of them. We can sell their meat to the butcher as a bonus too! I'm going to go ahead and start killing some of these chickens with that rusty fork I stole from Stew.

GM: Jeez, a little barbaric but alright. Go ahead and make a fragility check to stab these chickens to death.

Shinkles: I have a 5 in Fragility and I rolled a 6. That's going to be a failure and a consequence.

Stew: Serves you right for taking my rusty fork.

GM: That's no good. First of all you fail to attack the chickens because your half-gorilla brain distracted you. I'll also have everyone go ahead and write a consequence on a scrap piece of paper and give it to me.

GM: Alright let's see... This one looks good! Okay Shinkles, you go ape-shit crazy and start to chase the chickens unfortunaetly you accidentally trip on a broken crate. A large rooster gets very angry and starts pecking at your eyeballs. You gain a punctured eyeball as an affliction.

Shinkles: Damn. I'll mark that affliction in slot 2 since slot 1 is already filled. Whose idea was that?

Larry: That was my idea!

GM: Nice Larry, you get a dirt point for coming up with that!

Larry: Sweet! Sorry Shinkles...

Shinkles: That's okay, it was funny! Alright, I'm going to go ahead and try to get revenge on that rooster by stabbing him in the eye with my fork!

GM: Okay go ahead!

Shinkles: Uuugh. Another 6! I'm going to use one of my free rerolls on that. Lets see... a 4! Success!

Larry: What if I use a reroll to make you reroll your success?

Shinkles: Please don't. This bird has already caused me enough pain.

Larry: Haha, okay I wont this time.

GM: Okay, well Shinkles you manage to catch the rooster and stab it in the eye. It's still alive though, chickens don't really need their eyes to live. Never thought you'd have such a feud with a chicken.

Shinkles: Take that you dumb bird!

Stew: I guess I might as well help Shinkles in killing all these chickens.

GM: As you all pull out your tools and weapons to kill the chickens, you hear a small voice coming from behind a stack of barrels. "Stop!" You look over and see a 10 year old boy wearing purple robes with a chicken symbol emblazoned on the chest.

Larry: Okay, this just got weird...

Shinkles: It was already weird enough!

Stew: It can't get any weirder. Can it?

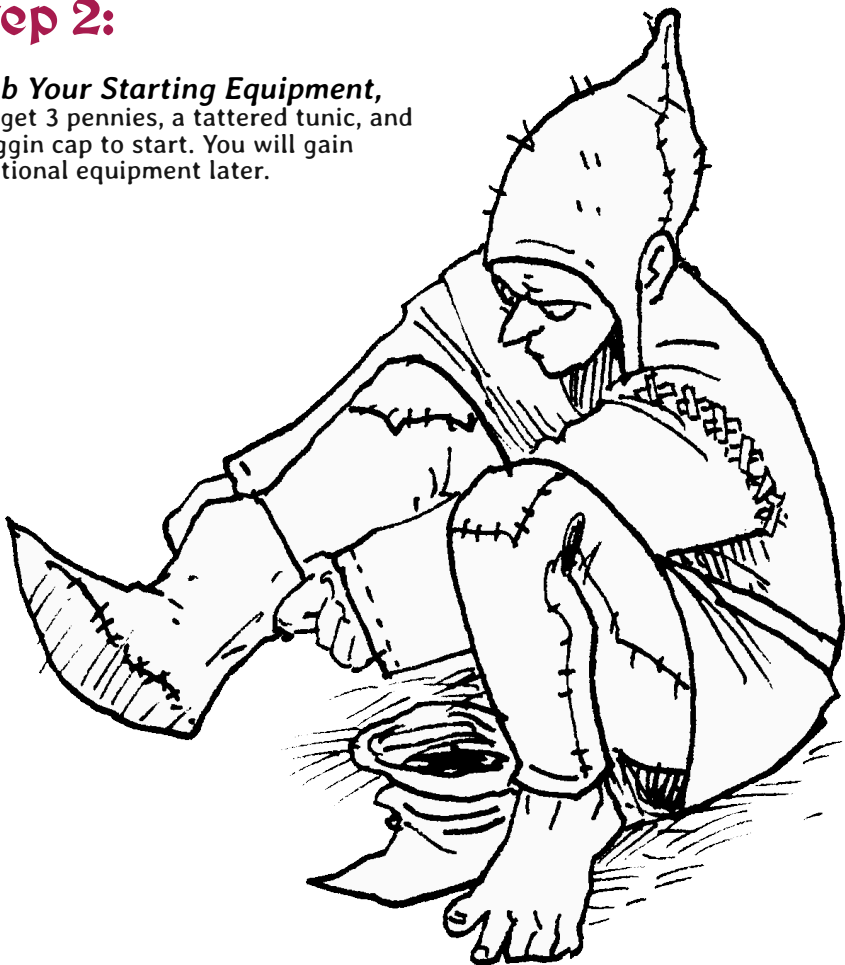
Character Creation

Step 1:

Create a name, choose a name that represents the type of peasant you aspire to be! This could be your birth-name, street name, or nickname! Appendix B (pg.57) provides a list of playtester names for inspiration.

Step 2:

Grab Your Starting Equipment, you get 3 pennies, a tattered tunic, and a biggin cap to start. You will gain additional equipment later.



Step 3:

Attributes

You are a disgusting little peasant, to represent your "uniqueness" you have been gifted with four peculiar attributes that will help you make your way in this hostile world. They are...

Anxiety, is your ability to handle stress, focus your mind, recall information, and steady your hand. Trying to pick a lock? Roll anxiety to curb your frustration and patience. Your childhood crush just talked to you? Roll anxiety to stop stammering like a wimp! Witnessed a gruesome death? Roll to get a grip on reality!

Illness, is your ability to hold down your seventh beer, resist catching the plague, or to suck the snake venom out of your leg. Expect to roll illness anytime your body is introduced to a foreign substance.

Fragility, is your body's ability to move. Do you need to run, climb, swim, jump, push, carry, or anything physically demanding? Roll for your body's fragility. Oh... did I mention that this is your ability to dodge swords, arrows, pitchforks, and the like?

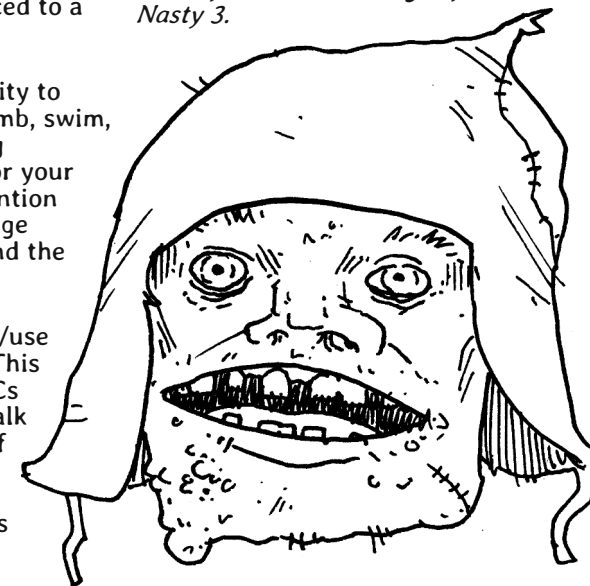
Nasty, is your ability to hide/use your vicious peasant nature. This attribute determines how NPCs may perceive you. Trying to talk to a noble? Roll nasty to see if he listens to your petty grievances or cuts you down for your insolence! Or perhaps you can try to intimidate him with your uncouth attitude. Failure indicates an unwanted reaction from said NPC.

Assigning Attribute Points

To determine the starting levels of your attributes you must choose to either roll or buy. **WARNING:** if you choose to roll you risk the chances of having really bad stats. Then again, no one ever expected anything great from you dirty lot of peasants.

If you choose to roll, roll 4d6 and then assign each of the rolled numbers to one of the four attributes. If you roll a 6, count it as a 1 instead. For example, if you rolled a 5, 6, 3, 1 you could distribute these scores as such: *Anxiety 3, Illness 5, Fragility 1, Nasty 1.*

If you choose to buy, you receive 12 points to distribute among these attributes. Each attribute must have a minimum of 1, with the maximum possible level being 5. For example, you could split these points as such: *Anxiety 2, Illness 3, Fragility 4, Nasty 3.*



Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined>. Conjoined terms are possible.

Step 4:

Occupations

Most peasants didn't have the choice in choosing a career, neither do you. Roll 1d100 and consult the following table to determine your occupation. You are skilled in any tasks related to your occupation. **Equipment is bold.** **Specials rules are red.** *Any additional skills are italicized.*

1. Knife-Grinder: **wetstone, knife**
2. Body Collector: **hand cart, bell, meat hook, dead body**
3. Sponge Bearer: **soap, sponge, bucket of hot water**
4. Smuggler: **false bottom box, a disguise, a club**
5. Hangman: **noose, small sack**
6. Beef Twister: **sausage links, intestines, cleaver**
7. Clam Kisser: **small shovel, bucket of clams**
8. IronPuddler: **iron, hammer, tongs**
9. Soap Licker: **goats milk, flowers, homemade soap**
10. Moocher: **take one item from another peasant, lipstick**
11. Slab Stacker: **3 stone blocks, mortar, trowel**
12. Beggar: **an old hat, 3 shillings**
13. Cow-tickler: **a cow, milk jug**
14. Turnip Shepherd: **basket of turnips, seeds, trowel**
15. Mutt Maker: **litter of mutts, whip**
16. Snail Snatcher: **vial of purple dye, a bag of snails, hammer**
17. Flatulist: **bag of beans, loincloth**
18. Leech Collector: **jar of leeches, tweezers, vial of blood**
19. Tattle-Tale: **spyglass, list of rules, reading and writing skill**
20. Knocker-Upper: **long stick, small stones, whistle**
21. Rat Catcher: **a small but vicious dog, slice of cheese, club**
22. Poison Taster: **vial of poison, an herbal remedy**
23. Moleskin Shaver: **bolt of leather, a sharp knife, oil, clump of fuzz**
24. Fermentor: **tiny barrel of beer, mash paddle, jar of yeast**
25. Fishmonger: **a large cod, a small haddock, a bucket of sardines**
26. Pauper: **tattered blanket, wooden bowl, moldy bread**
27. Nob Polisher: **wigs, scissors, glue**
28. Bone Cutter: **sewing kit, bonesaw**
29. Mugger: **stolen purse, a shiv**
30. Muckraker: **rake, cart, muck**
31. Rabble-Rouser: **torch & pitchfork**
32. Coal Heaver: **coal, pickaxe**
33. Poacher: **dead rabbit, bow, arrow**
34. Muffin Maker: **muffins, chef hat**
35. Hay Maker: **haysack, pitchfork, straw farmers hat**
36. Fence: **roll once on the oddities table, dagger**
37. Cockfeeder: **a fighting rooster, protein rich bird seed, cage**
38. Ferret Weaver: **smelly animal furs, needle and thread**
39. Organ Legger: **an organ, scalpel**
40. Pettifogger: **fraudulent papers, reading and writing skill**
41. Worm Watcher: **jar of worms, soil covered spoon**
42. Mead Muncher: **mead, bag of hops, glass jug**
43. Parent: **child, heavy buckled belt**
44. Heckler: **sack of rotten tomatoes**
45. Groom of the Stool: **chamberpot, soap, horsehair brush**
46. Gambler: **loaded dice, dagger**
47. Pebble Peddler: **exotic collection of pebbles, a fancy sign**
48. Hinge Schlicker: **hinges, grease**
49. Scullion: **jug, pot, rolling pin**
50. Lice Keeper: **comb, jar of lice**

Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined>. Conjoined terms are possible.

51. Fowl Snatcher: **cage, fowl, club**
52. Skin-stretcher: **hide, skinning knife, tanning rack**
53. Bone Grubber: **bundle of rags, femur bone, bone dagger**
54. Sewer Rat: **rusty dagger, assortment of dead rats**
55. Soil Sorter: **bag of soil, sifter**
56. Capper: **fancy hat, brass punch**
57. Toad Toucher: **three toads, a net**
58. Poultry Plucker: **a featherless chicken, bag of feathers**
59. Royal Fool: **cap n' bells, balls**
60. Prostitute: **makeup kit, dagger**
61. Drug Sampler: **a smattering of drugs, a childrens toy**
62. Fish-bender: **ten foot net, hook, fishing line, deboning knife**
63. Town Crier: **brass bell, an important letter from the king**
64. Armpit Plucker: **tweezers, scissors, perfume, armpit hairs**
65. Sweat Scraper: **damp cloth, barbers razor, bucket of water**
66. Mashmaker: **potatoes, masher**
67. Drug Dealer: **drugs, dagger**
68. Pig Chaser: **a small pig, jar of oil**
69. Crab Diviner: **two crabs, incense, bone knife, veil**
70. Bark Peeler: **bark, axe, knife**
71. Hoggard: **a large hog, staff, slop**
72. Pony Driver: **a pony, cart, whip**
73. Stench Sniffer: **nasal cream, an assortment of bad perfumes**
74. Grave Robber: **roll once on the loot the body table, shovel**
75. Onion Bagger: **onion sack, a hoe**
76. Mourner: **tissues, black clothes**
77. Flag-flinger: **a heraldic banner**
78. Gongfarmer: **night soil, spade**
79. Meat Beater: **meat, hammer**
80. Fake Scribe: **paper, ink, quill**
81. Freebooter: **iron helmet, spear**
82. Gravedigger: **grave stone, spade**
83. Drunkard: **bottle of booze, a shiv**
84. Vomit Collector: **vomit bin, apron**
85. Powder Monkey: **gun powder, eyepatch, cutlass**
86. Feather Fluffer: **feather pillow, a soft blanket, sleeping cap**
87. Sock Knitter: **socks, colored yarn, knitting needles**
88. Goat Guardian: **two goats, crook**
89. Ditch Digger: **a shovel**
90. Piss Prophet: **yellow stained smock, cup, tarot cards**
91. Vagrant: **sturdy boots, tobacco**
92. Shit-Stirrer: **bucket of slop, stick**
93. Local Half-Wit: **reduce anxiety by 1, increase fragility by 1. Min of 1, max of 5. A heavy club**
94. Rock Getter: **basket of rocks**
95. Mudlark: **sifter, sack of sewer garbage, a poking stick**
96. Bootjack: **boot, shoe, sandal**
97. Cheese Squeezer: **wheel of cheese, bucket, cheese cloth**
98. Bungled Bard: **An instrument, fancy clothes**
99. Stick Finisher: **walking stick, whittling knife**
100. Serf: **you may reroll one of your attributes**



Step 5:

Fears

Everyone has a fear, yours just might be weirder than most... Roll a 1d100 to find your fear. When confronted by your fear, your anxiety ridden peasant will become petrified in terror, you must make an anxiety check. On a failure you suffer a consequence.

1. Aviophobia - flying
2. Acrophobia - heights
3. Neophobia - new things/change
4. Arachnophobia - spiders
5. Autophobia - being alone
6. Thantophobia - dying
7. Omphalophobia - belly buttons
8. Ophidiophobia - snakes
9. Pyrophobia - fire
10. Mysophobia - germs/dirt
11. Entomophobia - insects
12. Xenophobia - strangers
13. Triskaidekaphobia - number 13
14. Agoraphobia - open/public spaces
15. Scopophobia - being looked at
16. Somniphobia - sleep
17. Nyctophobia - dark/darkness
18. Gymnophobia - nudity
19. Zoophobia - animals
20. Ligyrophobia - loud noises
21. Hemophobia - blood
22. Claustrophobia - confined spaces
23. Gynophobia - women
24. Xanthophobia - the color yellow
25. Pedophobia - children/babies
26. Gerontophobia - growing old
27. Chirophobia - hands
28. Chirotophobia - bats
29. Herpetophobia - creepy, crawly things
30. Hylophobia - trees, forests, woods
31. Nosophobia - contracting a disease
32. Gelotophobia - being laughed at
33. Bogyphobia - boogeyman
34. Aichmophobia - knives/pointed objects/sharp things
35. Algophobia - pain
36. Haptophobia - being touched
37. Pediophobia - dolls
38. Wiccaphobia - witches/witchcraft
39. Astraphobia - thunder/lightning
40. Sociophobia - social situations
41. Atychiphobia - failure
42. Phobophobia - fear/phobias
43. Androphobia - men
44. Ailurophobia - cats
45. Genuphobia - knees/kneeling
46. Anthrophobia - people
47. Emetophobia - vomit
48. Glossophobia - speaking publicly
49. Amychophobia - being scratched
50. Ombrophobia - rain
51. Decidophobia - making decisions
52. Dishabiliophobia - undressing in front of someone
53. Scoleciphobia - worms
54. Spectrophobia - ghosts/phantoms
55. Murophobia - rats/mice
56. Coulrophobia - clowns/jesters
57. Disposophobia - disposing of things
58. Traumatophobia - being injured
59. Ophthalmophobia - being stared at
60. Megalophobia - large things
61. Phallophobia - a penis (esp. erect)
62. Angrophobia - anger/becoming angry
63. Defecaloesiophobia - bowel movements
64. Anablephobia - looking up
65. Eisoptrophobia - looking in mirrors
66. Numerophobia - numbers

67. Phronemophobia - thinking
68. Poinophobia - punishment
69. Pteronophobia - being tickled by feathers
70. Ephebiphobia - teenagers
71. Dextrophobia - things on the right side of your body
72. Kathisophobia - sitting down
73. Leukophobia - the color white
74. Symmetrophobia - symmetrical things
75. Pogonophobia - beards
76. Heterophobia - the opposite sex
77. Dystychiphobia - accidents
78. Philemaphobia - kissing
79. Athazagoraphobia - being forgotten
80. Ablutophobia - bathing/washing/cleaning
81. Demonophobia - demons/fiends
82. Enochlophobia - crowds
83. Erythrophobia - the color red
84. Melanophobia - the color black
85. Necrophobia - death/the dead/corpses/undead
86. Oneirophobia - dreams
87. Sexophobia - genitals/sexual activity
88. Teratophobia - disfigured people
89. Aquaphobia - water/sea/ocean
90. Taphophobia - tombs/graves
91. Herpetophobia - reptiles and amphibians
92. Teraphobia - monsters
93. Maskaphobia - masks/costumes
94. Sciophobia - shadows
95. Mazeophobia - getting lost
96. Hamartophobia - sinning
97. Equinophobia - horses
98. Gephyrophobia - bridges
99. Toxiphobia - being poisoned
100. Kosmikophobia - the end of the world & cosmic phenomenon



Equipment is bolded. Specials rules are red. Skills are italicized. Afflictions are underlined. Conjoined terms are possible.

Step 6:

Peculiarities

Not every peasant is the same. Here are some peculiarities to define your weird life. There are 3 peculiarity tables, roll 1d100 on each table only once. Equipment is bolded. Specials rules are red. Skills are italicized. Afflictions are underlined. Conjoined terms are possible. If you get two of the same skill, make a new skill.

Peculiarities 1

1. You have the plague. **A live chicken & a dead chicken.** *Vicary Method^I*
2. You fell into a tar pit, your skin is covered in sticky tar. **Tar.** *Sticky*
3. You have seen the kraken and lived to tell the tale. A suction cup scar. **A fishhook.** *Tall Tales*
4. You're your own best friend. **A pocket sized mirror.** *Psychosis. Self-talk*
5. You were **the rear end of a donkey costume**. A hunchback. *Galloping*
6. You believe that almost anything can be edible. **An iron wok.** Pica. *Consume*
7. You were nearly disemboweled by a boar. A nasty stomach scar patched with a piece of iron. **Boar Tusk.** *Iron Gut*
8. You were lost in the desert for weeks. **A Cactus.** Sunburn. *Hydration*
9. You started drinking, and never stopped. **Two bottles of mead.** *Alcoholism*

10. You were locked in a cage by a hag for years. **Unknown Elixir.** *Paranoia*
11. You accidentally cast your hand in solid iron. **A socket adapter for your fist.** *Iron Fist*
12. You've had a growth spurt! You are unnaturally tall. **Extra large shoes.** *Tall*
13. You were struck by lightning. Hair that always sticks up. **A comb.** *Fast*
14. You dream of adventure at sea. **A floppy hat and an eyepatch.** *Scurvy. Pirating*
15. You walked in a bush and are now covered in rashes. **A scratching stick.** *Itching*
16. You fell out of a window. A limp. **A crutch.** *Depth Perception*
17. You touched a dead body and got leprosy. **Concealing clothing.** *Careful*
18. You have frenzied night cravings. **A large stolen roasted turkey.** *Cravings*
19. An evil wizard conducted experiments on you. A monkey tail. **3 Bananas.** *Climbing*
20. You were run over by a horse. A hoof-print **A Horseshoe.** *Horses*
21. You have mushrooms growing on your feet. **Mushroom knife.** *Psychedelics*
22. You have irritable bowel syndrome. **An herbal remedy.** *Urgency*
23. You ate a bad tomato and got mumps. **Bucket of rotten tomatoes.** *Throwing*
24. You have really waxy ears. **A candle.** *Wicking*
25. A bear ate your leg. **A wooden leg.** *Bears*

Equipment is bolded. Specials rules are red. Skills are italicized. Afflictions are underlined. Conjoined terms are possible.

26. You forgot to clean your ass and now you are chafing. **A tursorium^I.** *Wiping*
27. You fought in the war. A scar across your right eye. **A rusty dagger.** *Knives*
28. You made a crude joke at a tavern. A broken nose. **A jug of ale.** *Crude*
29. You drank from **a dirty cup** and now have chicken pox. *Sneezing*
30. Your eyesight is failing you. **Cracked glasses.** *Bird Watcher*
31. You stepped in **a bear trap**, and now have a broken leg. *Trapping*
32. You got stuck in a Chimney. **A Broom.** A wretched cough. *Squeezing*
33. You are so ugly it hurts. **A bag.** *Disturbed*
34. You were a body double, and were almost killed in an assassination attempt. An old stab wound. **A nice outfit.** *Sophisticated*
35. In a fit of madness you painted **a bizarre painting^{II}.** *Tortured artist*
36. You were pricked by a rose thorn. Lockjaw. **A red rose.** *Gardening*
37. You are a terrible smoker. Coughing. **A pipe and tobacco.** *Smoking*
38. You lost your arm in a milling accident and now pretend to be a disabled veteran. **A crutch.** *Medieval warfare*
39. You stared at the moon and the moon stared back. Lunatic^{III}. **Moonrock.** *Lunar*
40. You lost your hand in an accident. **A metal claw.** *Machines*
41. You were mugged by a peasant. A black eye. **Give one of your items to another player.** *Retaliation*
42. Your mother was a gorilla, you are half gorilla. **If your fragility is less than 5, you may increase it by 1.** **Large beetles.** *Aping*
43. There is an ankle high mud layer in your hovel. Ringworm. **Tweezers.** *Exfoliate*
44. You are mute. **You must communicate non-verbally.** **A whistle.** *Charades*
45. You toured the kingdom with the circus. Unnatural hair growth. **Tight vest and fez.** *Monkey noises*
46. You were once a vampire's thrall. Pale skin. **A small red vial.** *Lust*
47. You stared into the abyss. **A black glowing rock.** *Madness. Guessing*
48. You are a neanderthal that recently unfroze from **a block of ice.** *Rocks*
49. You bathe like a pig in mud. You believe it will prevent you from catching the plague. **A bucket of mud.** *Pigging out*
50. Your tongue was cut out after a poorly timed joke. **A tongue in a jar.** *Mumbling*
51. After falling madly in love with a **frog**, you developed facial warts. *Amphibians*
52. You peered into the future and saw jean shorts, pineapple pizza, and spiked hair. Traumatized. **Crystal ball.** *Seer*
53. You were subject to a mad scientists experiments. **Choose another player, they steal 1 attribute point from you, you both get a deep scar.** **A scalpel.** *Blood Pact*
54. You glimpsed the unfathomable. Madness. **Incense.** *Future Sight*
55. Your divorce was settled with trial by combat. A broken heart **A sack of bloody rocks.** *Divorce*

^I A sea sponge attached to a stick

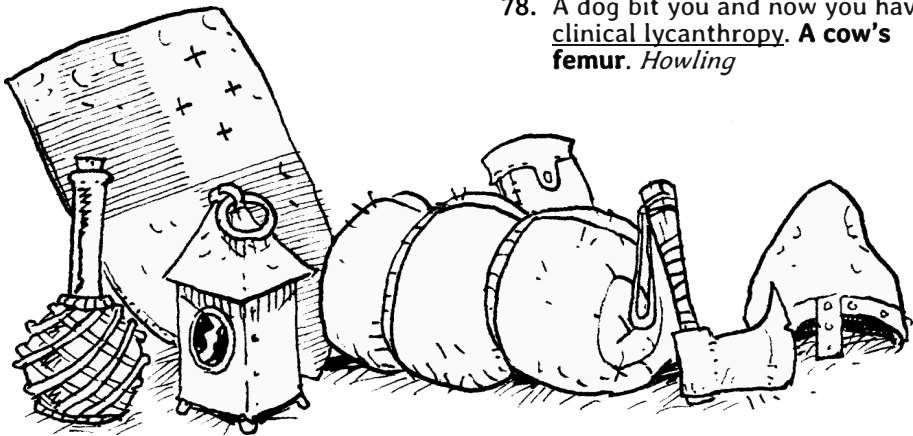
^{II} Google art by Giuseppe Arcimboldo as inspiration for bizarre paintings

^{III} Lunatic stems from the idea that lunar cycles have an effect on mental state

^I A treatment where a live chicken was strapped to the patients swollen nodes.

Equipment is **bolded**. Specials rules are **red**. Skills are *italicized*.
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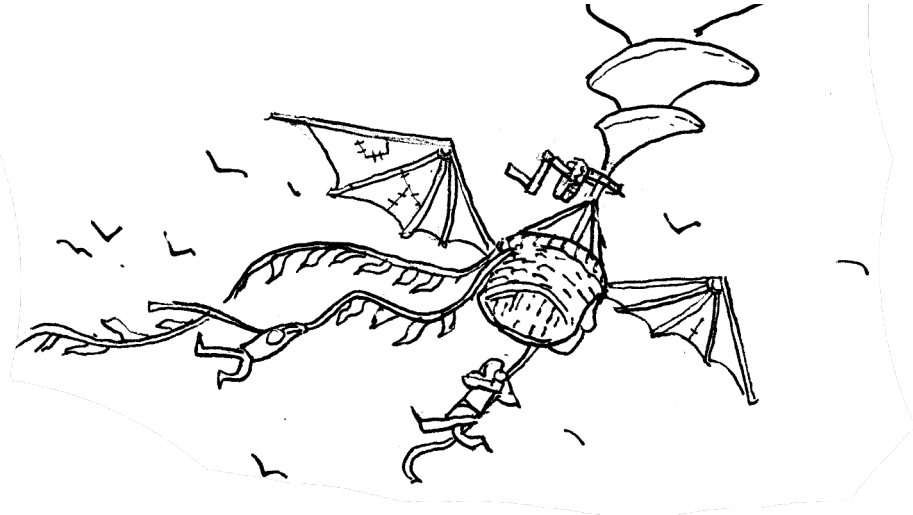
56. You are a wartorn veteran. **PTSD**. **A large knife**. *Knives*
57. You were lost at sea for 7 months. Dehydration. **Driftwood**. *Paddling*
58. The skirmishers used you for target practice. A limp. **A javelin**. *Dodging*
59. You caught a bad case of the sniffles. **Tissues**. *Nosey*
60. You are emotionally attached to a **wooden sword named Excalibur**, and you believe that you are a knight. *Heroism*
61. You stole **an eagle's egg**. Missing left eyeball. *Climbing*
62. You had a solo in the choir. Delusions of grandeur. **Finger cymbals**. *Singing*
63. You have an arrow lodged in your back. **Two fingers on a necklace**. *Amputation*
64. You were part of a runaway wagon accident. A small scratch. **A wagon wheel**. *Wagons*
65. A jousting lance shattered and splintered, shooting wooden shrapnel into your torso. **A broken lance**. *Tourney's*
66. You lost all your teeth. **A bag full of teeth**. *Gumming*
67. You were stabbed by **a rusty nail**, you had to have your arm amputated. *Infections*
68. You are still a child. **A stuffed doll**. *Ignorance*
69. You've never left home. Socially inept. **Stuffed Animal**. *Cloistered*
70. You were once a prospective knife juggler. A missing toe. **Juggling knives**. *Juggling*
71. You joined the flagellants¹. **A wooden plank**. A bone spur. *Piety*
72. You went to the market and made a trade. Missing pinky toe. **A piglet**. *Bartering*
73. Things just fade to black. Narcolepsy. **A pillow**. *Falling*
74. You are allergic to bees. **A bug net hat**. *Swatting*
75. You served as an archer in the war. Missing two fingers. **A cracked bow**. *Two Finger Salute²*
76. You have the most spectacular facial hair. **Jar of wax**. *Grooming*
77. You tried to swallow **a handful of rocks**. You have Dysphagia. *Geology*
78. A dog bit you and now you have clinical lycanthropy. **A cow's femur**. *Howling*



¹ A religious group popular during the Black Death. Famous for public displays of self mutilation.

² It is rumored that the two finger salute originated at The Battle of Agincourt

Equipment is **bolded**. Specials rules are **red**. Skills are *italicized*.
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79. A werewolf bit you and now you have actual uncontrollable lycanthropy. **An extra tunic**. *Ferocity (only as a werewolf)*
80. A witch turned you into an ox for 6 years. A taste for grass. **Bundle of grass**. *Moo*
81. After a history of hitting your head, you bought **an iron kettle helm**. Concussed. *Use Your Head*
82. You grew a bunion. **A crutch**. *Hopping*
83. You have tremendously powerful farts. **Two loincloths**. *Projectiles*
84. You don't feel so good. You have salmonella. **A raw chicken thigh**. *Meats*
85. You attempted to fly using **a pine and silk ornithopter**. A broken leg. *Flying machines*
86. Your father is a troll. A big nose and floppy ears. **A spiked club**. *Riddles*
87. You have a skin tag that can predict the weather. **A healing balm**. *Meteorology*
88. As a child you went to a pox party. **Choose another player, you both get Shingles and a small blanket**. *Partying*
89. You have third degree burn scars from punching a campfire. **Bucket**. *Firefighting*
90. You dug yourself out of a shallow grave. Unnaturally long nails. **Your own headstone**. *Digging*
91. You are double jointed. **A small box**. *Contortion*
92. You have a sweet tooth. Cavities. **A box of cupcakes**. *Baking*
93. You were raised by a pack of wolves. Really big nails. *Howling*
94. You have a strange accidental tattoo. **A bottle of swill**. *Regret*
95. Got the gout. **Itch cream**. *Gotcha*
96. You were treated as livestock in a gladiatorial arena. A trident stab wound. **A dull gladius**. *Instinct*
97. You're on the verge of a great discovery. **Book of mad scribbles and doodles**. *Madness. Scribbling*
98. You're a dead man. **A wanted poster**. *Schizophrenia. Escaping*
99. Your family is cursed with 99 years of bad luck. **A salt shaker**. *Misfortune*
100. Happy birthday, today is your 100th. **A wooden cane and a cake**. *Centenarian*

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Afflictions are underlined>. Conjoined terms are possible.

Peculiarities 2

1. You narrowly escaped hanging. **Rusty scissors**. *Timing*
2. You met the Queen once. **A fancy cup of tea**. *Etiquette*
3. You are a renowned explorer, for exploring the woods just over there! **A crude map of the woods just over there!** *Exploring*
4. You recently got a divorce. **A bottle of liquor**. *Drinking*
5. You got lost in a library. **A child's book**. *Reading and Writing*
6. You are boring. **A stick**. *Boring*
7. You've won the wheelbarrow races 3 years running. **Leather Gloves**. *Handstands*
8. You persecuted a pig for homicide. **Gavel**. *Animal Law*
9. You swindled another peasant. **Swap one of your items with one from another player**. *Swindle*
10. You got to imitate the Baron during The Feast of Fools¹. **A 100 year old spiced wine**. *Lordliness*
11. You were nobility of a lost kingdom. You have now gone into hiding amongst the peasantry. **A diamond signet**. *Pompous*
12. **You must speak in the third person and as if you're the main character**. **A mirror**. *Main character energy*
13. You have hid in the woods for several years. **A moss shirt**. *Hermitage*
14. In an effort to stabilize the market, you suggested a transition to paper currency. **Tattered paper**. *Laughing stock*
15. You peered at the heavens and dreamt of something greater. **Red wine**. *Messiah*
16. Relaxation is foreign to you. **A small pouch of java beans**. *Workaholic*
17. Your fate is preordained by the gods. **You may alter the past or present once per game, but your character must immediately die**. *Foreboding*
18. You met the King once. **A map of the kingdom**. *Politics*
19. You dodged the draft by fleeing your country. **A family heirloom**. *Coward*
20. You can churn butter like no one else. **Butter**. *Churning*
21. The flames of your burning village still clouds your memory. **A half burned children's toy**. *Survivor's Guilt*
22. You knocked the socks right off of them! **A pair of brown socks**. *Uppercuts*
23. A witch cursed you to live in another's shoes. **Trade characters with another player and then gain a pair of shoes**. *Introspection*
24. When you were a kid, you faked being sick. **A doctor's note**. *Lying*
25. You escaped being eaten by a savage tribe of cannibals. **A dart gun**. *Toxins*
26. You dug up **a small locked treasure chest**. *Treasure Hunting*
27. Food was scarce. **Mystery meat**. *Cannibalism*
28. You got to play a shrubbery in the local theater. **Shrub costume**. *Plants*
29. Scaredy cat. **Roll for another fear**. **A stuffed animal**. *Hiding*
30. The inquisition kidnapped your family. **A stolen relic**. *Heretics*
31. Your bellybutton houses a small ecosystem with **a talking grasshopper**. *Botany*
32. You are on the hunt for Gertrude, your long lost pet chicken. **A net**. *Chickens*

Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined>. Conjoined terms are possible.

33. You can't help yourself but to prance like a horse. **Bridle**. *Prancing*
34. You like to collect warts. **Choose another player and give them an exotic wart**. **A box full of warts**. *Warts*
35. You met a pirate once, they gave you **a parrot**. *Knots*
36. You have **a daughter named Beatrice**, she is exactly like her mother. *Parenting*
37. You stole **a sterling silver teapot** from your grandma. *Disowned*
38. You were once possessed by an evil spirit. **The holy book**. *Exorcist*
39. You secretly work for the villain. Create a cover story. **If the villain wins, you win**. **A dagger**. *Betrayal*
40. You are a chess prodigy. **Hand carved queen piece**. *Chess*
41. You are a fraud. **You are no longer skilled in your occupation**. **Small mirror**. *Faking it*
42. You found **a rusty coin**. *Penny Pincher*
43. You have inherited a **70 year old sourdough starter**. *Kneading*
44. You are the legendary tooth nabber. **Choose another player, they get periodontitis**. **Large pliers**. *Nabbing*
45. The trees whisper secrets into your ear. **A sprig**. *Tree Hugging*



¹The feast of fools was a holiday where the upper & lower classes swapped places

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Afflictions are underlined>. Conjoined terms are possible.

46. You found a **mysterious box containing an infinite number of socks**. *Pairing*
47. **A curse causes all gold you touch turns into cheese. A bar of cheese**. *Cheddar*
48. Your chicken laid **an egg the size of a watermelon. A dead chicken**. *Omelets*
49. You are an identical twin. **Choose a player to be your twin, they gain one of your skills. Matching shirts**. *Comparisons*
50. After a bitter argument you learned how to strap a pig to a catapult. **A pig, some rope**. *When Pigs Fly*
51. You convinced a monster to eat your neighbor. **Your neighbor's cool hat**. *Monsters*
52. You didn't have to do that... **Choose another player and give them a peculiarity of your choice**. *Gifting*
53. You have a fascination for human eyes. **A jar of eyeballs**. *Eyes*
54. You found a **fancy hat**. *Style*
55. You were born in a brothel. **A skimpy outfit**. *Stripping*
56. You met a traveling salesman. **Business cards**. *Marketing*
57. It was on sale! **A disturbing baby figurine**. *Thrifty*
58. You were inducted into the cult of the three eyed ram. **Ram embroidered robes**. *Fanatics*
59. You saw an elephant. **An ivory tusk**. *Safari*
60. Your entire village was burned to the ground. **A jar of ashes**. *Spite*
61. You found **a stray cat named Bubbles**. They don't like you. *Animals*
62. You've won the goat show competition two years running! **A goat**. *Goat Tricks*
63. You escaped the law after a drunk escapade. **Bottle of beer**. *Distractions*
64. You met a wizard once! **A pointy hat**. *Magic Spells (All failures are consequences)*
65. You ran away from home in search of greatness. **A faulty compass**. *Aspirations*
66. You make the best nicknames! **Replace up to 4 letters in another player's name, the old name is forgotten by all**. *Nicknames*
67. Lucky duck! You've found **a lucky duck, killing it lets you reroll any die**. *Ducks*
68. You believe you have caught a fairy and are determined to have your wishes fulfilled. **A sunset moth**. *Children's stories*
69. You are the revolution leader, destined to usurp the tyranny. **You have a follower**. *Conspiracy*
70. You picked through the bodies of a recent battle. **A broken kettle helm**. *Looting*
71. You spent a couple years in the independent wrestling scene. **Luchador Mask**. *Grappling*
72. You survived the plague. **Soup**. *Medicine*
73. You possess **The Gilded Chamber Pot of Buslätt**¹. *Cleanliness*
74. You are tasked with planting **the seeds of darkness**. *Propagate*
75. A riptide pulled your most treasured possession out to sea. **Replace one piece of equipment with a Conch Shell**. *Oceans*
76. You had your fortune read by a seer. **You have a mysterious scroll**. *Skepticism*
77. You were given an invisibility cloak that only works if you truly believe. **A bedsheet**. *Belief*
78. Your home was consumed by an earthquake. **Rope**. *Magnitude*

¹ A Swedish hamlet that roughly translates to "extremely easy"

Equipment is bolded. Specials rules are red. Skills are italicized.
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79. You're an expert shinty player. **Curved wooden stick and ball**. *Shinty*¹
80. You used to be the errand boy for a local lord. **Youth sized boots**. *Gossip*
81. It practically wants to play itself. **The Cursed Panflute of Feuchtwangen**². *Pipes*
82. You wield **a rusty fork** as your primary self-defense. *Forking*
83. You come from a family of vampire hunters. **A wooden stake**. *Vampires*
84. After a failed stew, you created **an unusual potion**. *Alchemy*
85. You deserted the King's army. **Crossbow with bolts**. *Archery*
86. You disguised yourself as a monk and stole **a relic**. *Divine*
87. **You are haunted by the ghost of the most recently deceased celebrity. A golden globe award**. *Acting*
88. You didn't pay taxes. **5 shillings and 3 pennies**. *Tax Evasion*
89. You have **a pair of shoes, they are not a good pair**. *Traveling*
90. You were abandoned on the streets. **A rat named Jimmy**. *Pickpocket*
91. You time-traveled from a future full of science and technology. **A modern camera**. *Science*
92. A storm is brewing. **You may summon a thunderstorm once per game. A metal rod**. *Meteorology*
93. You brought your favorite **lawn gnome** with you! *Lawns*
94. You have no equal when it comes to clogging. **Clogs**. *Clogging*
95. They will tell stories about you... not good ones. **Flatulence bag, tripwire**. *Pranks*
96. You lost a bet and ate **some worms**... you liked the taste. *Dirt*
97. You can divine someone's fate from palm readings. **A sprig of sage**. *Palm Reading*
98. You are related to the villain. **A hat to conceal your face**. *Embarrassment*
99. You were part of a traveling band. **An accordion**. *Music*
100. You were raised by seven dwarves. **A beard**. *Singing*



¹ An old Scottish game similar to hurling or field hockey

² A Bavarian city that roughly translates to "moist cheeks"

Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined. Conjoined terms are possible.

Peculiarities 3

1. You are being followed by a murder of crows. **A scarecrow.** *Murder*
2. You have **5 doll-hairs.** *Thrifty*
3. Aww fiddlesticks. **Broken pair of fiddlesticks.** *Folk Music*
4. You've been collecting **baby teeth** in the hopes of cashing them in. *Fairies*
5. You've never been cleaner. **Demonic Washboard of Morski Pes¹.** *Washing*
6. You found **a beehive with a cork in it.** *Honey*
7. You found **an apple pie** sitting on a window sill. *Pies*
8. You won the annual wagon race! **A trophy.** *Speed*
9. You have an angelic voice, **you can only speak in choir song.** **White robes.** *Choir*
10. You once bore witness to the trial of a cow thief. **Powdered wig and Gavel.** *Law*
11. You like to streak in crowded streets. **Give your tunic to another player.** **rubbing oil.** *Brisk*
12. Your parents died in the war. **A broken sword.** *Grief*
13. You got into a flyt over **a rather exquisite hat with a plume of feathers.** *Flying*
14. You tried to warn them, but they didn't listen. **A sign that says DOOM!** *Doom*
15. Your favorite cow Bessey died recently. **Pounds of beef.** *Love*
16. You blatantly work for the villain, except nobody believes you. **If the villain wins, you win.** **Evil minion attire.** *Maniacal laugh*
17. You can sleep anywhere, upside down like a bat, curled in a ball like a cat, or in a giant's arms like a baby. **Pillow.** *Napping*
18. You met a Knight once. **Rusty Iron Gauntlet.** *Swords*
19. Having never danced, you won a local dance competition. **Dancing Shoes.** *Erratic Movements*
20. You've struck gold! **A booger.** *Gold-digger*
21. You always try to look your best. **A bow tie and suspenders.** *Flair*
22. You secretly work for a major industry trying to market its products to peasants. **Free samples.** *Profiling*
23. You were a whipping boy for a lord. **Soothing cream.** *Crying*
24. You've learned to read fortunes through the ritual sacrifice of crabs. **3 Crabs.** *Crabs*
25. You have a bitter rivalry with another peasant. **A tally stick.** **Choose another peasant, gain one of their skills. Both players must keep track of successes with that skill. Winner gets +2 dirt.**
26. You were in a coma for several years. **A bouquet of flowers.** *Sleeping*
27. You live in a cave. **You gain a fear of the sun. a stalactite.** *Nocturnal*
28. Your mother was a seamstress. **A pretty shirt.** *Fashion*
29. You have **a puzzle with one missing piece.** *Puzzles*
30. People didn't believe you were strong, so now you carry **a log** to prove them wrong. *Strong*
31. You entered a forbidden crypt. **A human skull.** *Burial rites*
32. You lived under a bridge. **A small pouch with 3 shillings and a penny.** *Riddles*
33. A merchant took pity on your demeaning attire. **Trousers and a blouse.** *Self-loathing*
34. You made friends with **a squirrel** and live in a tree. *Acorns*

¹ Slovenian word for "sea dog" or "shark"

Equipment is bolded. Specials rules are red. Skills are italicized.
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35. You made a deal with a devil. **Design and discuss the terms of this deal with the GM.** *Signed in Blood*
36. You stumbled upon the remnants of a raided merchant wagon. **Roll for an oddity.** *Looting*
37. You have a taste for sweets. **A small pouch of candy.** *Sweets*
38. You're a stress eater. **You can reroll an anxiety check by eating all nearby food; may cause an illness.** **A cheese wheel.** *Eating*
39. You were once a squire. **A heraldic banner.** *Chivalry*
40. You had to steal to survive. **A loaf of bread.** *Street rat*
41. You are a natural with the drums. **Drums made from lambskin.** *Percussion*
42. You lost half your name in a bet. **Remove half the letters in your name rounded down.** **2 shillings.** *Integrity*
43. You just got laid. **Nightwear.** *Flirting*
44. You just got laid off. **Gain another occupation.** *Moonlighting*
45. You got lost in the jungle. **A chameleon and banana.** *Tropical*
46. You know of a secret grotto filled with cave drawings. **An ancient idol.** *Antiquity*
47. You are a hopeless romantic and are easily infatuated. **A bouquet of roses.** *Romance*
48. You enjoy feeding birds, **unbeknownst to you a flock of starlings have begun to worship you as a god.** **Bread.** *Birder*
49. You survived the massacre of Złe Mięso. **The bloody sickle of Złe Mięso¹.** *Frantic*
50. You are pretending it's your birthday. **A birthday cake and hat.** *Festivities*
51. Every plant you touch seems to die. **A wilted potted plant.** *Black Thumb*
52. A rotund man in a red suit brought you **a wrapped gift.** *Holiday*
53. You believe the planet is flat. **Wood toys of geometric shapes.** *Flat Earth Theory*
54. You have been growing **opium poppies** in your hovel secretly. *Drugs*
55. You were banished from your village. **A hobo sack.** *Outcast*
56. Your grandfather was a fisherman. **A fishing pole.** *Storytelling*
57. You were born in darkness and have a tragic backstory. **Black makeup.** *Goth*
58. You owe considerable debts. **An empty coin pouch.** *Gambling*
59. You did something bad. **Choose another peasant and give them an affliction of your choice.** **A club.** *Bullying*
60. You got to play catch with your dad. **A ball.** *Catching & passing*
61. After years of saving, you managed to buy your first horse. **A mini horse.** *Riding*
62. Candles are too expensive so you caught **a jar full of fireflies** instead. *Insects*
63. All your crops died during the blight. **Some moldy potatoes.** *Farming*
64. You used an old rye to make **a hallucinogenic bread.** *Baking*
65. You stole **a very large and ornate codpiece** off a nobleman. *Packing*
66. You won a fight, in the pouring rain, elbow deep in mud, using **a bloody rock.** *Down and dirty*

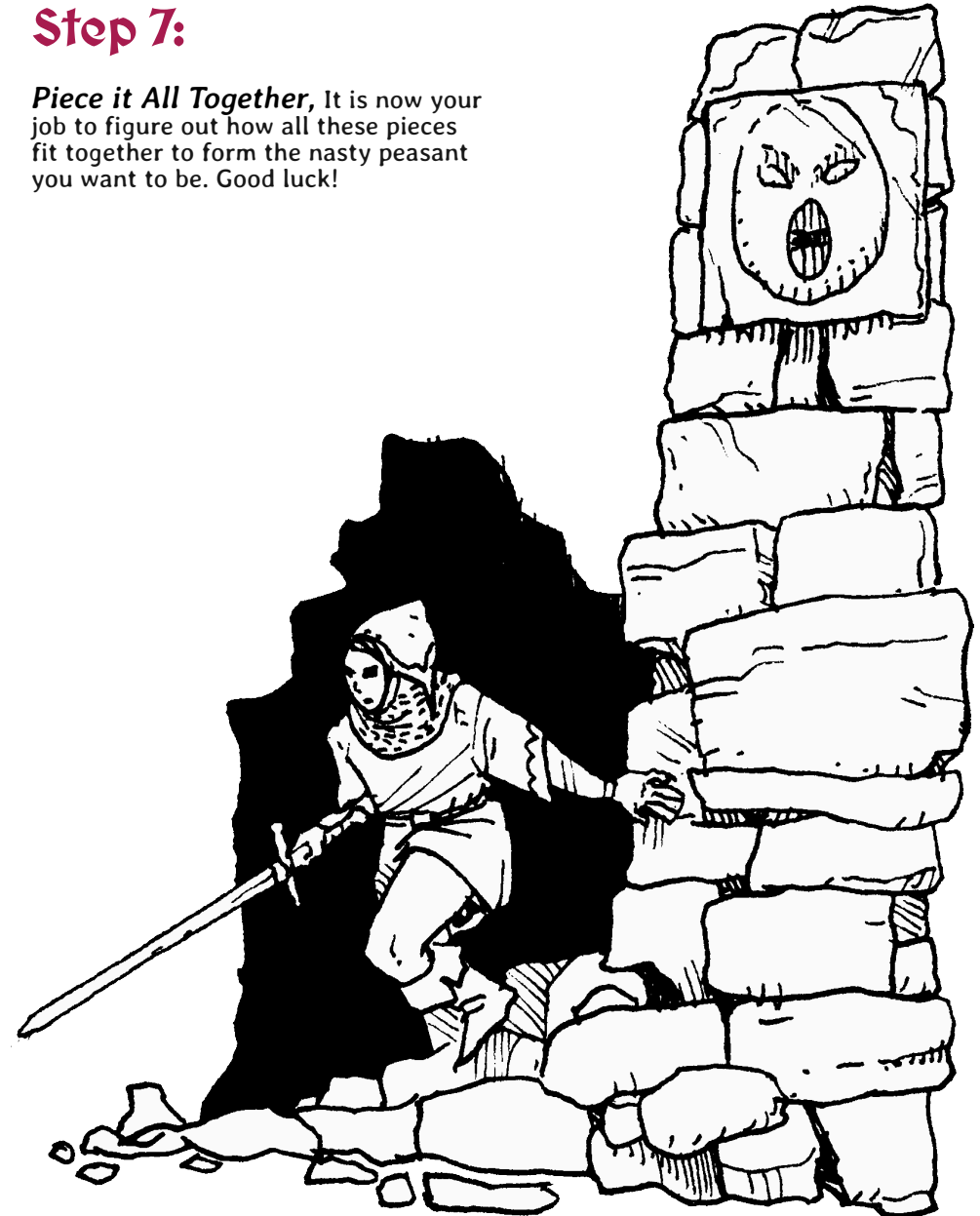
¹ A Polish village that roughly translates to "bad meat"

Equipment is bolded. Specials rules are red. Skills are italicized.
Afflictions are underlined. Conjoined terms are possible.

67. You share the same birthday as another peasant. **Choose another player, you both get a piece of cake.** *Celebration*
68. You have typhoid, but are asymptomatic. **Choose another player and give them a bowl of soup and Typhoid.** *Cooking*
69. You traded a cow for a **handful of mysterious nuts.** *Folklore*
70. You helped care for victims of the plague. **A jar of leeches.** *Humor*
71. You prayed for good fortune. **An idol.** *Pantheon*
72. A tsunami pulled your entire village into the sea. **Driftwood.** *Floating*
73. You have a **son named Timmy**, he bullies you. **Gain Timmy as a fear.** *Family*
74. You were abducted by aliens. **A probe.** *Aliens*
75. As a child you worked in the coal mines. **A lump of coal.** *Mining*
76. You enjoyed a beautiful day of flower picking. **Dandelions.** *Frollicking*
77. You stole from a haberdasher. **A very silly hat.** *Silly*
78. You died, a necromancer brought you back to life. **Your beating heart.** *Fearless*
79. You went fishing and caught a **3 foot catfish.** *Catfishing*
80. You gave a friend a strange gift. **Choose another peasant and give them an oddity of your choice.** **Wrapping paper.** *Eccentric*
81. As a child you fought in an underground child wrestling ring. **A small champion belt.** *Wrestling*
82. You've been hard at work weeding the garden. **A dirty hoe.** *Hoing*
83. You have captured **the very last dodo bird in existence.** *Exotic*
84. You saw a magic show once. **Playing cards.** *Magic Tricks*
85. You sing songs from the tops of great mountains. **An ibex.** *Throat singing*
86. You returned from the valley of no return. **A walking stick.** *Arthurian legend*
87. Things just haven't been the same since the flood. **Paddle.** *Rehab*
88. You had your fortune read, it didn't look good. **A rabbit's foot.** *Intuition*
89. You've grown numb to the carnage of the world. **If your Anxiety is less than 5, you may increase it by 1.** **A cleaver.** *Butchering*
90. You've concocted **a nasty poison made from platypus venom.** *Venomous or poisonous?*
91. You sifted through a pile of rocks and found **a fossilized dinosaur egg.** *Dragons*
92. You married your cousin. **Choose another player to be your cousin, each of you gets a gold wedding band.** *Marriage*
93. The annual turtle races are soon. You have **an 89 year old tortoise** for the job. *Turtles*
94. You eat a balanced diet. **If your Illness is less than 5, you may increase it by 1.** **A fruit, a veggie, and a grain.** *Nutrition*
95. You are forced into marriage. **A fancy outfit.** *Reluctance*
96. You found **a shiny guilder.** *Luck*
97. You are a notorious cow tickler. **Cowbell.** *Tickling*
98. You have the saddest puppy dog eyes. **If your Nasty is less than 5, you may increase it by 1.** **A tissue for tears.** *Begging*
99. You almost drowned... twice. **A flask of seawater.** *Sinking*
100. You were recently widowed. **A key to an empty home.** *Hindsight*

Step 7:

Piece it All Together, It is now your job to figure out how all these pieces fit together to form the nasty peasant you want to be. Good luck!



Example Character

Step 1 Name: I came up with the name Shinkles. I thought it sounded funny.

Step 2 Starting Equipment: I get 3 pennies, a tattered tunic, and a biggin cap to start.

Step 3 Attributes: I rolled 6, 4, 2, 2. I assigned them as follows: Anxiety 2, Illness 1 (6's count as 1's), Fragility 4 (my peculiarity allowed me to boost it to a 5), and Nasty 2.

Step 4: Occupation: I rolled... A 48 on occupations: Smuggler: **false bottom box, a disguise**

Step 5 Fear: I rolled... A 4 on fears: Arachnophobia - spiders

Step 6 Peculiarities: I rolled... A 42 on peculiarities 1: Your mother was a gorilla, you are **half gorilla**. If your fragility is less than 5, you may increase it by 1. **Large beetles**. Aping A 9 on peculiarities 2: You swindled another peasant. **Swap one of your items with one from another player.**
Swindle
A 47 on peculiarities 3: You are a hopeless romantic and are easily infatuated. **A bouquet of roses.**
Romance

Step 7 Piece it All Together: Wow, Shinkles has led quite a life. It looks like for the most part he is quite mischievous, both a smuggler and a swindler will get him into a lot of trouble. In addition to that, it looks like he is on the search for love. I bet being half-gorilla is a red flag for most suitors, tough luck. I sure hope there are no spiders mixed in with my collection of large beetles, that would be quite scary.



PEASANTRY

NAME		DIRT	
Shinkles			
OCCUPATION		SKILLS	
Smuggler		Swindle	
FEAR		Romance	
Spiders		Aping	
ANXIETY	2	PORTRAIT	
ILLNESS	1		
FRAGILITY	5		
NASTY	2		
AFFLICTIONS		ABILITIES	FREE
1	Half-Gorilla	REROLL	○○○
2		FIDDLE	○○
3		KLEPTO	○
4		PEASANT RAGE	○
5		BLAZE OF GLORY	☠
PECULIARITIES		EQUIPMENT	
You swindled another peasant		Biggin cap	Tattered tunic
You are a hopeless romantic and are easily infatuated		Swindled rusty fork	Large beetles
Your mother was a gorilla, you are half gorilla		Bouquet of flowers	A disguise
		False bottom box	
PENNIES 3		SHILLINGS	GUILDERS CHICKENS



Equipment & Loot

Currency

10 Pennies (P) equals a Shilling (S)
 10 Shillings (S) equals a Guilder (G)
 Average daily wage for a peasant: 10P

Chicken value included for bartering
 Taxes are 3/10ths of income or more

Generic Equipment

Item	Value	Chickens
Livestock	-	-
Small	4P	1-3
Medium	2S	18-25
Large	3G	100-200
Exotic	10G	500-750
Tools	-	-
Crude	1P	1
Simple	1S	8-12
Advanced	2G	75-100
Large	5G	200-300
Clothing	-	-
Tattered	5P	4-7
Simple	3S	15-22
Fancy	1G	50-75
Exquisite	5G	200-300
Supplies	-	-
Common	2P	1-2
Uncommon	7P	4-5
Rare	6S	20-40
Legendary	5G	200-300
Services	-	-
Novice	6P/Day	6-10/Day
Adept	5S/Day	15-35/Day
Master	2G/Day	100-150/Day

Weapons

Crude	1S	8-12
Simple	5S	15-35
Advanced	2G	75-150
Legendary	20G	800-1400

Armor

Crude	7S	50-80
Simple	2G	75-150
Advanced	12G	500-700
Legendary	35G	2,000

Vehicles

Personal	5S	15-35
Small	5G	200-300
Medium	40G	2,500
Large	500G	25,000
Gargantuan	2,000G	100,000

Magic

Common	5S	15-35
Uncommon	3G	100-200
Rare	15G	750-1,000
Legendary	50G	3,000

Property

Shed	1G	50-75
Hovel	10G	400-600
Townhouse	150G	7,500
Manor	2,000G	100,000
Castle	10,000G	500,000

Food

Poor	1P	1-2
Decent	3P	1-3
Fancy	3S	10-20
Exquisite	1G	50-75

Lodging

Poor	2P/Day	1-3/Day
Decent	1S/Day	8-12/Day
Fancy	1G/Day	50-75/Day
Extravagant	10G/Day	400-600/Day

I Search the Body

So I just killed this person and I want to rummage through their stuff, what do they have...?

1. Nothing
2. 1 penny
3. 2 pennies
4. Half a potato
5. Oddity!
6. A turnip and 1 penny
7. A damp cloth
8. 1 shilling
9. A left shoe
10. Pandora's Box!
11. A shiv
12. A pair of shoes
13. A dirty loincloth
14. Loaf of bread
15. Oddity!
16. A rusty sickle, and a bundle of straw
17. A clean loincloth
18. 7 pennies
19. A rat
20. Pandora's Box!
21. A belt with a shiny buckle
22. Clean clothes
23. A pouch with 3 smooth rocks
24. Small jug of spoiled milk
25. Oddity!
26. A bag of assorted vegetables
27. A key
28. 2 shillings
29. A hat with a hole in it
30. Pandora's Box!
31. 4 shillings, 2 pennies
32. A small painting of a frog
33. Rope and a pair of shears
34. A lantern with a little oil
35. Oddity!
36. An obnoxiously large pitchfork
37. A coat made with smelly furs
38. A dirty smock that says kiss the cook
39. A bag full of peculiar snail shells
40. Pandora's Box!
41. A sock puppet with buttons for eyes
42. Live chicken
43. 1 guilder
44. A key chain with 4 rusty keys
45. Oddity!
46. An image of a family
47. A new pair of trousers
48. A love letter from a secret admirer
49. A hunting knife with an antler handle
50. Pandora's Box!
51. A sack of sacks, the last sack has candy
52. 1 guilder, 3 pennies
53. A coupon for half off your next purchase
54. A raw lamb chop
55. Oddity!
56. A dictionary with illustrations
57. Jar of hand cream
58. A small statue of an animal
59. A scarf made from a weasel
60. Pandora's Box!
61. Loaf of bread, butter, knife, cloth
62. A kettle helm with a small dent
63. A floppy hat with a feather in it
64. A bar of soap and a loofah
65. Oddity!
66. A coat with 12 pockets
67. A whistle that summons a falcon
68. 2 guilder, 9 shillings, 2 pennies
69. A bottle of perfume
70. Pandora's Box!
71. disguise kit with many mustaches
72. A big hammer with blood stains
73. A reservation for a fancy restaurant
74. 4 guilders, 7 shillings, 5 pennies
75. Oddity!
76. A scroll containing a magical spell
77. Fancy velvet clothes from a far off land
78. A silver sword
79. A purple gemstone of unknown origin
80. Pandora's Box!
81. A small satchel of opium
82. A small satchel of gunpowder
83. A longbow with 3 flammable arrows
84. 7 guilders, 4 shillings, 1 penny
85. Oddity!
86. A skeleton key
87. A purse with a small trained dog
88. An exquisite fur cape and a ring
89. A wizard's wand carved from a maple tree
90. Pandora's Box!
91. A pristine chainmail hauberk
92. Front row tickets to the opera
93. An incriminating journal of a noble
94. A small chest with 50 guilders
95. Oddity!
96. The unfinished will of a merchant
97. An invitation for tea with a monarch
98. A degree from the naval academy
99. The deed to a small home in the country
100. Pandora's Box!



Oddities

Oddities are strange and obscure items that you may find in your travels. They may be magic, they may be cursed, they may be weird, or they may be completely mundane!

1. A long coat with an extra sleeve
2. A butterfly in a jar. If released, a doomed prophet will yell "You've doomed us all!!!"
3. An unbreakable rope
4. A fermented cabbage labeled "With Love"
5. A small box with a frog in it
6. A pair of trousers where the contents of the pockets swap pockets
7. A spoon that doubles as a fork
8. A fish bone necklace
9. A vengeful genie lamp with one wish
10. A stick that always points the same direction when dropped from waist height
11. A pair of sandals that never slip
12. A horn that spurts sea water
13. A belt that turns into a snake
14. A pouch of dirt that makes any food taste like candy. It tastes like dirt by itself
15. A pouch of salt that makes any food taste like dirt. It tastes like salt by itself
16. A vest that always has a spare button
17. A rabbit that always finds its way back into your hat, even in death...
18. A small meshed cage full of flies
19. A head of lettuce that looks like a head
20. A censer that wards off disease.
21. A locket with a painting of you
22. A crystal with a dead fairy inside
23. A jug with a quick release bottom
24. A skeletal hand that clenches and when the pinky is pulled
25. A mask that looks like one of your friends
26. A thimble that pours endless salt water
27. A handkerchief that never soils
28. Ceremonial robes of a local cult
29. A book with spines on both sides
30. An egg as hard as iron, movement can be heard inside
31. A six-sided die that provides vague answers to questions when rolled.
32. A perfume with a thumb inside
33. An hourglass that keeps track of the exact amount of time you request it to.
34. A flute that plays like a harmonica
35. A clamshell with a eyeball growing inside
36. A skipping stone that never ends
37. A stone that whispers secrets into ears
38. An anklet that is only visible in moonlight
39. A spider with nine legs that weaves art
40. A recently cooked kabob featuring a food chain of animals, a moth, spider, frog, snake, and a small falcon
41. A tunic that makes you appear bulkier
42. A drum made with a cow's udder
43. A drinking glass with a false bottom
44. A lollipop in the shape of a skull
45. A basket that occasionally has new strange fruit inside
46. A purple dust that lets you speak to flowers and see unicorns
47. A cat charm that meows when near danger, milk, or mice
48. Three ears strung on a necklace
49. A sickle with a backwards blade
50. An odd multitool. Each player names a mundane item and the tool gains its properties.
51. Bracelets made from animal tails
52. A biggin cap that gets bigger every time it's worn. Some may call it a bigger cap.
53. An embalmed mouth and ear. Speaking into the ear causes the mouth to speak
54. A pair of socks that slide on any surface
55. An orange rock that sweats
56. An acorn with a face and legs
57. A blanket that swaddles its user
58. An arrow that can pierce anything and flies in a straight line forever
59. A small urn filled with cookies
60. A knot that only gets more tangled
61. A heart that still beats
62. A candle that gets taller as it burns
63. A vial full of hair
64. A broom that bestows you with an unnatural sense of balance.
65. A petrified bat with its wings folded. An archaic rune is carved into its back
66. A cold glass sphere with a snowflake floating inside
67. A music box that plays haunting lullabies
68. A pair of boots that purposefully expose the toes.
69. A peppermint candy that never dissolves
70. A scroll case filled with sliced potatoes
71. Sequin gloves with extra fingers
72. A belt buckle that blinds foe's
73. A crossbow that fires three bolts
74. A flower that blooms in torchlight
75. A marionette in the likeness of your father
76. A bottle of sweat
77. A stick-on mustache that curls and unfurls with your emotions
78. A lute that sounds like a piano
79. A worm that wants to crawl up your nose
80. A potion that swaps a random attribute with another peasants
81. A painting where the background changes every few days
82. A crumpled piece of paper that has different sketches every time its unfolded
83. Three mice that fake blindness
84. An aluminum can
85. A set of dice that rolls poorly for it's owner but exceptional for anyone else
86. A silver knife that can cut through any metal, but it cannot cut anything else
87. A thousand year old bottle of mulberry wine. It is stoppered with a iron cork
88. A foldable stool
89. A porcelain pitcher that has accurate engravings of the afterlife
90. A quill that gives you the ability to write, but takes away the ability to read
91. A crutch that is warm to the touch
92. An apple that fills in bite marks when rotated out of view
93. A girdle that only gets tighter
94. Two cups attached by a string that feeds out of the bottoms. The string is infinite
95. A ball that doesn't bounce or roll
96. Eyeball earrings that track movement
97. A horseshoe that tames horses
98. A book with moving illustrations of a dog
99. A glass nose with flared nostrils
100. One hundred assorted nuts in a jar. A label reads "do not eat"