

Benisons and Dooms for the Shudder Mountains

Benisons and Dooms: After you have rolled a character's statistics, you may roll on the Benison table up to two times and receive the rolled benefit. Each time you roll a Benison, you must also roll a random Doom. While your first Benison must be random, your second Benison can be selected by spending the listed amount of starting luck. This results in a permanent loss of luck, and may even change your birthsign bonus/penalty. Dooms are always rolled randomly

Shudfolk Benisons & Dooms

Roll 1d20: Benisons

1. Well-Heeled (1 Luck)
2. Direction Wise (1 Luck)
3. Knows a Secret (1 Luck)
4. Storyteller (2 Luck)
5. Moonshiner (2 Luck)
6. Traveled the World (2 Luck)
7. Minor Ally (2 Luck)
8. Major Ally (3 Luck)
9. Forest Fighter (3 Luck)
10. Familial Gramaree Rites (3 Luck)
11. Tough (3 Luck)
12. Mountain-Man (3 Luck)
13. Knows an Old Song* (3 Luck)
14. Major Ally (3 Luck)
15. Split Soul Hero (4 Luck)
16. Agent of Supernatural Entity (4 Luck)
17. Balladeer* (4 Luck)
18. A Roguish Sort (5 Luck)
19. Warrior Born (5 Luck)
20. Conjure-Man's Apprentice (5 Luck)

Roll 1d20: Dooms

1. Poverty Stricken
2. Distinctive Appearance
3. Dependent
4. Owes a small favor
5. Illiterate
6. Overly Suspicious
7. Black Sheep
8. Minor Foe
9. Bad Reputation
10. Feud
11. Major Foe
12. Owes a big favor
13. Born in a Spoil
14. Constant Companion
15. Hindered
16. Tainted Blood
17. Uncivilized
18. Geased
19. Cursed
20. Plaything of the Three

Benisons

- **Well-Heeled:** Increase starting funds by 100%
- **Direction Wise:** You always know which direction is north, overcoming even magical impediments. It is extremely difficult for you to become lost
- **Knows a Secret:** You begin play knowing a useful or valuable secret, something you should not know. Roll 1d7 to determine your secret. (1) The location of a spoil that grants supernatural aid to those who sleep in it; (2) A dirty secret about a famous and influential shudfolk; (3) The true name of a supernatural entity; (4) A bridge where a man can surely meet one of the three; (5) The smuggling trails of a bootlegger; (6) The location of a secret meeting place of pagans; (7) An ancient temple of unknown origin.
- **Storyteller:** The PC is a learned storyteller, knowledgeable in the poems, tales and epics of the shudder mountains. When entertaining with a story or trying to recall relevant information about a topic relating to the shudder mountains you may roll d24 for the skill check. You gain a +3 roll to learn new gramaree rites, can learn another gramaree rite, and the character begins with a single gramaree rite.
- **Moonshiner:** This character rolls +1d when making alcohol, additionally, they gain an additional +1 HP when recuperating with alcohol. You can also identify witch-liquor by its smell alone.
- **Traveled the World:** You are one of the rare shudfolk who has traveled extensively outside of the mountains. You roll d24 when dealing with flatlanders, recalling information about other lands, and your star sign bonus continues to apply outside of the shudder mountains.
- **Minor Ally:** The PC has a friend who possesses a minor, helpful talent and will occasionally aid the PC. Some examples include a blacksmith who will shoe your mounts for free, a tailor who repairs or replaces your clothing, an old alewife who gives you a place to stay and a free beer, or any other person of the sort. Be warned that rudeness, ingratitude or other bad manners on the PC's part can cause them to lose this ally.
- **Major Ally:** You have a friend with extremely useful talents. Such as a trained warrior, a traveling conman, a conjure-man, an influential priest, or any other person of the sort. Major allies count as level 1 characters and may accompany the PC on adventures for a short time. This may also represent
- **Forest Fighter:** You have learned how to fight expertly from the cover of the trees and boulders of the shudder's many forests. You gain a +2 bonus to hit and AC when fighting in a forested environment.
- **Familial Gramaree Rites:** You begin the game with two gramaree

rites of your choice, and you gain a +2 bonus to these gramaree checks.

- **Tough:** You are an especially tough and hardy sort. When rolling healing while recuperating, you roll your hit dice twice and take the highest of the two
- **Knows an Old Song:** You begin the game with a single old song, probably taught to you as you sat on your grandmama's knee.
- **Mountain-Man:** You are adept to life "High up from the hollows" living on the craggy peaks of the shudders. You gain a +1d bonus to all checks related to climbing. Your self-sufficient lifestyle, even by the standards of the shudder mountains, grants you a +1d bonus to checks when attempting to hunt, track ,construct shelters or live in the mountains for an extended period of time.
- **Split-Soul Hero:** By the inscrutable whims of Sol Invictus, you have been born with a fragment of the soul of a great hero, giving you an ineffable connection to your soul-siblings. Choose another PC, who, assuming they agree, gains this benison for free. While you have this benison, any luck you spend to assist your soul-sibling grants a +2 bonus, you may also spend your permanent luck to boost the rolls of your companions as well.
- **Balladeer:** You are one of the Shudder Mountain's famous wandering sing-song men. You gain +1d to all checks to sing, dance,

perform old songs, and other related tasks. You also begin the game with a single Old Song and you gain +2 to your checks to learn new Old Songs.

- **A Roguish Sort:** The PC chooses three thief skills from the following options: Sneak silently, hide in shadows, pick pocket, climb sheer surfaces, pick lock, find trap, disable trap, forge document, disguise self, read languages, and handle poison. The PC gains a +3 modifier to one of the skills, a +2 modifier to one of the skills, and a +1 modifier to the final skill.
- **Warrior Born:** Choose a single type of weapon, for example, longswords, shortbows, dagger, etc. When using this type of weapon, you gain a +1d bonus to your deed die if you are a warrior. If you are not a warrior, you gain a d3 deed die when wielding that type of weapon and may declare mighty deeds of arms as if you were a warrior.
- **Conjure-Man's Apprentice:** You begin play with two randomly determined first level spell. You roll a d16 when casting the first spell, and 1d14 on the second spell. You can improve your spell check die or learn new spells through further magical training as stipulated by the GM. If you are not a Wizard, your casting level for these spells is equal to your level - 1. Do not forget the casting penalty from armor!

Dooms

- **Poverty-Stricken:** The PC's starting funds are reduced by 50%. Reroll this doom if you already possess the Well-Heeled benison.
- **Distinctive Appearance:** The PC possesses a certain trait or physical quirk that make him easily recognized.
- **Dependent:** The PC has a spouse, parent, sibling, child or other individual he is responsible for. He must ensure the dependent is cared for by providing them with time and money. A PC who fails to care for their dependent suffers a permanent loss of luck (ranging from 1 to 3 points).
- **Owes a Small Favor:** A benefactor or organization assisted the PC during a difficult time, perhaps preserving their reputation in the face of disgrace, or providing them with food during a lean year. The PC's benefactor will eventually call on the PC to repay their debt.
- **Illiterate:** This PC is unable to read, while not wholly uncommon in the region, this PC in particular has difficulty with the written word. Rigorous schooling and practice could allow this PC to read using a d12 action die, requiring further education and practice to increase this die by +1d at the time. If the PC is able to increase their action die for reading to d20, they lose this doom.
- **Overly Suspicious:** This character is a suspicious and superstitious sort, even among the conservative

shudfolk. This PC maintains several seemingly nonsensical folk rituals that they feel they must perform in order to have a successful day, some examples include doing a short jig after closing doors, washing their hair in rum once a week, or sleeping outside on every full moon. This PC receives a -1 penalty to all checks if they are for some reason unable to perform their rituals. This PC is also generally distrustful of new people, and receives -1d when interacting with strangers socially.

- **Black Sleep:** Family is everything to the clannish Shudfolk, and whether deserved or not this character is considered a black sheep of the family. This character's family is often unwilling or reluctant to extend help and assistance, they will never let their errant family member die due to their inaction, but anything more than gruel and a place to sleep in the hayloft should not be expected.
- **Minor Foe:** The PC has angered a person or small group of relatively little importance, but enough to cause annoyance or difficulty at inopportune times. Examples of minor foes include an ex-lover, a petty thief, a modest merchant, a dissatisfied member of their extended family, etc.
- **Bad Reputation in Certain Circles:** You suffer from a negative perception among certain groups. Some example groups include The

Clergy, Balladeers, Mountain Folk, etc.

- **Feud:** This PC's family is engaged in a feud with another. The members of the rival clan will always seek to hinder or impede the PC when they can, even to the point of physical violence if they think they can get away with it.
- **Major Foe:** The PC has angered a person or small group of some importance or power. This foe strives to foil the PC's plans and impede his life whenever possible. Some examples of major foes include, a large clan of shudfolk, an influential preacher, a powerful conjure man, or similar enemy. Anyone with the power to actual physically harm the PC.
- **Owes a Big Favor:** The PC owes a debt of gratitude to a benefactor or organization that helped the PC out of a serious predicament, perhaps saving them from imprisonment, intervening with the powerful on their behalf or saving their life. The PC's benefactor will eventually call on the PC to repay their debt.
- **Born in a Spoil:** Due to the swirling chaos magic present in the site of your birth, you suffer from magical corruption. Roll 1d5 to determine what type of corruption (1-3) Minor Corruption; (4) Moderate Corruption; (5) Major Corruption. As a small consolation, you are able to detect spoils by smell alone about 75% of the time.
- **Constant Companion:** There are many strange creatures that prowl the backwoods of the Shudder Mountain, and one has taken an interest in you in particular. A strange backwoods beast has made you the object of its obsession, and while you may avoid it for a time, it will always find you eventually.
- **Hindered:** The PC has suffered an injury or other misfortune that has affected your ability scores, reducing it permanently by one. Roll 1d5 to determine the ability score that has been affected.
- **Tainted Blood:** The PC has an inhuman ancestor in his family tree, and that taint expresses itself in the appearance of the PC. The PC gains no benefits from their supernatural ancestor, only problems. The PC is considered to have the *Distinctive Appearance* doom, with the additional problem of his blood making him particularly interesting to conjure-men, alchemists, witches and racial purity fanatics.
- **Uncivilized:** This PC was raised in particularly backwoods and isolated circumstances. You roll -1d in any situations where you are dealing socially with outsiders, or when inside any
- **Geased:** This PC has a geas placed on him either willingly or unwillingly. If this PC is already in the service of a supernatural entity, their master is responsible for the geas, if not it could the result of offending

- **Curse:** The PC begins the game under a dire curse from a conjure-man, griot, or sorcerer. This curse is a minor curse, and can be removed through magical means as normal.
- **Plaything of the Three:** You have long been haunted and hounded by the great devils of the shudder mountains. Anector, Haade, and Modeca. These three haunt your dreams, appear in the corner of your eye, and the smell of sulfur and bogrot always seems to come to your nose when your luck turns sour (a frequent occurrence!) It seems you are destined to suffer at the hands of these devils for as long as you live. Whenever you make a luck check and pass, roll 1d3, on a roll of 3, the luck check is actually a failure.