

Species, Breed: Character, As the race type this character will be.

Type: Random, as shown hereafter.

Class: Random. See the note under: "Characteristics".

Align: 01-50: Evil, 51-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: **%Roll: Level:**
01-94: 1-D30+1
95-97: 2-D30+2
98-99: 3-D30+3
00: 4-D30 +4 (no higher than 100th)

Number encountered: 1-D6+1 (roll each character's level separately).

Experience points: 100 x level.

Characteristics

Each character need to be rolled up randomly. Each needs his or her own character sheet. Note: Characters take a few minutes to create, and higher level characters take even longer. It would be good to create a few characters in advance for future used.

You can create a king, a prince or princess, a queen, a royal body guard (or group of them), a roaming town guard, bent on keeping the peace. You may even wish to begin creating guilds, shops, inns, and other full fledged adventuring parties. Make some here and there, and soon you will have a more complete game to work with. There are to be 35 character classes in this version of Guardians of Utaemia.

Some will follow multiple paths, and so you must determine, by using each character's modification-points, what classes they will take on. Start with rolling up one class for a beginning, and then use each character's modification-points to create a multiple classed character as you wish.

Roll on the following chart to know what each type of character encountered is.

%Roll:Roll on Section:

01-25: A

26-50: B

51-75: C

76-00: D

Chart #A

%Roll: Class:

01-10: Animationist	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
11-20: Assassin	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
21-30: Argonaut	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
31-40: Bard	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
41-50: Conjurer	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
51-60: Deminaught	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
61-70: Divinationist	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
71-80: Druid	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
81-90: Elemental	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
91-00: Empath	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)

Chart #B

%Roll: Class:

01-10: Enchanter	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
11-20: Fate	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
21-30: Forest-Knight	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
31-40: Gladiator	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
41-50: Guardian	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
51-60: Healer	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
61-70: Illusionist	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
71-80: Juggernaut	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
81-90: Light Weaver	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
91-00: Locust Magician	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)

Chart #C

%Roll: Class:

01-12: Magician	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
13-23: Monk:	<u>%Roll: Monk type:</u>	
	01-50: Shintar	(Adventurer Abilities and Spells) (Seeker Abilities and Spells)
	51-00: Vekkarian	(Adventurer Abilities and Spells) (Seeker Abilities and Spells)
24-34: Mutant	(Adventurer Abilities and Powers)	
35-45: Mystic	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
46-56: Necromancer	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
57-67: Psychic	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
68-78: Recorder	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
:		
79-89: Shaman	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
90-00: Spiritualist	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)

Chart #D

%Roll: Class:

01-25: Supernaturalist	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
26-50: Thief	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
51-75: Trainer	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)
76-00: Warrior	(Adventurer Abilities and Spells)	(Seeker Abilities and Spells)