

CHAOS-MASTER

You pride yourself on what has become an innate ability to not only surprise others—but yourself as well. Your desire has led you to a life lived apart from the rest of society. In that time alone, your unpredictable nature has truly taken on a life of its own. At times beyond your control, you might truly excel just as readily as you fail. In fact, life has become nothing more than what appears to be the random roll of a die.



THE RANDOM DIE

As you grow and mature, more of your being becomes unpredictable. You will use a **RANDOM DIE** to represent the unpredictable nature of what makes you who you are. The **RANDOM DIE** has one of six outcomes: **+1, +2, +3, -1, -2, -3.**

RANDOM DIE applies to:

Skills: Insight, Performance

Tools: Gaming Kit

Languages: One additional of your choice

Equipment: Entertainer's pack

FOCUSED TRAINING

You find it just as easy to focus on objects of your desire, as you do to neglect them. Beginning with second level, your training and behavior continue to become even more unpredictable. The following table determines where the **RANDOM DIE** will have increasing influence (chaotic effect) over your behavior.

Level	CHAOTIC EFFECT
1	Insight, Performance, Gaming Kit
2	Hit Points
4	To Hit
6	Damage
8	Saving Throws
10	Initiative

FEATURE: CHAOTIC BEHAVIOR

Your focus on the realm of chaos gives you the blessing and curse of doing the unexpected—even at the most inconvenient of times. You might be enjoying a beer at the Inn with your party and decide to wander off. Or that your goals don't currently align with those of the party. You see things differently than the rest of the party, and you

delight in shocking and amazing them—when it suits you to do so.

It is important to note, however, that this is not precisely random behavior, however. Work with your DM to develop a backstory that explains your resistance to being told what to do or being predictable in your actions.

SUGGESTED CHARACTERISTICS

You are best-suited to life on your own, but if you feel that a party of adventurers suits your purposed—for the time—you might elect to begrudgingly join them. Whether you embrace your time with others or not, it isn't likely to last long before your chaotic desires take over and you desire moving on.

D6	Personality Trait
1	I particularly enjoy surprising others when we aren't adventuring.
2	I'm oblivious to the needs and demands of others.
3	I am prone to wandering away at inopportune times.
4	I am convinced I am always trying my best and blame the <i>fates</i> when I fail.
5	Nothing is ever good enough, and I am convinced that trying harder will fix things after I fail.
6	The gods clearly hate me, and life is completely out of my control.

D6	Chaotic Ideal
1	Hedonism. My chaotic behavior is often driven by what I think will derive the most pleasure for me.
2	Selfishness. I'm often attempting to look out for my own best interest—even when it fails—as much as I might make a decision in the best interest of the group.
3	Emotions. I am as likely to let my emotions dictate my actions as much as my intellect and am not consistent in that regard.
4	Acceptance. I do not do well around other chaos-masters, but I respect those who make their own decisions—even when they don't make much sense to others.
5	Lack of Awareness. I show a distinct lack of personal awareness of what is in my control and what is not in my control.
6	Change. The only constant is the inconstance of the Universe—I am always looking for constant change in life and my surroundings.

D6	Bond
1	It is my duty to enforce a sense of randomness in the world through deeds and words, alike.
2	I am beholden to no one thing, person or place.
3	I show great disdain for those who act in a predictable fashion.
4	My life's work is dedicated to teaching others the ways of a chaotic life.
5	I've lost most all of my friends because of the chaotic nature of my life—making it nearly impossible to form new friendships.
6	In stressful situations, I am just as likely to do the very opposite of what I think is expected of me.

D6	Flaw
1	I absolutely delight in the chaos of battle.
2	I routinely point out to others that they are "lemmings", cursed to following the group and not thinking for themselves.
3	I am steadfast in my belief of the randomness of life.
4	I relish winning arguments—especially if I am arguing against the entire party.
5	I like keeping secrets, especially if knowledge of those secrets could determine the outcome of a situation.
6	I will not share my knowledge of traps and secret doors with others.

OTHER CHAOS-MASTERS

Chaos-masters do not do well around others like themselves. They are not just unusual to find in a party of adventurers, but two of them in the same group would be downright unbearable. While one might bring a sense of adventure and living-on-the-edge to a party, any more than that and a group would likely completely devolve into chaos themselves.

CHAOS-MASTER TALISMANS

Over the centuries, ancient shamans of chaos have imbued a variety of objects with the very CHAOTIC EFFECTS of their practice. Those objects, as the DM might determine, could take the form of any item, like a ring, robe, weapon, or scroll. If checked, such items are neither good nor evil, though they will respond as magical. Although at the DM's discretion, it will typically take a strong spell like **Remove Curse** to dispel the CHAOTIC EFFECTS of an object upon a player or a party.

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