

Build a **species**

Species Name: _____ Creator: _____

Form: _____

Size: _____

Themes: _____

Physical description:

Special qualities:

Appearance:

Moves:

Form and size

2d6	Form	Size
2, 3	Symbiote, colony, or hive-mind	Tiny (a fieldmouse, a stone)
4, 5	Hybrid or chimera	Small (a fox, a shrub)
6	Based on an animal form	Human-sized (a person, a sapling)
7	Modified basic humanoid	
8	Based on some kind of non-animal organism	Large (a horse, a boulder)
9, 10	A sentient collection of inorganic matter	
11, 12	Made of intangible or metaphorical stuff	Huge (an elephant, an old tree)

Themes

d6+d6	1	2	3	4	5	6
1	Freedom	Flight	Fire	Predator	Swiftness	Law
2	Solidity	Swimming	Air	Prey	Might	Life
3	Study	Digging	Light	Community	Hardiness	Magic
4	Aggression	Sneaking	Dark	Hierarchy	Perception	Technology
5	Trickery	Climbing	Water	Individuality	Wisdom	Chaos
6	Honesty	Growing	Earth	Subservience	Empathy	Death

Build a **culture**

Culture Name: _____ Creator: _____

Origin: _____

Dominance: _____

Spread: _____

Background:

Culture: _____ Military: _____ Wealth: _____

We are known for:

Attributes:

Moves:

Origin

2d6	Origin
2-4	Underwent shared event
5-7	Trace bloodline back to hero, house, or tribe
8-9	Common religion, belief, or philosophy
10-12	All share, or are linked to, same occupation

Dominance and spread

2d6	Dominance	Spread
2-6	Minor	Exclusively this species
7, 8	Minor	Dominated by this species
9, 10	Major	Pan-species
11, 12	Niche	Dominated by another species

Strengths

Roll for *culture*, *military*, and *wealth* or assign either (+2, 0, -1) or (+1, +1, 0).

2d6	Score
2-5	-1
6-7	0
8-9	+1
10-12	+2

Potential strengths:

Culture:	Military:	Wealth:
<ul style="list-style-type: none"> Your celebrations Your devotion to law The might of your god(s) Your sorcery and enchantments Your veneration of priests and/or priestesses <i>or anything else related to culture and tradition</i> 	<ul style="list-style-type: none"> Your well-trained standing army Your vast conquests The skill of your generals The military might of the common folk Your mercy to your defeated enemies Your physical prowess <i>or anything else related to war and logistics</i> 	<ul style="list-style-type: none"> Your amber, ivory, and furs Your craft and skill Your far-reaching trade routes Your garish fashions Your generous hospitality Your rich lands Your spicy, cosmopolitan cuisine Your superb metalwork Your wealthy cities <i>or anything else related to trade and money</i>

Potential attributes:

- We always offer visitors hospitality
- We value tenacity and thoroughness over cleverness
- We never mention the names of the dead
- We pass down our histories in songs and spoken texts
- We honour farmers and those who tend the land
- We hold elaborate festivals whenever we can
- We expect all adults to be able to wield a sword