

# RANDOM GROUP CONCEPT GENERATOR

To generate a random group concept for your player character party, roll two d6s and consult the table below.

## Roll      Group Concept

11	The PCs share a connection to an NPC and desire to help them achieve their long-term goal.
12	The PCs share a connection to an NPC and compete for their favor.
13	The PCs compete for the favor of a GMPC created by their players.
14	One of the PCs inspires the others to help that PC achieve their long-term goal.
15	The PCs are hunted by an enemy whom they cannot hope to defeat.
16	The PCs are targeted by an enemy whom they can only defeat together.
21	The PCs compete with a rival group over something essential to both of them.
22	The PCs are fellow outcasts and pariahs who survive by banding together.
23	The PCs have survived a traumatic experience together.
24	The PCs have experienced an unexplainable event and can only solve its mystery together.
25	The PCs share a secret identity that they must keep hidden while striving for acceptance.
26	The PCs share a secret identity that they hope to reveal one day and still be accepted.
31	The PCs are complicit in a crime they must keep secret to avoid punishment.
32	The PCs have discovered a dark secret they must keep hidden from outsiders.
33	The PCs have discovered a dark secret and must work together to make it public.
34	The PCs are operative agents of a larger organization, working to rise through the ranks.
35	The PCs occupy a supervisory position within a larger organization, maintaining the status quo.
36	The PCs govern a large organization, strategizing to expand its power and reach.
41	The PCs are partners in a commercial venture, seeking to raise their revenues.
42	The PCs are partners in a commercial venture, seeking to expand their business.
43	The PCs hold strong religious beliefs that compel them to protect the status quo.
44	The PCs hold strong religious beliefs that they want to spread far and wide.
45	The PCs hold radical political beliefs, fighting to bring about a sweeping social change.
46	The PCs hold strong beliefs about how things should be and seek a major social change.
51	The PCs hold strong beliefs about how things should be and fight for the status quo.
52	The PCs hold strong beliefs about how things should be and want to spread them far and wide.
53	The PCs share a famous ancestor or relative and struggle to live up to their family name.
54	The PCs share a famous ancestor or relative and seek to leave behind a worthy legacy.
55	The PCs are a common family working to improve the next generation's lot in life.
56	The PCs are a ruined noble family, seeking to restore their house's fortunes and honor.
61 – 63	Roll twice and combine the results. Re-roll if necessary.
64 – 66	Roll thrice and combine the results. Re-roll if necessary.