

Family Lineages Human Villagers



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MMG003– Family Lineages: Human Villagers

TABLE OF CONTENTS:

Introduction- A Lineage For Commoners And Craftsmen	Page 3
Constructing A Family Background	Page 3
The Family Tree And Symbols	Page 4
Last Names	Page 4
Fleshing Out The Family Members	Page 5
First Name	Page 5
Primary Role	Page 5
Dominant Personality Trait	Page 5
Special Points Of Interest	Page 5
Creating An Overall History/ Further Defining A Character	Page 5
Advanced Symbols	Page 6
Other Family Types	Page 7
A Sample Family Structure (For Zoru the Magician)	Page 8
Sample Family Tree (For Zoru the Magician)	Page 9
Last Names Chart	Page 10
Male First Names Chart	Page 10
Female First Names Chart	Page 11
Female Primary Roles Chart	Page 11
Male Primary Roles Chart	Page 12
Dominant Personality Traits Chart	Page 12
Interesting Bits Chart	Page 13
Interesting Bits Descriptions	Page 13
Blank Family Tree # 1	Page 19
Blank Family Tree # 2	Page 20
Blank Family Tree # 3	Page 21
Blank Family Tree # 4	Page 22
Blank Family Tree # 5	Page 23
Blank Family Tree # 6	Page 24
Blank Family Tree # 7	Page 25



MMG003– Family Lineages:
Human Villagers
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Multi-System/Edition Compatible:
 This gaming product is designed to be compatible with many different paper and dice
 driven fantasy role playing systems and editions. Such possibilities include most variants
 of the world's most popular role playing game.

MMG003– Family Lineages: Human Villagers

A Lineage For Commoners And Craftsmen

One of the most enjoyable aspects of fantasy role-playing games is the creation of a complex, vividly detailed character. Although many players devote a considerable amount of time and effort into fleshing out their fantasy alter ego, there is often little attention, if any whatsoever, given towards the family that the character hails from. Many players will acknowledge that they come from a family of a certain profession, and some will even state that they have brothers and sisters. Beyond that, however, there is often little other mention in regards to the working dynamics of the background family.

This product is an advanced spin off Peasant Bloodline, an earlier release from Mossy Mountain Gathering. While Peasant Bloodline provided the details of a pre-generated family, the overall response from the gaming community indicated that there was a greater need for products that would allow someone to create many different families as needed. Random roll charts were the overall agreed solution for such a feat. This product is a direct result of such requests.

Although this particular product is suitable for generating the family lineages for many adventurers, the contents are geared towards humans that come from commoner, artisan, and modest professional stock. In an effort to keep a reasonable sense of coherence to the random roll charts, the designers at Mossy Mountain Gathering decided that it would be best to create a small line of different products, rather than bulk the interests of random family creation into one single release. Future slated products of this nature include the creation of family trees for non-human characters, particularly elves, dwarves, and the like. There is also a considered interest in the development of family trees for humans that come from varying castes or rank of the social or professional interests.

In order to help build up community interest for possible future releases, this initial product is available in electronic format for free. Please feel free to download this title as needed and encourage others to do so. Feedback, both positive and negative, is greatly welcomed as it helps our designers better develop similar future products.

Constructing A Background Family

While the rules are quite flexible with its generation of family information, this product is extremely easy to use. The design of background family information revolves around developing a graphical family tree and then adding names and bits of information about each family member on the tree. Although a player is encouraged to draw up family trees of their own, there are several blank family trees in the back of this product that one can use. These trees usually follow a chain of grandparents, parents, and character plus siblings. There are also siblings for parents and grandparents, and a couple of the included trees show the character's nephews, nieces, in-laws, cousins, and so forth. If designing a tree of their own, players are encouraged to make their family trees as simple or as complex as they like.

Although there are many steps required to construct a family tree, these are all fairly easy to do and once you get the hang of it, you should be able to flesh out your character's background family easily and quickly. In order to help move things along faster and allow for clean copies, the random roll charts used in the family tree construction are provided separately towards the back of the book. Also included separately are the pre-created family trees and the details for random points of interests that may be assigned to some of your family members.

In the product you will see a reoccurring reference to the GM, with is simply the Game Master abbreviated. Although the player should be given a decent amount of freedom to flesh out their character's family tree as they so choose, the GM should be consulted for input and final approval. This allows the GM to keep a player from potentially exploiting the professions or backgrounds of certain family members but most importantly allows the GM the chance to incorporate information about the family into the campaign storyline. Sometimes very important adventure hooks or campaign events can be spawned from information about a character's family members.



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MMG003– Family Lineages: Human Villagers

The Family Tree And Symbols

The first thing you will need to do is to establish a family tree. Although a sampling of such have been provided in the back of this product for your convenience, it is more fun and creative to draw up your own. Either way, you may want to know a bit more about the different symbols and what the connecting lines mean. The family trees in the back use a set of symbols that are similar to a genogram, only simplified somewhat and modified for the purpose of creating lineages for fantasy heroes. Here are the meanings of the symbols.

Shield: This is the designated symbol for your character and you may wish to make the shield larger than other symbols for easy location on the family tree. The shield is used instead of a circle or square for two reasons. The first is to provide a unisex symbol for the character on the included family trees. The second reason is to further distinguish the player character from the rest of the background family.

Box: The box indicates a male relative. This could be a father, grandfather, uncle, cousin, brother, or whatever. If there is an X through the box, then this indicates that the male relative is now deceased. If the relative happens to be a form of undead creature now, such as a vampire, ghoul, or ghost, then you may want to place a U (for undead) in the box instead as the relative is neither truly alive or dead. Sometimes your character may have a relative that the family has lost contact with or has been transformed into another thing altogether (such as a tree or a newt). In the case of lost contacts the box should have a question mark as the status of living or dead is uncertain. In the case of a transformed family member, a T (for transformed) would be more suitable.

Circle: Circles on the family tree chart indicate female relatives. These could be a sister, mother, aunt, cousin, and so forth. As with the boxes, if the family member is deceased then there should be an X through the circle. If undead, you should place a U in the circle. Should the status of the family member be unknown due to lost contact, a question mark is best and for transformed family members, you should use a T.

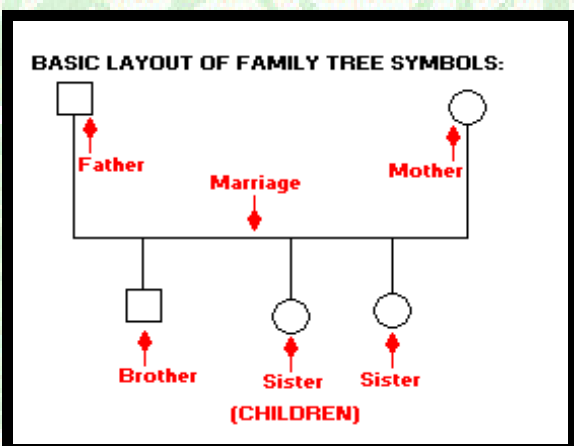
Connecting Lines: As you can tell by looking at the blank family trees provided in this product, the shield, boxes, and circles are all connected together by a series of lines. These lines indicate the paths of lineage in the family. A circle and a box connecting together with separate lines branching off vertically from this connection indicate that a couple were brought together (marriage, living agreement, liaison, etc.) and had children. The vertical lines that branch off and connect to boxes and circles are the children, and these boxes and circles that sit horizontally from one another indicate siblings. In order to better understand this, refer to the sample illustration of a family tree chart on this page.

As you can tell, the family trees provided with this product provide at least a mother, father, and grandparents. Many also included brothers and sisters, aunts, uncles, cousins, and other distant relatives. If you are drawing up your own family tree, you may make your family tree quite similar, more simple in design, or more rich and complex.

The designs discussed above offer the most basic of family formats. If you wish to know more about incorporating other family elements, such as twins, former spouses, and so forth, there is a section towards the end of this product that briefly details such issues.

Last Names

The very next step in the creation of the family is the choosing of last names, which are also commonly known as family names or clan names. The last name of your character is the most important and in most cultures this will also be the last name of your character's father, grandfather, great grandfather, and so forth. There is a space provided at the top of the included family trees for this family name. In addition to your own last name, you will probably want to include the maiden names of your mother, your grandmothers, and other female relatives that have either married into the family or married someone outside of the family.



MMG003– Family Lineages: Human Villagers

More than likely you will be able to come up with plenty of last names on your own. If you cannot or simply wish to have some pre-generated names for quick creation, then feel free to randomly roll up (or choose) a last name from the family names chart. This chart can be located on page 10.

Fleshing Out The Family Members

The next part in the creation of your character's family background involves the fleshing out of the details regarding each family member. Such information includes their first name, their main role or profession in life, their dominant personality, and a possible special tidbit of information about the family member. It is also important to consider whether or not the family member is still alive.

When fleshing out the family members, it is best to start with the oldest generation and work your way down to the generation of the player character (and, if applicable, beyond). The reason for this is that many children will carry on the trades, professions, and general roles of their parents.

First Name

When determining the first name of the family member, you may wish to either use a pre-generated name or create one of your own. If you do not wish to come up with a name yourself, you may use one of the two random first name charts included with this product or use a chart from another product that you might have. If you choose to use the name charts in this product, there is a chart for male first names and a chart for female first names. Feel free to either randomly roll or choose a name from these charts. The first name charts are located on pages 10 and 11.

Primary Role

Whether it happens to be a profession, trade, or lifestyle, most all individuals have a primary role. As with names, you may either choose to create a primary role for each family member your own self or you may wish to utilize a random roll chart. There are two primary role charts provided, one for males and another for females. These charts are located on pages 11 and 12. If the roles of the parents have been established, you may want to consider the possibility of carrying on the trades of parents (and possibly grandparents) with the generation that you are working on. There is a 50% chance that an individual family member will carry on the trade of a parent having the same gender. As such, a roll of 50 or less on the percentile dice indicates that a son carries on the trade as his father, and that a daughter carries on the trade of her mother. Naturally, when it comes to the player character such probabilities do not necessarily apply.

If the family member is not of adult age then you do not want to assign a professional role to that particular family member.

Dominant Personality Trait

If desired, you may wish to assign a dominant personality trait to some or all of your family members. Feel free to come up with one or use the random roll chart on page 12.

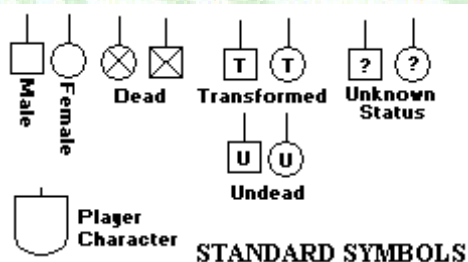
Special Points Of Interest

The special points of interest include additional important information about a family member and can often help lead to adventure hooks or notable campaign events. As the special tidbits should not overwhelm the cohesive flow of the family, there should only be a few family members in the family tree with these notable points of interests. As a general rule, there should only be a 10% chance that each family member has a special tidbit. Members of the family that are still of child age should not have a special point of interest. Typically the player character should not have a special point of interest regardless of any percentage chance. You may, however, wish to assign one to the character if the GM approves.

There are numerous special point of interests provided with this product along with a random roll chart. The chart is located on page 13. Each tidbit has a description, allowing you a greater focus into their importance. If you wish, however, you and the GM may wish to come up with new, original special point of interests for members of your family tree.

Creating An Overall History And Further Defining The Player Character

The final stages for the player in the construction of the family tree is to take all of the family information in order create an overall history and further define the player character. Whether the information regarding the character's relatives was custom created or randomly rolled, the mixture of roles and points of interest should weave a colorful, interesting bit of family history.



MMG003– Family Lineages: Human Villagers

Advanced Symbols

The general rules of this guide provide the instructions for creating a very basic lineage. You might want to develop a more complex family structure, however, and doing so requires somewhat different symbols. The symbol formats for twins, partners of the same gender, and other various symbols are provided in the advanced symbols illustration on this page. These symbols are further described in the following text.

Separated: If a couple's marriage or similar union vow has become separated, but not divorced, the separation is distinguished by a dash in the middle of the connecting line of the union/marriage.

Divorced: If a couple's marriage or similar union vow has ended in divorce then this is distinguished by two dashes in the middle of the connecting line of the union/marriage.

Living Together/Affair: A broken connecting line indicates that two individuals are either living together without a recognized union or having an affair.

Separated By Death: Normally no change is made to a connecting line for a widow that does not move past the original relationship. For someone that ends up in another relationship, particularly a marriage, an X is placed in the middle of the former connecting line.

Twins: In the interest of twins, triplets, and so forth, these individuals fork off a central, singular child line.

Same Gender Unions: When there is a significant same gender union, an inverted triangle is placed within the individuals' symbols. Some same gender unions may be officially recognized by their culture why others may not be.

Adopted Child: In the interest of a fostered or adopted child, the child line is broken instead of being solid.

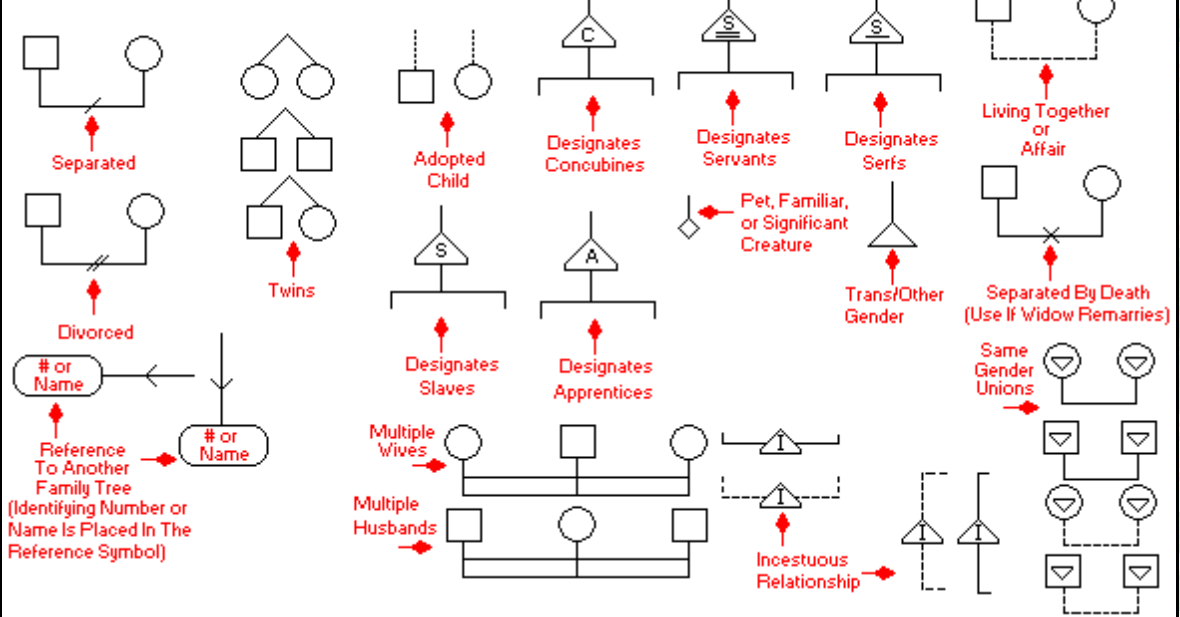
Slaves: In the interest of family owned slaves, a solid line breaks off into multiple lines for each slave mentioned in the family tree. In the center of the solid line there is a triangle with an S in the center.

Serfs: In the interest of serfs bound to the land of the family, a solid line breaks off into multiple lines for each serf mentioned in the family tree. In the center of the solid line there is a triangle with an S in the center. Beneath the S there is a singular horizontal line.

Servants: In the interest of significant servants that closely serve the family, a solid line breaks off into multiple lines for each servant mentioned in the family tree. In the center of the solid line there is a triangle with an S in the center. Beneath the S there are two horizontal lines.

Apprentices: In the interest of apprentices bound to the business of the family, a solid line breaks off into multiple lines for each apprentice mentioned in the family tree. In the center of the solid line there is a triangle with an A in the center.

ADVANCED SYMBOLS:



MMG003– Family Lineages: Human Villagers

Concubines: In the interest of concubines bound to the family, a solid line breaks off into multiple lines for each concubine mentioned in the family tree. In the center of the solid line there is a triangle with a C in the center.

Pets/Familiars/Other: Pets, familiars, and other animals, creatures, and monsters of significance are represented with a diamond that branches off via a single line.

Incestuous Relationships: Relationships of incest are connected between two family members by either a solid connecting line or a broken connecting line. In the center of the line there is a triangle with an I in the center. Solid lines represent an incestuous relationship that is officially approved as a union while non union relationships are connected by broken lines.

Multiple Husbands/Wives: In the interest of multiple wives or husbands, the multiple wives or husbands are located around the central spouse. An additional connecting line is placed midway up and connects all of the spouses together.

Trans/Other Gender: Though certainly a rare symbol for most human families, it is possible that a member of the family tree might be a hermaphrodite, genderless, or transgender. Magic or the introduction of a family member from another race or creature type is a good example of such exceptions. A triangle, rather than a circle or a square, is used to represent other gender family members.

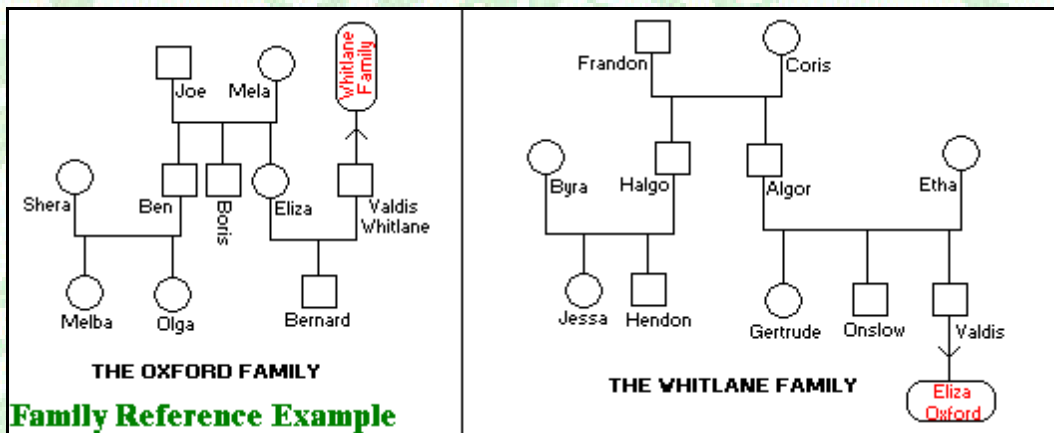
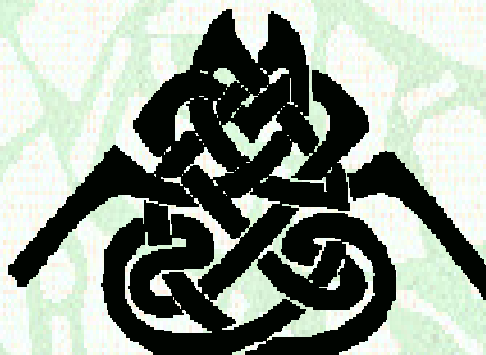
Reference To Another Family Tree: Sometimes it may be desirable to have a very complex and detailed family tree. In such cases one may find extended information on the families of married cousins and other distant relatives. If all this information cannot be easily fit on to one tree it is best to reference another tree. When such is done, an oval with an indicating name or number breaks off from a connecting union. On the tree referenced from this oval, the connecting union is again represented. An example of this is provided in a diagram on this page.

Other Family Types

This product is primarily geared towards the creation of human characters from relatively common villager stock. That is not to say, however, that the guidelines provided in this product could not be used to create family trees for other character types. When creating family backgrounds for wealthy individuals, elves, dwarves, or other characters that would be otherwise somewhat aberrant to the common human villager stock, you may want to ignore some or all of the offerings of the random roll charts. The structure of the family tree should be the same, however.

The guild of writers and designers here at Mossy Mountain Gathering are currently exploring add on extensions for this product. The first in the series will deal with characters of elf heritage, followed by dwarves and individuals from dark, criminal elements. If you are interested in seeing these or other possible additions to the family lineages line, please feel free to contact the lead designer for this product line via his email address at woodrumworks@yahoo.com

Input is always highly appreciated.



Family Reference Example

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A Sample Family Structure

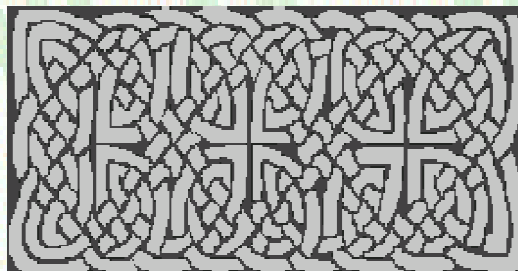
To better understand the mechanics of laying out a complex family line, we will take a look at the family line of Zoru The Magician. The family tree of the family line can be found on page 9. In order to explain the symbols on this family tree, we will look at certain highlights that are numbered on the tree.

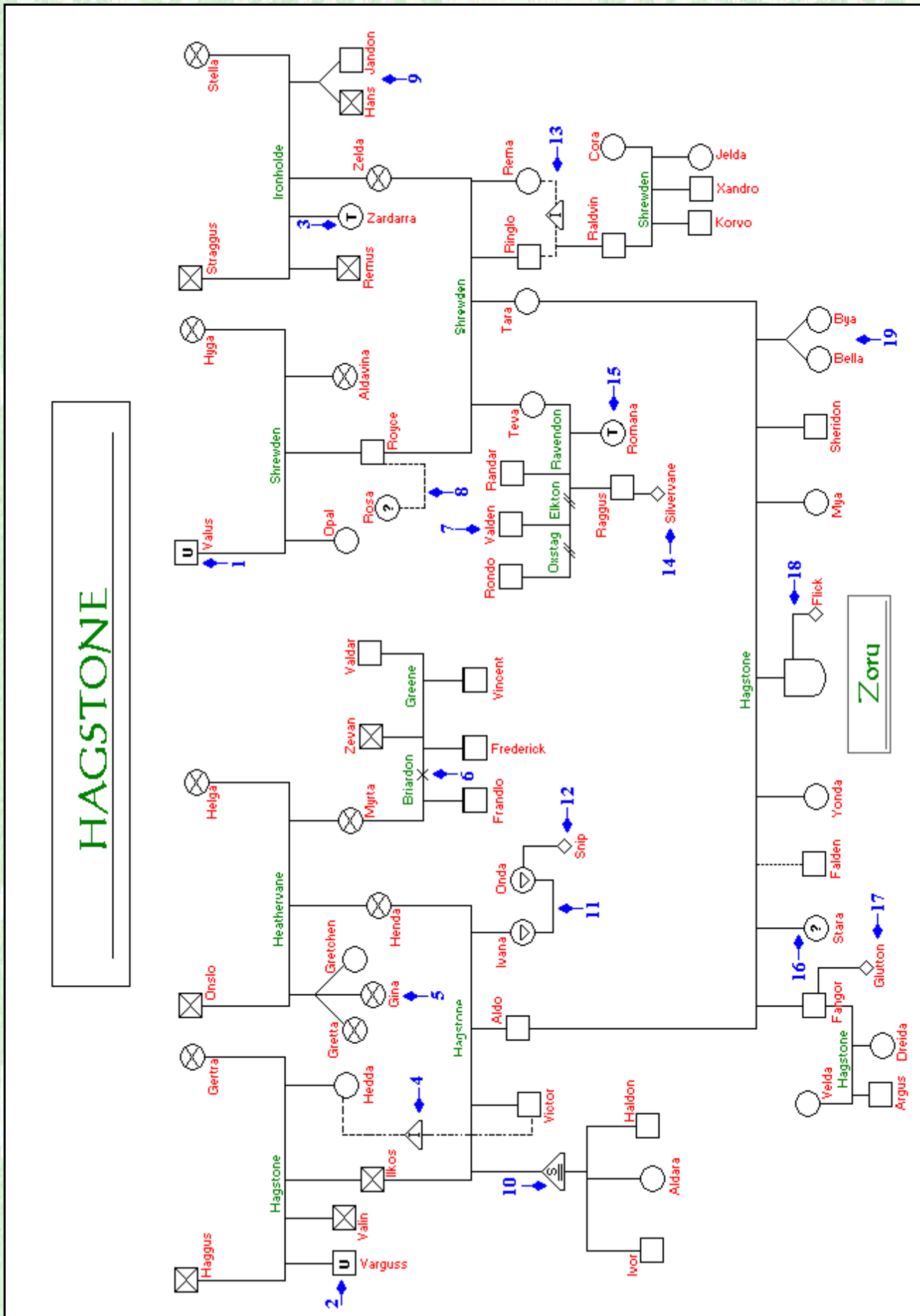
1. The ghost of Valus, great grandfather of Zoru, haunts the Shrewden family estate to this day.
2. Distant relative Varguss lead a vile, wicked life. Upon his death, he arose from the family tomb as a ghoul.
3. Zardarra was unlucky enough to meet the gaze of a cockatrice, turning her to stone. No one has been able to reverse the foul petrifying magic thus far.
4. Victor had an incestuous relationship with his aunt Hedda for several years.
5. Gretta, Gina, and Gretchen were triplets.
6. Myrta was married to Zevan Briardon for many years until becoming a widow. Five years after her first husband's death, Myrta remarried and is now the wife of Valdar Greene.
7. Teva was married and divorced twice before becoming the wife of Randar Ravendon.
8. Although married to Zelda, Royce had an ongoing affair with a local tavern wench by the name of Rosa for several years. After the adultery was revealed, Rosa fled the village to escape the shame of being a mistress. No one has heard from Rosa since.
9. Hans and Jandon were twin brothers.
10. Ilkos Hagstone was a wealthy merchant that had three notable servants. Although Ivor, Aldara, and Haldon were mere hirelings of Ilkos, they were quite close to the family and allowed to remain in the Hagstone household after the death of their master. These servants are now elders and treated as being members of the family. The family provides the former servants with their needs yet they are not required to work for such provisions.
11. Ivana Hagstone became romantically involved with a sorceress named Onda. A local druid performed a union ceremony for the two, allowing them to take one another as a spouse.

12. Onda has a familiar. This creature is a cat named Snip.
13. Siblings Ringlo and Rema have an ongoing incestuous affair.
14. Raggus has a majestic warhorse named Silvervane. The defense of an unsuccessful raid on the village earned Raggus and his horse a sense of legendary status amongst the locals.
15. Romana played a cruel trick on a witch that lived in a small cottage on the outskirts of the village. In anger, the witch turned Romana into a toad. The villagers seized the witch and demanded that she turn Romana back, but the witch refused and was executed. Romana is still a toad.
16. Zoru's sister Stara left home three years ago to seek her fortune and no one has heard from her since.
17. Fangor has a rather notoriously vicious guard dog named Glutton.
18. Zoru has a cat for a familiar. The cat's name is Flick.
19. Bya and Bella are twin sisters.

ZORU'S FAMILY LINEAGE: A MIXTURE OF THIS AND THAT

When creating the family line of the Zoru the Magician, we wanted to specifically integrate a combination of results from the random roll charts with new ideas that were fresh from our imagination. Rather than merely showcasing the potential of the charts available with this product, it was the general opinion amongst our humble guild that the offerings of this product work the best when coupled with the creativity of the person creating the family tree. Hence, the result of the fatherly line of Zoru is a creation of random roll followed by pure inspiration.





MMG003– Family Lineages: Human Villagers

100 RANDOM LAST NAMES

1	Adderton	26	Dunwilder	51	Maskling	76	Snitchsag
2	Alleyshaver	27	Duskin	52	Millerhess	77	Starwander
3	Antbrawne	28	Duskson	53	Mirthale	78	Stoldvane
4	Asheblade	29	Elkblade	54	Molemiser	79	Storhouse
5	Asphande	30	Everduske	55	Moonbane	80	Stormdawn
6	Autumntorne	31	Falconwhite	56	Moonfall	81	Stormstone
7	Bittercane	32	Fallhammer	57	Mouser	82	Taverkeg
8	Blackwolfe	33	Fanglade	58	Myrewine	83	Thatcher
9	Bladebroughte	34	Fellfallow	59	Newtherder	84	Thistletoe
10	Bloodbringer	35	Fishwallow	60	Nightcloak	85	Thornwounde
11	Boilbringer	36	Floodstreet	61	Oakwhistle	86	Thrushcaller
12	Cackleshank	37	Frostblade	62	Pinepathe	87	Towerton
13	Caldertill	38	Goldwander	63	Ponderforte	88	Turnbucket
14	Callerdon	39	Graysword	64	Potterton	89	Wanderblade
15	Canewhittle	40	Greenblade	65	Pursecut	90	Whisperfoot
16	Cattercall	41	Greyrobin	66	Ratdamper	91	Whitehill
17	Cobblevine	42	Harkraven	67	Ravenblacke	92	Windhammer
18	Coldcutter	43	Hawkranger	68	Reddington	93	Wingforte
19	Coldforte	44	Haylofter	69	Rockholde	94	Wintercreste
20	Coldwater	45	Hedgethorne	70	Shankler	95	Wolfbriar
21	Coophinge	46	Hideshaver	71	Shardanis	96	Woodbriar
22	Curcall	47	Hingeholder	72	Shiverstone	97	Wordweaver
23	Cutflinch	48	Ironweilder	73	Shrewdon	98	Writscribe
24	Dawnwhisper	49	Larksinger	74	Silvercreste	99	Zaldervine
25	Dunboot	50	Leafer	75	Sledgestone	100	Zoldreg

100 RANDOM MALE FIRST NAMES

1	Aldvon	26	Farvoss	51	Myro	76	Taldor
2	Algo	27	Feldor	52	Neldon	77	Teladoss
3	Alvid	28	Fendon	53	Nimor	78	Toru
4	Andro	29	Frando	54	Normus	79	Tyron
5	Argus	30	Ganden	55	Olden	80	Ulgor
6	Arvo	31	Garvus	56	Orgo	81	Valdeross
7	Aspon	32	George	57	Orville	82	Valdis
8	Bardoss	33	Gerald	58	Orvos	83	Valdor
9	Bargo	34	Halgo	59	Owen	84	Vedder
10	Brodar	35	Hargus	60	Paldon	85	Vendon
11	Brogan	36	Harven	61	Percon	86	Victor
12	Brogg	37	Hendon	62	Perdos	87	Warguss
13	Celvon	38	Idos	63	Quaggos	88	Warren
14	Cyruss	39	Ivan	64	Rangor	89	Wendon
15	Cyvor	40	Ivor	65	Rargoss	90	Wesley
16	Dalgor	41	Janderus	66	Ravo	91	Windor
17	Delagor	42	Jarven	67	Rendon	92	Wyatt
18	Delvin	43	Jeldus	68	Revon	93	Xamor
19	Dengus	44	Korvold	69	Rondor	94	Xandrak
20	Denton	45	Kylus	70	Royce	95	Yaldor
21	Draggus	46	Landon	71	Sarvo	96	Yendon
22	Dravok	47	Larson	72	Selvus	97	Zander
23	Dromar	48	Lendos	73	Staldor	98	Zanvos
24	Edwos	49	Logan	74	Stalvus	99	Zargus
25	Ervo	50	Lorvos	75	Taldis	100	Zoru

MMG003– Family Lineages: Human Villagers**100 RANDOM FEMALE FIRST NAMES**

1	Alkandia	26	Gretchen	51	Nalda	76	Telda
2	Alta	27	Hannah	52	Nalvonda	77	Terviny
3	Anda	28	Helga	53	Nera	78	Tinda
4	Ara	29	Hena	54	Nora	79	Torra
5	Arrina	30	Ika	55	Olga	80	Ura
6	Baldanita	31	Ikara	56	Olgeda	81	Valderra
7	Barra	32	Ima	57	Onda	82	Valgussa
8	Bella	33	Ira	58	Opal	83	Vara
9	Beravilda	34	Ivanda	59	Oprah	84	Vardessa
10	Berma	35	Jarra	60	Orvelda	85	Vengora
11	Bertha	36	Javonda	61	Ovalla	86	Victoria
12	Bervespa	37	Jelda	62	Ovessa	87	Vinna
13	Bethany	38	Jenna	63	Qualla	88	Violet
14	Bonna	39	Jessa	64	Ramona	89	Vivian
15	Brenna	40	Jeva	65	Rebecca	90	Volderra
16	Camille	41	Jula	66	Renda	91	Vonda
17	Camra	42	Julie	67	Rhonda	92	Wanda
18	Cara	43	Linda	68	Rona	93	Wendra
19	Carvalda	44	Londa	69	Rose	94	Wilma
20	Catherine	45	Lora	70	Selva	95	Xendra
21	Deidra	46	Lorraine	71	Starra	96	Yonda
22	Eliza	47	Lyra	72	Stella	97	Zandra
23	Fanny	48	Meeka	73	Takara	98	Zelda
24	Frandia	49	Melva	74	Tamara	99	Zonva
25	Gertrude	50	Mira	75	Tara	100	Zora

100 RANDOM FEMALE PRIMARY ROLES

1	Alewife	26	Falconer	51	Jeweler	76	Quilter
2	Artist	27	Farmer	52	Knitter	77	Rat Killer
3	Baker	28	Farmhand	53	Lantern Bearer	78	Rugmaker
4	Basket Weaver	29	Fletcher	54	Laundress	79	Scribe
5	Beekeeper	30	Fortune Teller	55	Limner	80	Scullion
6	Book Keeper	31	Fuller	56	Linguist	81	Serving Wench
7	Book Seller	32	Furrier	57	Maid	82	Silk Weaver
8	Bookbinder	33	Gardener	58	Mercenary	83	Silversmith
9	Brewer	34	Gem Cutter	59	Merchant	84	Skinner
10	Broom Maker	35	Girdler	60	Midwife	85	Soapmaker
11	Candle Maker	36	Glaizer	61	Milliner	86	Spinner
12	Carver	37	Glassblower	62	Moneychanger	87	Stablehand
13	Cheese Maker	38	Glover	63	Nanny	88	Storyteller
14	Clerk	39	Goldsmith	64	Nedeller	89	Street Vendor
15	Cloak Maker	40	Guard	65	Oil Presser	90	Swindler
16	Cook	41	Hair Trimmer	66	Orchard Picker	91	Tailor
17	Cooper	42	Harker	67	Performer	92	Thresher
18	Corsetier	43	Harlot	68	Perfumer	93	Toy Maker
19	Dairymaid	44	Herbalist	69	Pillow Maker	94	Tutor
20	Digger	45	Herder	70	Playwright	95	Water Fetcher
21	Dollmaker	46	Hosier	71	Plumer	96	Weaver
22	Dressmaker	47	Housewife	72	Poet	97	Wig Maker
23	Drover	48	Incense Maker	73	Potter	98	Winemaker
24	Dyer	49	Information Broker	74	Pouch Maker	99	Wiredrawer
25	Embroider	50	Instrument Builder	75	Poulter	100	Writer

MMG003– Family Lineages: Human Villagers

100 RANDOM MALE PRIMARY ROLES

1	Alchemist	26	Chimney Sweep	51	Herbalist	76	Sailor
2	Animal Handler	27	Clerk	52	Herder	77	Scribe
3	Apothecary	28	Coach Driver	53	Horse Trader	78	Scullion
4	Architect	29	Collier	54	Hunter	79	Shingler
5	Armourer	30	Cook	55	Innkeeper	80	Shoemaker
6	Artist	31	Cooper	56	Jeweler	81	Silversmith
7	Baker	32	Coppersmith	57	Laborer	82	Stablehand
8	Barber	33	Cutler	58	Leatherworker	83	Stonemason
9	Barber	34	Digger	59	Locksmith	84	Street Vendor
10	Bartender	35	Distiller	60	Mercenary	85	Swindler
11	Blacksmith	36	Engineer	61	Merchant	86	Tailor
12	Boat Builder	37	Farmer	62	Messenger	87	Tanner
13	Bookbinder	38	Fishmonger	63	Metal Founder	88	Tavernkeeper
14	Bowyer	39	Fletcher	64	Miller	89	Taxidermist
15	Brewer	40	Footpad	65	Miner	90	Teamster
16	Brick Maker	41	Fortune Teller	66	Minstrel	91	Thatcher
17	Bricklayer	42	Gardener	67	Pawn Broker	92	Thresher
18	Burglar	43	Gem Cutter	68	Performer	93	Toy Maker
19	Butcher	44	Glassblower	69	Pick Pocket	94	Trapper
20	Carpenter	45	Goldsmith	70	Ploughman	95	Tutor
21	Cart Builder	46	Grocer	71	Porter	96	Weaponsmith
22	Carter	47	Guard	72	Potter	97	Winemaker
23	Cartographer	48	Harberdasher	73	Rat Killer	98	Woodcutter
24	Chapman	49	Harker	74	Roadmender	99	Woodworker
25	Cheese Maker	50	Hatter	75	Saddle Maker	100	Writer

100 RANDOM DOMINANT PERSONALITY TRAITS

1	Absentminded	26	Decadent	51	Humble	76	Passionate
2	Aggressive	27	Dedicated	52	Impractical	77	Perverse
3	Aloof	28	Defiant	53	Independent	78	Petty
4	Amiable	29	Discreet	54	Insecure	79	Practical
5	Anxious	30	Dishonest	55	Intrusive	80	Proud
6	Apethetic	31	Dominiring	56	Irresponsible	81	Prudent
7	Arrogant	32	Dramatic	57	Irreverent	82	Rebellious
8	Ascetic	33	Droll	58	Irritable	83	Reserved
9	Asocial	34	Dry	59	Jealous	84	Romantic
10	Boastful	35	Dutiful	60	Kindhearted	85	Rude
11	Callous	36	Earnest	61	Lazy	86	Rustic
12	Cantankerous	37	Eccentric	62	Lewd	87	Ruthless
13	Cautious	38	Egotistical	63	Liberal	88	Sadistic
14	Charming	39	Emotionless	64	Loyal	89	Sarcastic
15	Clever	40	Empathetic	65	Lustful	90	Selfish
16	Compassionate	41	Extravagant	66	Malicious	91	Sensitive
17	Competitive	42	Fair	67	Manipulative	92	Sociable
18	Compulsive	43	Fanatical	68	Meek	93	Solemn
19	Conservative	44	Frugal	69	Melancholy	94	Spiteful
20	Courteous	45	Generous	70	Narcissistic	95	Stern
21	Creative	46	Gloomy	71	Obedient	96	Strict
22	Crude	47	Gracious	72	Obnoxious	97	Stubborn
23	Cultured	48	Greedy	73	Obsessive	98	Thrifty
24	Cynical	49	Haughty	74	Opinionated	99	Tolerant
25	Dangerous	50	Honest	75	Outspoken	100	Witty

MMG003– Family Lineages: Human Villagers

100 RANDOM INTERESTING BITS

01 to 02	Abnormal Height/Build	51 to 52	Held For Ransom
03 to 04	Addicted To Illicit Substance	53 to 54	Interesting Pet
05 to 06	Adulterous History	55 to 56	Lost Love
07 to 08	Alcoholic	57 to 58	Mystical Ability
09 to 10	Athlete	59 to 60	Nightmares
11 to 12	Beneficial Alliance	61 to 62	Noteworthy Subordinate
13 to 14	Bizarre Features	63 to 64	Odd Faith/Beliefs
15 to 16	Cannot Swim	65 to 66	Outlaw Days
17 to 18	Cause Of Death	67 to 68	Owes A Debt
19 to 20	Collector	69 to 70	Personal Peeve
21 to 22	Compulsive Liar	71 to 72	Phobia
23 to 24	Controversial Alliance	73 to 74	Physical Handicap
25 to 26	Criminal History	75 to 76	Position Of Importance
27 to 28	Cruelly Punished	77 to 78	Prejudice
29 to 30	Depraved	79 to 80	Refusal Of Cultural Practice
31 to 32	Disowned	81 to 82	Retired Adventurer
33 to 34	Distrust Of Magic	83 to 84	Shameless Gossip
35 to 36	Enemy Of The Tax Collector	85 to 86	Snitch
37 to 38	Exceptionally Attractive	87 to 88	Speech Issues
39 to 40	Extended Cellar	89 to 90	Stolen Possession
41 to 42	Extensive Traveler	91 to 92	Subject Of A Scandal
43 to 44	Falsely Accused	93 to 94	Transformed
45 to 46	Feud With Family Member	95 to 96	Treasure Map
47 to 48	Former Lover	97 to 98	Ugly As Sin
49 to 50	Gambling Habit	99 to 00	Unhappy Lot In Life

INTERESTING BIT DESCRIPTIONS

The following bits of text provide further details regarding possible interesting bits about certain family members. Feel free to modify such information as desired or needed.

Abnormal Height/Build: The family member has an abnormal height or build, making them particularly tall, short, stout, or lean. The family member might be so huge and towering that many villagers might want to believe that your relative has the blood of giants coursing through their veins. If leaning in the opposite direction, this relative of yours might be so small in size that some might mistake them for being a fairly healthy, if not somewhat overgrown, gnome.

Addicted To Illicit Substance: The family member is addicted to some variety of illicit and/or dangerous substance. While alcoholism would normally be bad enough, the family member's addiction puts them in additional peril due to circumstances surrounding the illicit nature of the substance. This addiction might also bring about potential danger for the rest of the family as well.

Alcoholic: The family member is an alcoholic. While they might be able to control their drinking to a reasonable degree, the family member is also as likely to be a severe alcoholic, drinking constantly, and quite out of control with their behavior at times.

Adulterous History: The family member has had one or more affairs in the past. These acts of infidelity might only be known by the family member and the other participant or they may be openly known by all and perhaps accompanied by the cultural requirement of a branding or badge (or letter) of shame that the family member is required to adorn. If the adultery was kept in secret there is the potential chance that the act could be discovered later on down the road and perhaps spark a series of scandalous (if not altogether dangerous) series of events.

Athlete: Your family member is quite an athlete in some manner of sport or physical competition. Their past exploits of this ability are well known throughout the land. While such association carries over an initial expectation that your character's own physical abilities should be impressive, the relation to this renowned athlete may prove bothersome if your character cannot live up to the abilities of your relative.

MMG003– Family Lineages: Human Villagers

Beneficial Alliance: The family member is a close friend or business partner of someone that could be particularly beneficial to your own character. Such an individual might have a great deal of wealth and influence in the realm. Otherwise they simply could function as a pool of valuable resource. Examples of such an individual could include the owner of a warehouse or inn, an information broker, a friendly druid always willing to lend a hand with healing or identification of plants and animals, or a retired wizard that specialized in teleportation spells. While the individual is an ally of your family member, they may not be immediately as close and friendly with your character. In such a case, the GM may want to incorporate a particular scenario, adventure, or quest that your character may need to successfully accomplish in order to gain an equal alliance with this beneficial individual.

Bizarre Features: The relative has one or more unusual cosmetic features that can cause their appearance to be a bit bizarre, though not necessarily unattractive. Possible options can include, but are not limited to, cat like eyes, hair or skin of an unusual coloration, small horns growing on their head, an animal like tail, etc. If desired, the presence of unusual features could spill over to other family members, including your own character. For the most part, these features should be purely cosmetic and serve no additional game purpose other than perhaps a slight penalty when attempting to disguise one's self. If the GM allows, however, the features could offer a slight benefit or be an indication that the family is descended from a magical bloodline or perhaps even a long forgotten race that mixed amongst humans (or elves and so forth) long ago.

Cannot Swim: The family member cannot swim and has at least a few occurrences where this inability has placed them in great peril. Although this could be little more than a trivial note of interest surrounding the family member, the GM might wish to incorporate the relative's inability to swim in a later adventure or scenario.

Cause Of Death: The family member directly or indirectly caused the death of another individual. Such a death could be accidental or it could have been murder. Whether or not the family member's involvement in the death is known to anyone else is up to you and the GM, as well as the circumstances surrounding the death.

Compulsive Liar: The family member is a compulsive liar and seems to be utterly incapable of telling the truth around other individuals. Although individuals previously unacquainted with the relative might fall for such tales, most of the rest of the family as well as the neighbors know good and well not to believe much of what the family member has to say. This could bring up a set of problems later on down the road if the family member has something very important that they are trying to tell someone about in a truthful manner.

Controversial Alliance: The family member has a rather odd, and most certainly controversial, alliance with a monster or a member of a typically hostile race of humanoids. This alliance may be kept a secret or it could be common knowledge. The exact circumstances and reasons for the alliance should be worked out and approved by the GM.

Criminal History: The family member has had a history of assorted criminal activities. Although the crimes could be known and perhaps the family member is currently imprisoned, there is an equal chance that the crimes committed by your relative may not be known. Eventually these crimes may become exposed to the other family members and the general public. When such happens, a series of controversies, heated accusations, and unusual, potentially dangerous encounters are likely to occur.

Cruelly Punished: The family member was cruelly punished for a minor infraction many years ago and has not forgotten such harsh reprimands. Although the physical wounds healed rather quickly, the mental ones have not and the family member harbors a fuming hatred from the entity responsible for issuing such punishment. It is likely that the family member has spent quite some time scheming the downfall of such an entity and should the entity happen to be the ruling authority then it is likely that the family member is not above blatant acts of treason should the relative see a fit opportunity to act upon their schemes.

Depraved: The family member is depraved, evil, and/or has some seriously unwholesome interests, desires, or obsessions. Although some of the other family members (possibly including yourself) may not exactly be the most upright of values, this particular relative is considered depraved and twisted even by lesser standards. You and the GM should discuss whether or not this relative's wickedness could present potential problems for yourself and the rest of the family, and whether or not individuals outside the family are aware of the relative's wicked ways.

MMG003– Family Lineages: Human Villagers

Disowned: The majority of your family has disowned this relative, cutting off contact and communication with the person entirely. The exact details as to why the relative was disowned should be left up to you or the GM. As an adventuring character, your own opinions or acceptance of the disowned family member may or may not be the same as the rest of your relatives.

Distrust Of Magic: The individual has a sense of fear or distrust for the elements of magic, particularly that of arcane magic. This distrust can be very mild, moderate, or quite severe. If desired, the individual may be fearful or distrusting of only a certain type of magic or perhaps a type of magical item or resource. For example, the character might have an uncle that is paranoid of magical wands or swords. There might be an aunt or cousin that is extremely distrusting of all forms of illusion or enchantment based magic, no matter how innocent or simple the magic might be. In the case of a specific type of magic, the distrust or fear should be particularly severe.

Enemy Of The Tax Collector: The family member has had a significant issue or two with the local tax collector, making this official somewhat of an enemy to your relative. Such feelings could very well flow over to the rest of the family, causing significant hardships and troubles with the local authority for you and your relatives.

Exceptionally Attractive: The family member is extremely attractive to the point that their comeliness often causes notable distractions or shadows other aspects of the relative. Should your family member be deceptive or thieving in nature, they may often be easily forgiven on the sheer basis of their looks. Should the family member be incredibly talented, such meaningful gifts go unnoticed due to others seeing only the physical attraction of the individual. Your relative is someone that who's own gender is typically jealous of and the other gender swoons to. This could be a benefit and it could also be a curse.

Extended Cellar: The cellar level below this family member's home extends into a vast underground complex. Such a complex could be a cave, an old dungeon, a section of sewer, or even the remains of a once great city. The family might have known about the extension for a good while or it may have been recently discovered during some work on a cellar wall. The GM should work with you on coming up with ideas about the extended underground area as this could be a decent entrance into high adventure.

Extensive Traveler: The family member is/was an extensive traveler that has been to a few distant lands. It is likely that during such travels the individual has made a few interesting acquaintances and may have gained a handful of enemies or allies.

Falsely Accused: The family member was falsely accused of a crime they did not commit and was either executed or is currently serving the punishment for the falsely accused crime. It is likely that the rest of the family (including yourself) believes that this family member is innocent and wishes to do what they can to avenge the wrongs that have been done towards the innocent relative.

Feud With Family Member: This particular relative has an ongoing feud or heated grudge against another family member (or members). There should be a bit of a developed story regarding the feud, including the cause of the disagreement. Also, if your character is not neutral to the feud, it is important to know what side your character is on.

Former Lover: The relative has a former lover that keeps popping up from time to time and causing trouble. This individual might still be passionately in love with the family member, or they could be scorned from being rejected and are thus out to cause trouble.

Gambling Habit: The family member is addicted to gambling. Although there is the chance that the relative is able to keep their habit under control, it is more likely that your relative could easily gamble their entire fortune away, if they have not done so already. Likewise, the relative may already have a significant gambling debt and could be hiding from those that they owe to. In such a situation the whole family could be in jeopardy as the collector (or their hired swords) seek out your relative to recover a debt or deliver a severe punishment.

Held For Ransom: This relative has been kidnapped and is being held for ransom. The GM should work with you in regards to deciding what sort of individuals have kidnapped your relative, what the value of the expected ransom is, and how long ago the relative was kidnapped.

Interesting Pet: The family member has a particularly interesting or note worthy pet. Although normally this creature should be a normal, mundane animal and not terribly too powerful, it is equally possible that a small, magical creature could very well be the pet of the relative. The pet could also be a larger, more powerful monster or beast. This would be particularly plausible if the family member was once a mighty adventurer.

MMG003– Family Lineages: Human Villagers

Lost Love: The family member has a lost loved one or former romantic partner that they still pine away over. If the loved one or partner is dead, the family member may still be trying to seek out clues as to why this individual died or trying to bring to justice someone responsible for the murder of the loved one. If the relative has lost all sense of contact with the loved one or romantic partner, the relative may be desperately trying to track down the individual and rekindle their relationship with that person. Being kin and also prone to travel, it is likely that this family member might ask your character at some point to help with the search for this lost love.

Mystical Ability: The family member has some form of strange, mystical ability or quality. This unique talent or power comes naturally and does not rely on trained magic or the path of a character class or role. Unless backed with a good story and perhaps a few balancing flaws, this mystical ability should be fairly trivial or relatively minor not to upset game balance. The ability to reproduce the effects of a mild cantrip a few times of day is a good example of the proposed limits of such a mystical effect. In addition to providing a balance or limitation on the ability's power, there should be a good storyline or possible explanation as to why the individual has this unique mystical feature. Perhaps the character spent some time as an apprentice to a potion maker and accidentally drunk an experimental recipe. Another reasoning could be that there is a strain of magical, sorcery like power that shows up every so many generations in the family and this particular relative received a faint, diluted touch of it. If desired, all of the family member's siblings could also receive different (or even the same) mystical abilities.

Nightmares: The family member suffers from vivid, reoccurring nightmares. While these might be little more than dreams, the nightmares might actually be some sort of omen or psychic prediction that the family member is having. Likewise, your relative states that some of these nightmares are about your character and in these dreams the family member sees your character in great peril while the character travels on their journeys.

Noteworthy Subordinate: The family member has a noteworthy hireling, minion, servant, or slave. This individual could be a member of another race of humanoids, or the individual could be someone of particular ability or importance. You should work out specific details for this hireling/minion, including the individual's dominant personality, particular skills, and sense of loyalty to their master.

Odd Faith/Beliefs: This particular relative has an odd belief system or belongs to a religion that is much different from their surrounding neighbors and/or the rest of the family.

Outlaw Days: The family member spent a short amount of time in a group of outlaws. Such individuals could have been pirates, bandits, organized thieves, or any other variety of such characters. The family member may have had honorable intentions or could have simply been involved for the potential profit. Either way, the family member is no longer a member but may have managed to make a few enemies while active as an outlaw.

Owes A Debt: The family member owes a significant debt to someone and may be avoiding paying up. This debt could cause the individual as well as the rest of the family a significant degree of hardship or peril.

Personal Peeve: The relative has a personal peeve that sometimes causes them to burst out in a fit of anger from time to time. This peeve could be anything that you and the GM find worthy enough or workable. Some examples could include women that wear red dresses openly in the streets, someone that strolls into a home or tavern wearing filthy, wet boots or shoes, folks that knock on the relative's door during meal time, or individuals that thoughtlessly tie their horses to the tree in front of the family member's home without asking. It is also possible that the relative could have more than one peeve, thus making it more likely that their tempers could flare up as a result of one of their personal issues.

Phobia: This relative of yours has a significant fear of something. They might have a phobia towards large crowds of people or they might be extremely frightened by mice. The possibilities are nearly endless and the GM might want to work with you on creating a phobia that could hold potential for an adventure hook or worthy gaming scenario down the road.

Physical Handicap: The family member has a significant physical handicap. This could be anything from a missing hand or severe limp to complete loss of the use of their legs, hearing, eyesight, and so forth.

MMG003– Family Lineages: Human Villagers

Prejudice: The family member has a notable degree of prejudice, and refuses to see the potential good in anyone from a particular race or culture. While it would be easy to simply make the family member prejudiced towards goblins, orcs (and half orcs), or giant kin, it might be more worthy of a scenario to have the family member hold prejudice towards a more widely accepted race or culture.

Refusal Of Cultural Practice: The family member refuses to be an active participant in one or more accepted cultural practices. This could be as trivial or important. The refusal to bow before an individual of noble blood or important post should be considered an important refusal of practice. Naturally, the refusal to participate in practices such as the one mentioned could cause a great deal of grief and hardship on this particular relative, if not the entire family as well. There should be a specific reason as to why the relative refuses to participate in a cultural practice.

Retired Adventurer: The family member is a retired adventurer. The GM should work with you in regards to how successful the relative was, how powerful or influential they are now, and what sort of class, role, or profession they held as an adventurer.

Shameless Gossip: This particular relative of yours is a shameless gossip. While they might be good for a wee bit of information, a great deal of things that the family member has heard about (and will no doubt pass on to you) could be very dubious in nature and twisted with a great deal of false misinformation. Likewise, the obsession with spreading rumors about the community could very well land the relative into trouble from time to time.

Snitch: This particular relative has earned the reputation of being a snitch. Whether or not the relative has actually ratted anyone out is beside the point, the family member is a known snitch in the eyes of the community and as such, there's a good number of people that hold little love or trust for this relative. Although the poor reputation could stop with this particular relative, it is equally as likely that the rest of the family, including your character, has earned a similar sense of distrust by merely being related. If you wish, you might have your character do what they can to help restore the relative's sense of honor in the community. If the family member is truly a snitch and cannot be trusted by even your own character, you may wish to do what you can to help defend your own reputation as well as the rest of the family by plotting against the snitching relative.

Speech Issues: The family member has difficulty with their speech. This could indicate a stuttering problem, a speech impediment, or it may mean that the individual is mute and cannot speak at all. The exact details are entirely up to you and/or your GM.

Stolen Possession: The family member has something of particular value or importance stolen from them. This relative is still actively seeking who stole the item and may want to utilize your adventurous skills down the road to help recover this item of importance. The GM may want to determine the exact properties of the item that was stolen, the individual that stole it, and what sort of reward (if any) you would gain for recovering it.

Subject Of A Scandal: The family member is the subject of a terrible, awful scandal. Whether the details surrounding this relative are true or not is entirely up to you and/or the GM. There should also be some agreement regarding the severity of the scandal, what the accusations entail, what the family member's particular place in the scandal is, and how much the surrounding community (and more importantly, the ruling authority) believes in the scandal. There should also be some consideration in regards to how the scandal could impact the rest of the family.

Transformed: The family member was transformed by magic and was turned into something altogether different. Such a form could be that of a tree, toad, newt, or whatever the GM would deem appropriate. The family member could have been changed back into their old self or still may be in their state of transformation. There should also be an interesting story as to why the family member was transformed.

Treasure Map: The family member has an old map that supposedly leads to the resting site of some valuable treasure. Knowledge that the map exists may either be a family secret or commonly known within the community. Whether or not the family member is willing to share the information regarding the location of such treasure is entirely up to the GM. The GM should also determine where the treasure is located and what the treasure consists of.



MMG003– Family Lineages: Human Villagers

Ugly As Sin: This poor family member is naturally homely and thus often shunned by others, particularly those of the opposite sex. Although the family member might be honest, loyal, and extremely talented, such gifts and virtues are often shadowed by their physical appearances. The homely features of the family member might even be severe enough to make them appear almost monstrous in the eyes of others, causing them to hide away in their home for fear of creating a violent scare amongst other villagers. Though potentially bitter about how the world may view them, such a relative might be quite kind and grateful towards anyone that treats them as an equal, and could prove to be a valuable ally.

Unhappy Lot In Life: The family member is unhappy with their role and place in life and wishes for other opportunities. Although this could be quite common with poorer family members, the relative could actually be wealthier than most. Such an individual is likely to be bored with their lofty position in life and may seek the life of adventure, or may feel isolated and simply wish to be more like the rest of the village, no matter how impoverished. The GM may want to assist with the background of this family member and see how the individual's unhappiness could spark into a potentially interesting scenario or adventure hook.

MOSSY MOUNTAIN GATHERING GUILD ROSTER

Contributors

The following members of the guild actively contributed to the development of this product.

Deborah Burchett–

Deborah Burchett is one of the early founders of Mossy Mountain Gathering and helped forge the guild ship philosophy of the gaming label. Deborah assists with a fair amount of concept design and writing. She is also part of MMG's graphics and art crew and specializes in photography and graphical merging of photos and illustration stock. Deborah currently play-tests a Visionary class character in one of MMG's regular ongoing campaigns. This new character class is slated to be released by MMG in the near future and will be developed around a modified rules structure of one of the world's most popular fantasy role playing games. Deborah is also currently working on a future elf related installment of the Family Lineages series.

David (Dave) Woodrum–

Dave Woodrum is one of the core founding members of Mossy Mountain Gathering and helped forge the guild ship philosophy. Dave is a veteran of the gaming industry and has been published by a handful of different companies. Dave handles a great deal of the operations currently for MMG. Although his core focus is game design and writing, Dave currently dabbles in the aspects of editing, layout, publishing, graphics design, and illustration.

Other Faces Amongst The Guild

The following individuals are currently either directly or indirectly involved with the humble little quest that is known as Mossy Mountain Gathering.

Adam Anderson– Adam is a gaming industry veteran designer and writer.

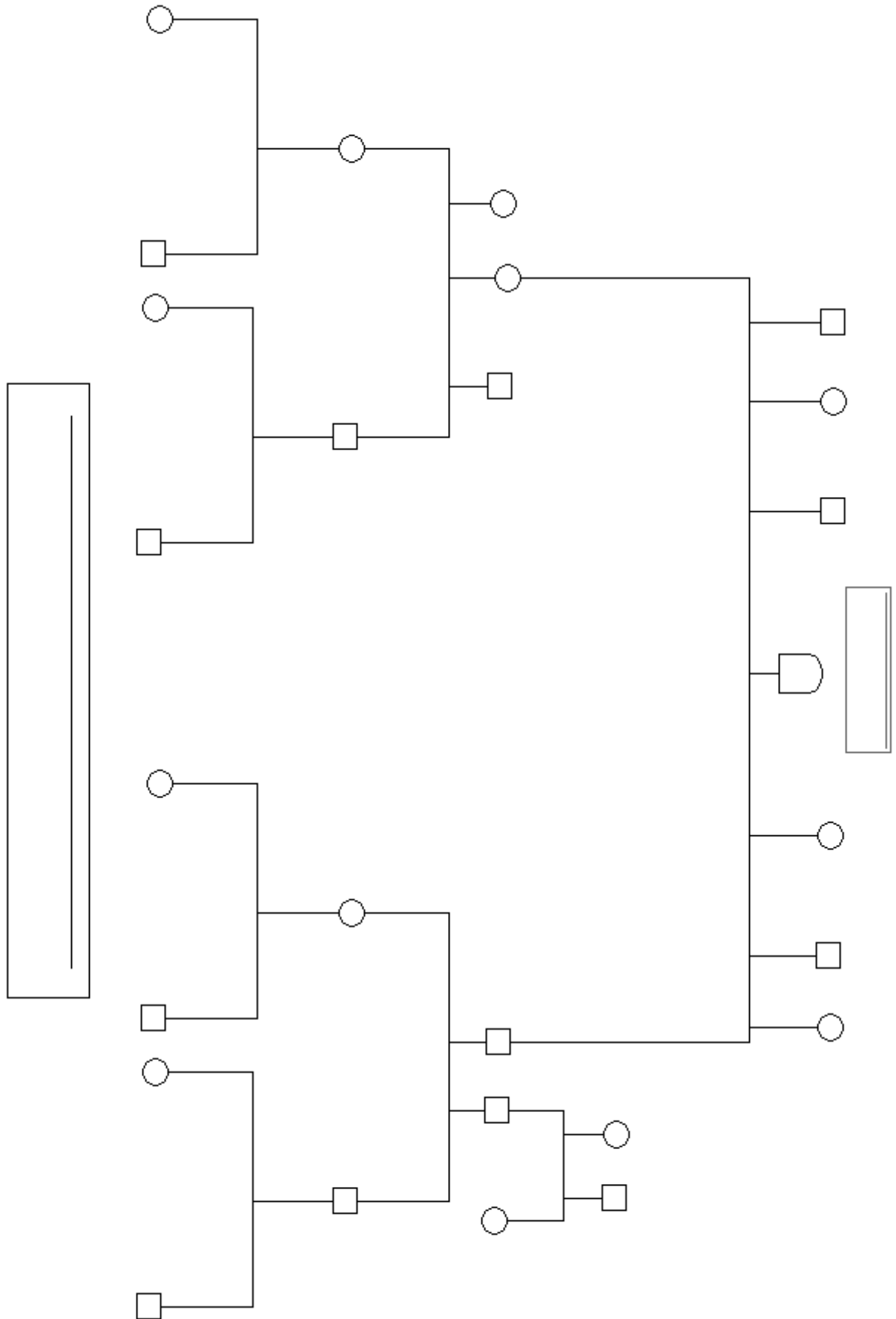
David Ford– David is an industry veteran designer and writer. He is also currently the official Game Master of MMG for the purpose of play-testing and brainstorm session gaming.

Cliff Jackson– A newcomer to MMG, Cliff is currently in the process of bouncing ideas around with other associates, friends, and members of the guild. We hope to include Cliff in our family of writers and designers in the near future.

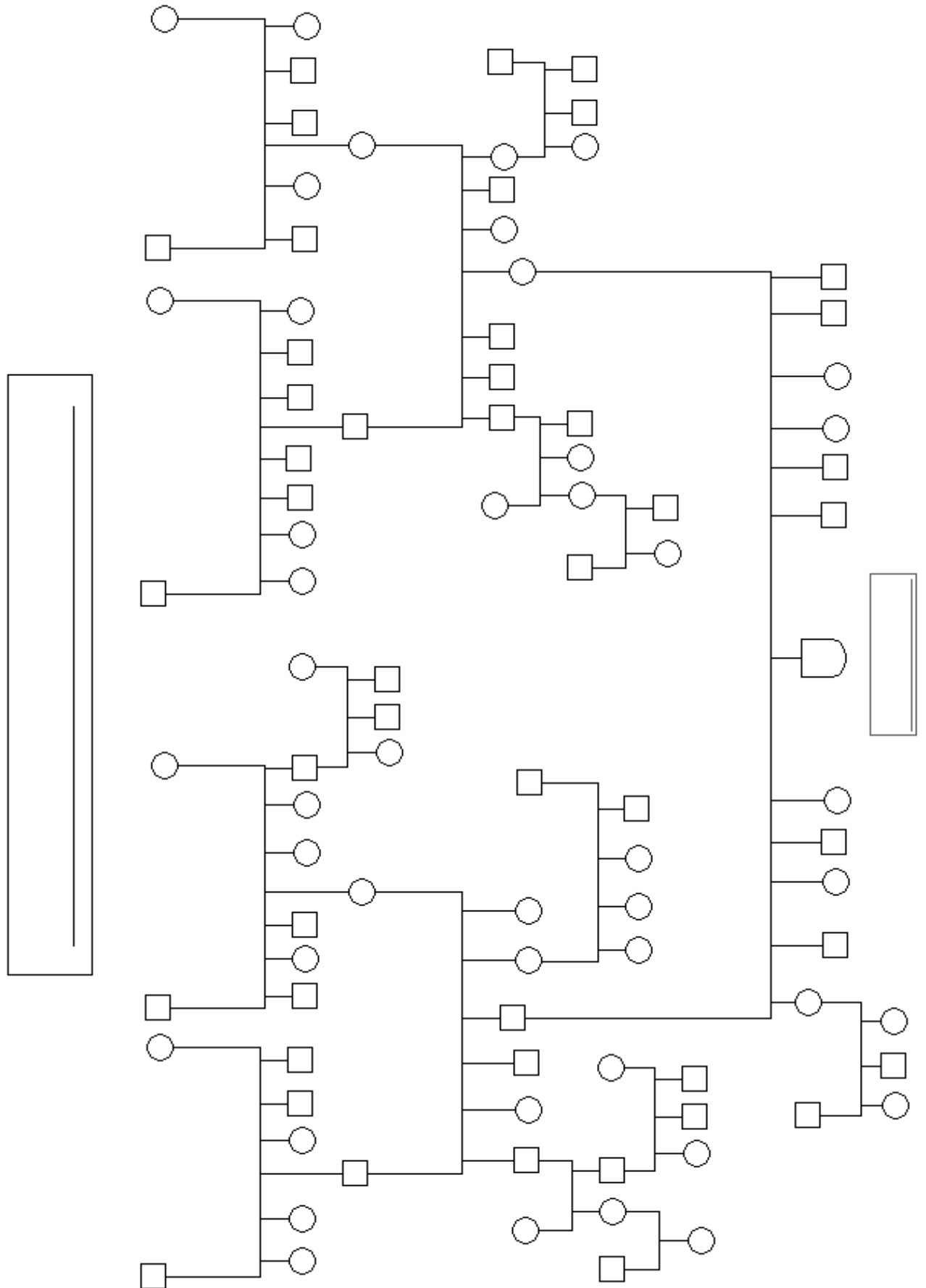
Cathy Woodrum– Cathy is one of the guild's play testers, brainstorm session gamers, and part time designer.

Joe Woods– Joe is one of MMG's newest writers and game designers. We hope to see some of Joe's contributions published under the MMG banner in the future.

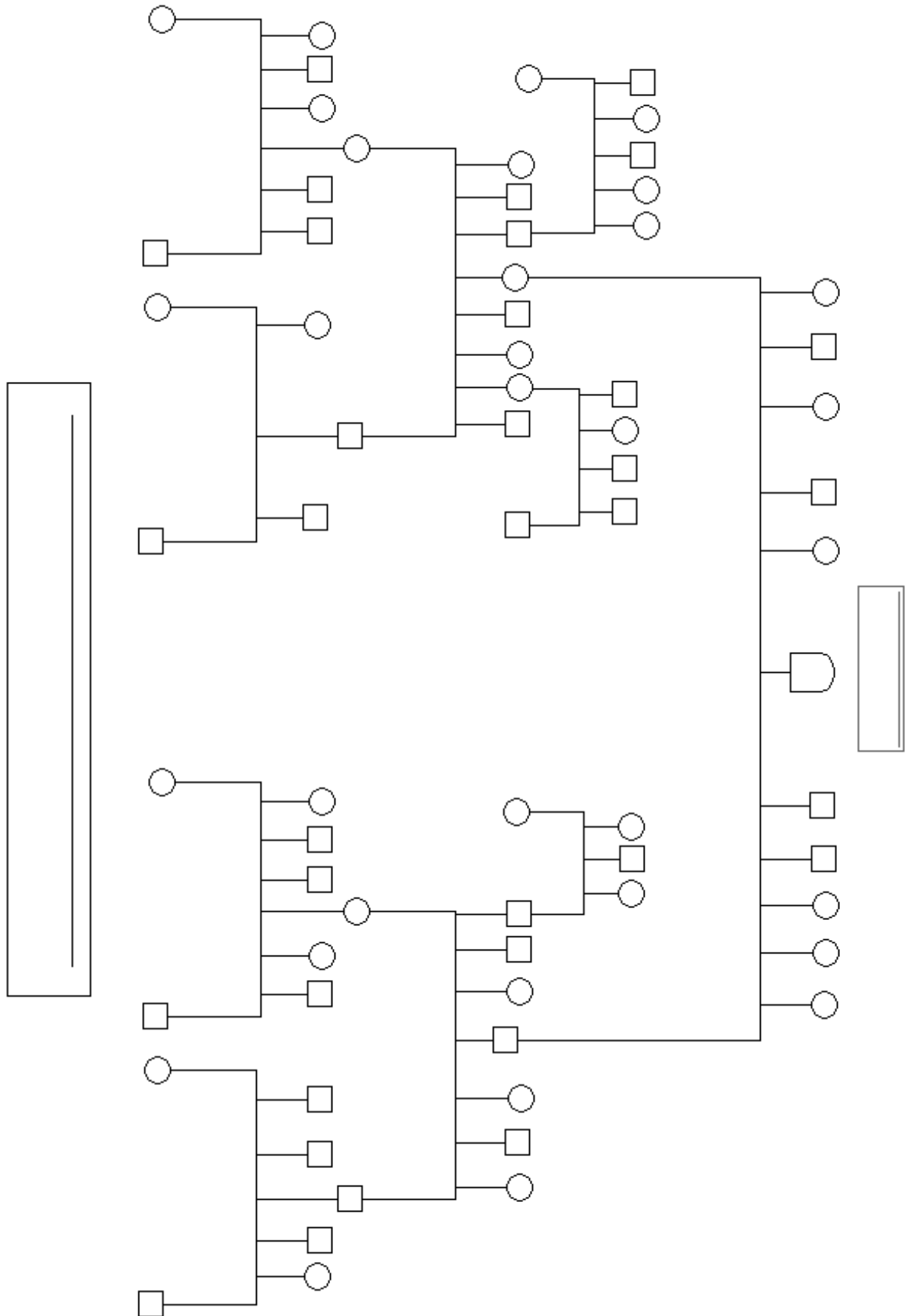
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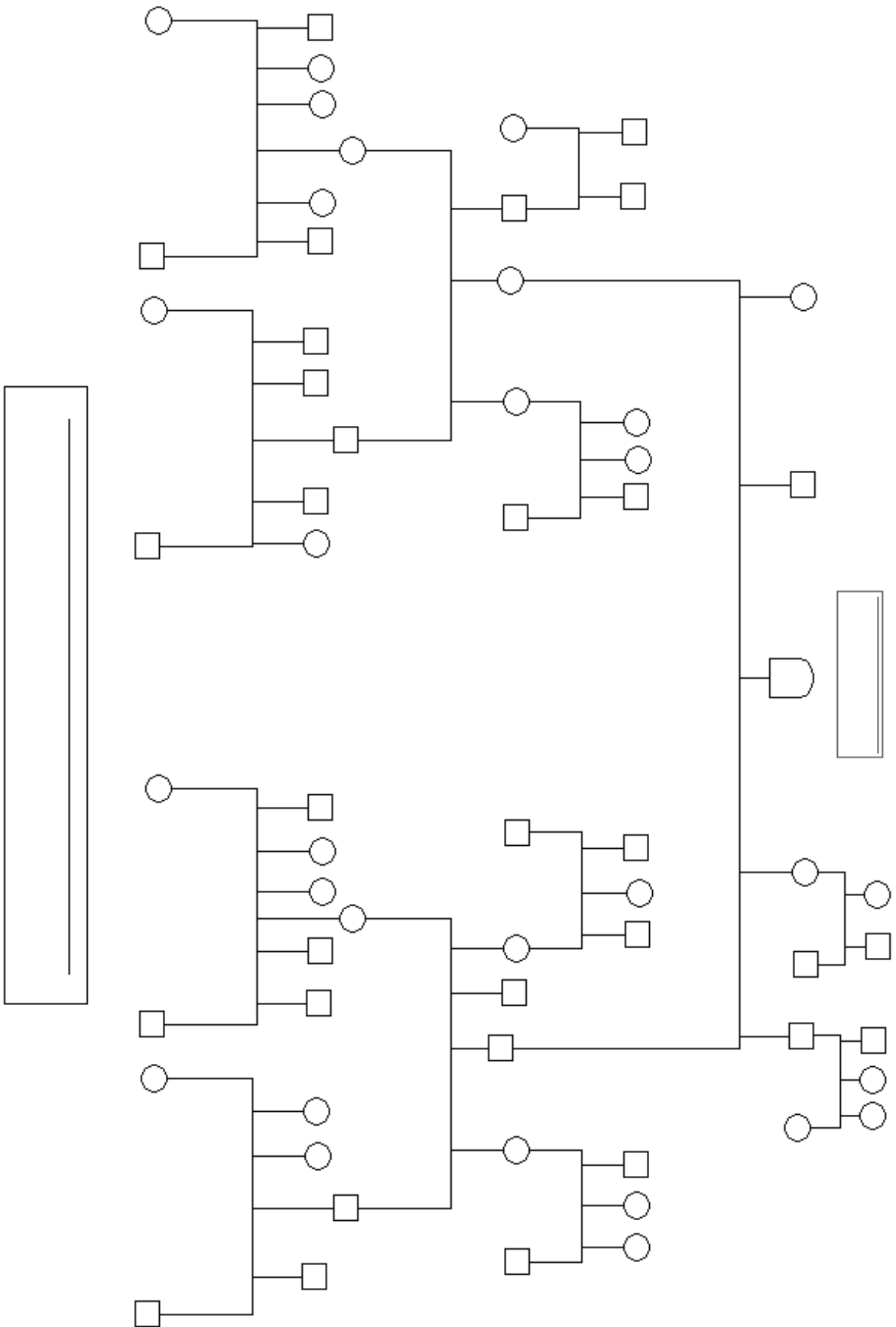
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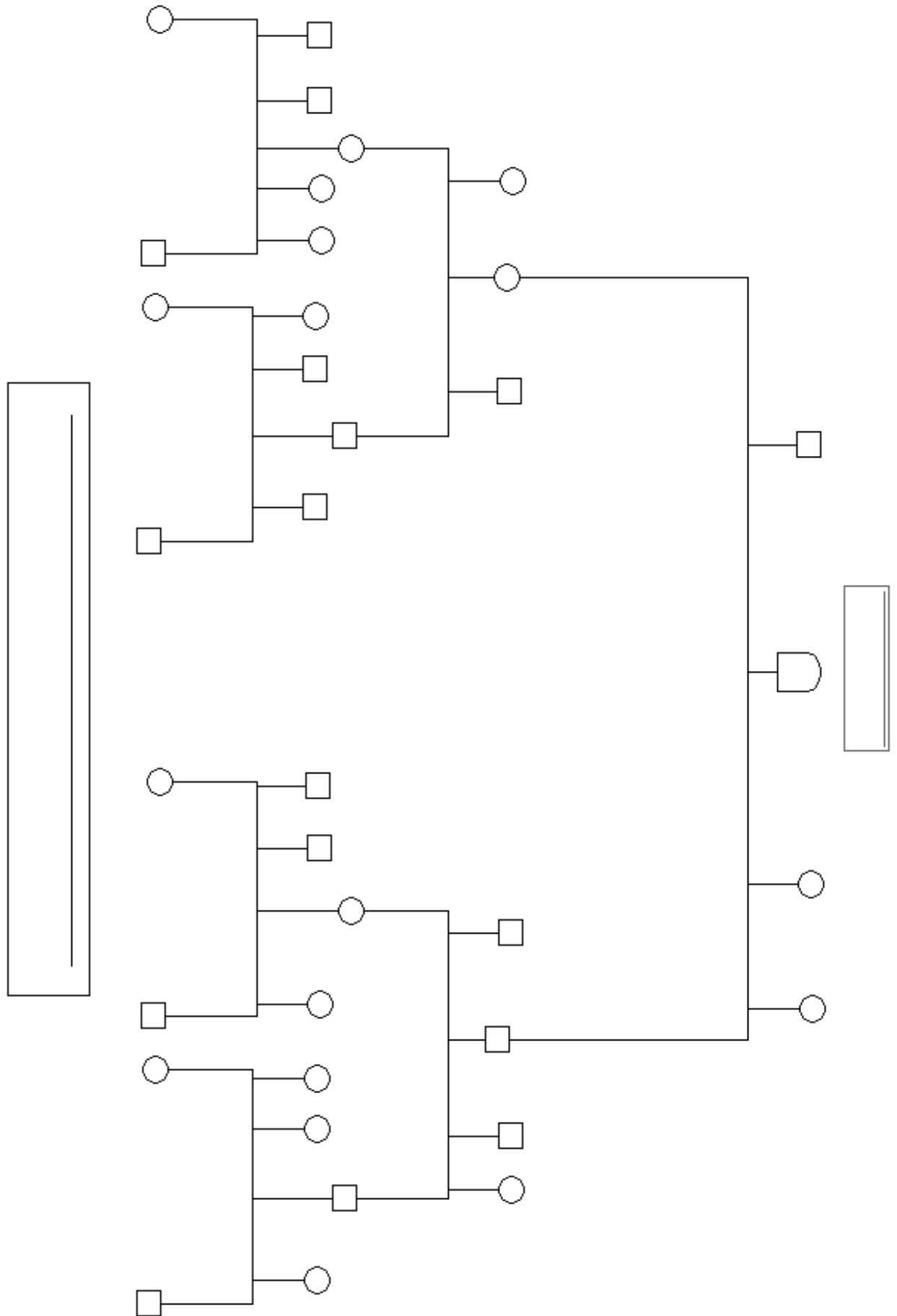
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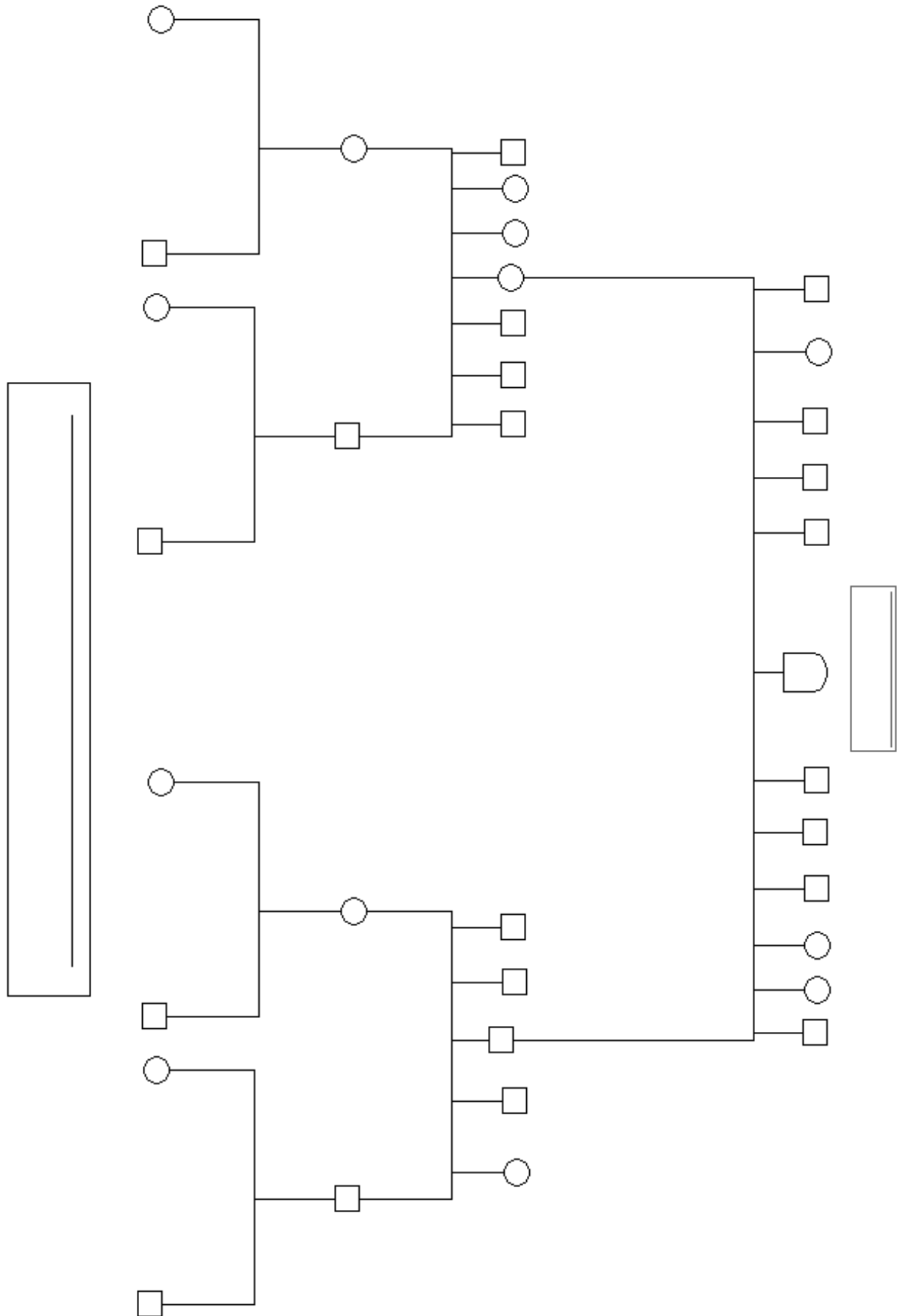
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