
MASKS – RANDOM PHYSICAL FEATURES IN AS&SH

by Colin Chapman

Although many players and referees will simply assign a character whatever appearance they desire, it can be fun to roll for these elements randomly, especially if inspiration hasn't struck. This article provides the means to generate hair and eye colour, as well as distinguishing features. Of course, players and referees may simply choose results, as these characteristics have no real mechanical impact on play.

PART ONE: HAIR AND EYE COLOUR

Roll d% on the following tables to determine a character's eye and hair colour.

Common Man Eye Colour

Result	Eye Colour
01–23	Brown, Dark
24–46	Brown, Light
47	Amber, Dark
48	Amber, Light
49–53	Hazel, Dark
54–58	Hazel, Light
59–71	Blue, Dark
72–84	Blue, Light
85–86	Green, Light
87–88	Green, Dark
89–94	Gray, Dark
95–00	Gray, Light

Common Man Hair Colour

Result	Hair Colour
01–20	Black
21–30	Brown, Dark
31–40	Brown, Medium
41–50	Brown, Light
51–53	Auburn, Dark
54–56	Auburn, Medium
57–59	Auburn, Light
60–61	Red, Dark
62–63	Red, Medium
64–65	Red, Light
66–75	Blond, Dark
76–85	Blond, Medium
86–95	Blond, Light
96–00	White

Amazon Eye Colour

Result	Eye Colour
01–25	Hazel, Dark
26–50	Hazel, Light
51–75	Blue, Dark
76–00	Blue, Light

Amazon Hair Colour

Result	Hair Colour
01–25	Black
26–45	Brown, Dark
46–60	Brown, Medium
61–65	Brown, Light
66–85	Auburn, Dark
86–95	Auburn, Medium
96–00	Auburn, Light

Atlantean Eye Colour

Result	Eye Colour
01–50	Gray, Light
51–75	Yellow, Dark
76–00	Yellow, Light

Atlantean Hair Colour

Result	Hair Colour
01–50	Black
51–75	Blond, Medium
76–00	Blond, Light

Esquimaux Eye Colour

Result	Eye Colour
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01–39	Brown, Dark
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40–78	Brown, Light
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79	Amber, Dark
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80	Amber, Light
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81–90	Hazel, Dark
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91–00	Hazel, Light
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Esquimaux Hair Colour

Result	Hair Colour
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01–55	Black
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56–80	Brown, Dark
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81–90	Brown, Medium
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91–00	Brown, Light
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Hyperborean Eye Colour

Result	Eye Colour
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01–50	Violet, Dark
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51–00	Violet, Light
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Hyperborean Hair Colour (M)

Result	Hair Colour
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01–48	Golden, Pale
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49–96	Golden, Rich
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97–00	Silvery White
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Hyperborean Hair Colour (F)

Result	Hair Colour
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01–05	Blue-Black
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06–50	Golden, Pale
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51–95	Golden, Rich
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96–00	Silvery White
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Ixian Eye & Hair Colour

Ixians have black hair; women have emerald green eyes, men black.

Keltic Eye Colour

Result	Eye Colour
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01–15	Hazel, Dark
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16–30	Hazel, Light
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31–55	Blue, Dark
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56–80	Blue, Light
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81–90	Green, Light
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91–00	Green, Dark
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Keltic Hair Colour

Result	Hair Colour
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01–34	Brown, Light
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35–50	Auburn, Medium
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51–65	Auburn, Light
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66–76	Red, Dark
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77–88	Red, Medium
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89–00	Red, Light
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Kimmerian Eye & Hair Colour

Kimmerians have black hair and dark gray eyes.

Kimmeri-Keltic Eye Colour

Result	Eye Colour
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01–10	Hazel, Dark
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11–20	Hazel, Light
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21–35	Blue, Dark
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36–50	Blue, Light
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51–60	Green, Light
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61–70	Green, Dark
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71–85	Gray, Dark
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86–00	Gray, Light
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Kimmeri-Keltic Hair Colour

Result	Hair Colour
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01–75	Black
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76–80	Brown, Dark
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81–84	Brown, Medium
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85–88	Auburn, Dark
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89–92	Auburn, Medium
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93–96	Red, Dark
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97–00	Red, Medium
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Pictish Eye Colour

Result	Eye Colour
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01–10	Blue, Dark
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11–20	Blue, Light
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21–60	Green, Light
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61–00	Green, Dark
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Pictish Hair Colour

Result	Hair Colour
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01–05	Auburn, Medium
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06–10	Auburn, Light
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11–40	Red-Orange, Dark
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41–70	Red-Orange, Medium
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71–00	Red-Orange, Light
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Pictish (Half-Blood) Eye Colour

Result	Eye Colour
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01–25	Brown, Dark
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26–50	Brown, Light
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51	Amber, Dark
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52	Amber, Light
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53–76	Hazel, Dark
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77–00	Hazel, Light
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Pictish (Half-Blood) Hair Colour

Half-blood Picts have black hair.

Viking Eye Colour

Result	Eye Colour
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01–25	Hazel, Dark
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26–50	Hazel, Light
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51–75	Blue, Dark
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76–00	Blue, Light
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Viking Hair Colour

Result	Hair Colour
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01–10	Red, Dark
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11–25	Red, Medium
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26–45	Red, Light
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46–55	Blond, Dark
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56–70	Blond, Medium
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71–95	Blond, Light
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96–00	White
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PART TWO: DISTINGUISHING FEATURES

Sometimes, just one or two key physical features are all that is needed to define a character's appearance.

Players should roll 1d20 once (or twice) on the appropriate **Features** table depending on whether their character has a negative, positive, or no (neutral) Charisma modifier. Note that too many rolls might create a comical mien and thus lessen the impact produced by one or two clearly-defined features.

It is also possible to use these tables to generate completely random characteristics separate from Charisma. Simply roll 1d6 first, and then roll on the appropriate table as follows: 1-2: Negative Distinguishing Features, 3-4: Neutral Distinguishing Features, 5-6: Positive Distinguishing Features.

Neutral Distinguishing Features

Roll	Feature
1	Broken Nose / Deviated Septum
2	Callused / Washerwoman Hands
3	Diastema (Gap-Toothed)
4	Distinctive Birthmark
5	Eyes Different Colours
6	Facial Mole
7	Facial Scar, Light to Moderate
8	Freckled
9	Frown / Laugh Lines
10	Hirsute (M) / Bushy Hair (F)
11	Mallen Streak
12	Nondescript
13	Pale / Waxy Complexion
14	Piercing, Facial
15	Prematurely Graying
16	Receding / Thin Hair
17	Ruddy / Swarthy Complexion
18	Tattoo, Neck / Facial
19	Weather-Beaten / Heavily Tanned
20	Choose One

Negative Distinguishing Features

Roll	Feature
1	Big Ears
2	Big Nose
3	Bow-legged
4	Bushy Eyebrows
5	Croaky / Raspy Voice
6	Facial Mole, Hairy
7	Facial Scar, Disfiguring
8	Facial Tic
9	Limp / Damaged Hair

10	Lisp
11	Missing Finger
12	Missing Teeth
13	Piggish Nose
14	Pockmarked
15	Pronounced Overbite / Underbite
16	Shrill / Nasal Voice
17	Strong Body Odor
18	Stutter
19	Torn / Missing Ear
20	Choose One

Positive Distinguishing Features

Roll	Feature
1	Broad-Chested / Bosomy
2	Chiseled / Fine Features
3	Clear Eyes
4	Commanding / Mesmerizing Gaze
5	Dazzling Teeth
6	Defined Muscletone
7	Distinguished Features
8	Facial Scar, Dashing
9	Full Lips
10	Good Posture
11	Heroic / Graceful Jawline
12	Healthy Complexion
13	Honest Face
14	Husky / Sultry Voice
15	Lilting Voice
16	Lustrous Hair
17	Resonant / Clear Voice
18	Youthful Countenance
19	Winning / Charming Smile
20	Choose One