



# Deed Generation

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[Town Deeds:](#)

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~ = Perilous Deeds

## Town Deeds:

### **A peddler in town claimed to be selling valuable magic trinkets.**

#### Determination

NAME bought a potion that could instantly relieve a hangover.

NAME bought magic silverware that cleaned itself.

NAME bought magic silverware that cleaned itself.

NAME bought a trinket that would make a noise in the morning to help

OBJECT\_PRONOUN wake up on time.

#### Empathy

NAME picked up one of the items and smashed it against the ground, laughing in the process.

NAME spat at the feet of the peddler and kept walking.

NAME browsed the peddler's wares but ultimately decided not to purchase anything.

NAME purchased a 'magic' locket to help POSSESSIVE\_PRONOUN love life and left a hefty tip.

### **A brawl broke out in the tavern while the party was eating dinner.**

#### Determination

NAME didn't even want to put effort into getting up to move away from the brawl.

NAME moved tables to keep a reasonable distance from the brawl.

NAME moved tables to keep a reasonable distance from the brawl.

NAME avoided the fight, not wanting it to interfere with the quest.

### Empathy

NAME placed wagers on who would win the fight with others in the tavern.

NAME watched the fight with interest.

NAME watched the fight with interest.

NAME broke up the fight and told the brawlers that they should solve their disputes with words.

### Bravery

NAME was afraid that SUBJECT\_PRONOUN would somehow be dragged into it, so SUBJECT\_PRONOUN left the tavern.

NAME tried to keep to REFLEXIVE\_PRONOUN and went about POSSESSIVE\_PRONOUN business.

NAME taunted the brawlers and cheered on the fight.

NAME jumped into the fight, challenging the other patrons of the tavern.

## **A building caught fire while the party was visiting the town!**

### Bravery

NAME was frightened by the fire and refused to help.

NAME quietly cheered on the townsfolk.

NAME helped the townsfolk collect buckets of water to put the fire out.

NAME recklessly ran into the fire and saved people still caught in the building.

### Empathy

NAME laughed as SUBJECT\_PRONOUN watched the townsfolk attempt to quell the flames.

NAME scoffed at the townsfolk when they asked for assistance.

NAME helped the townsfolk collect buckets of water to put the fire out.

NAME offered the townsfolk a hefty sum of gold to help with the repairs.

**While traveling through the town, the party was accosted by a guard.**

Bravery

NAME was accused of a crime and ran away in fear, though the guard realized they had the wrong person anyway.

NAME was accused of a crime, but SUBJECT\_PRONOUN didn't know what the guard was talking about. The guard realized they had the wrong person.

NAME was accused of a crime, but SUBJECT\_PRONOUN didn't know what the guard was talking about. The guard realized they had the wrong person.

NAME was accused of a crime, but SUBJECT\_PRONOUN flatly rejected the accusation. The guard realized they had the wrong person.

Empathy

NAME was arrested for a crime. SUBJECT\_PRONOUN had burglarized several stores, and had to stay in prison until POSSESSIVE\_PRONOUN bail money arrived.

NAME was accused of a crime, but SUBJECT\_PRONOUN didn't know what the guard was talking about. The guard realized they had the wrong person.

NAME was accused of a crime, but SUBJECT\_PRONOUN didn't know what the guard was talking about. The guard realized they had the wrong person.

NAME was accused of a crime, but the guard quickly realized that they had the wrong person. SUBJECT\_PRONOUN offered to help the investigation.

**While the party was in town, word spread that a rich noble was buying everyone at the tavern free drinks.**

Determination

NAME drank countless beverages, passed out, and woke up the next day extremely hungover.

NAME went to the tavern to see the festivities.

NAME went to the tavern to see the festivities.

NAME refused to drink while on the job and didn't go to the tavern.

Empathy

NAME secretly swiped some money from the patrons at the bar.

NAME tried to spread rumors around the tavern that would start a fight.

NAME decided to buy some of the other patrons drinks as well.

NAME made sure the rest of the party stayed safe while they drank.

**The party encountered a pauper begging for food, they looked sick.**

Empathy

NAME told the pauper they should go somewhere to die where they won't spread plague to anyone.

NAME sneered at the pauper as the party passed by.

NAME flipped the pauper a gold piece, which they quickly snatched up.

NAME gave the pauper money for food and brought them to an herbalist to receive medical treatment.

Bravery

NAME walked on the other side of the road because they didn't want to be infected with anything.

NAME avoided eye contact with the pauper as the party passed by.

NAME tossed the pauper a coin from a distance to keep from getting sick.

NAME handed the pauper a coin, and didn't seem to be bothered by their apparent illness.

**The party encountered a wild bear roaming through the streets of the town. It seemed gravely wounded.**

Empathy

NAME beat the bear to death with POSSESSIVE\_PRONOUN bare hands.

NAME ignored the bear and kept walking.

NAME tossed some scraps of food to it.

NAME broke out POSSESSIVE\_PRONOUN first-aid kit and attempted to heal the bear.

Bravery

NAME jumped behind the rest of the party, quivering in fear.

NAME stood frozen stiff as the bear walked past the party.

NAME stood still and waited for the bear to move on.

NAME walked up to the bear and shooed it away.

**A local festival stopped the party from moving through town.**

Empathy

NAME shoved POSSESSIVE\_PRONOUN way through the crowd, kicking kids out of POSSESSIVE\_PRONOUN way.

NAME started making loud and obnoxious comments about how boring the festival was.

NAME passed a candy apple to a starry-eyed child.

NAME started throwing gold to all of the festival-goers.

### Determination

NAME immediately joined in on the festivities, completely forgetting the party.

NAME got distracted by one of the dancing troupes and got lost.

NAME attempted to keep the rest of the party on task.

NAME moved through the festivities completely ignoring everything around OBJECT\_PRONOUN.

## **A naked bard asked for directions to the nearest inn.**

### Empathy

NAME cried from laughter and called them ugly.

NAME offered directions and some extra fun.

NAME offered directions and moved on.

### Determination

NAME swooned.

NAME provided directions and then followed them.

NAME gave directions and continued through town.

NAME ignored them in favor of continuing the quest.

**A random villager happily approached one of the party members, they seemed to recognize them.**

Empathy

NAME rudely pushed them away and kept moving. Child: -1

NAME flatly told them no, continuing on the quest. Child: -1

NAME shrugged, unsure if SUBJECT\_PRONOUN knew them. Child: 1

NAME apologized profusely for forgetting the villager. Child: 1

Sub-deed ID: 1 ->

**The villager entreated the party to join them for the evening meal at their home.**

Determination"

NAME declined, focused on the task at hand. Child: -1

NAME politely refused, suggesting another time instead. Child: -1

NAME agreed, looking forward to a home cooked meal. Child: 2

NAME had already started speed-walking towards the villager's house. Child: 2

Sub-deed ID: 2 ->

**The villager served the party a concerning looking (and smelling) stew.**

Bravery

NAME put a hand over POSSESSIVE\_PRONOUN mouth as

SUBJECT\_PRONOUN ran from the table. Child: -1

NAME excused REFLEXIVE\_PRONOUN from the table, claiming to be unwell.

Child: -1

NAME hesitantly took a bite, surprised to find it was delicious. Child: -1

NAME chowed down, happy for any food at all (even if it did wiggle). Child: -1



**The party found a cutpurse threatening a young woman in an alley.**

Bravery

NAME immediately turned and ran in the opposite direction. Child: -1

NAME froze, hoping the cutpurse wouldn't see OBJECT\_PRONOUN. Child: -1

NAME called out to the woman, asking if she needed help. Child: 1

NAME charged the cutpurse, getting in between them and the woman. Child: 1

Sub-deed ID: 1 ->

**The cutpurse broke down crying, they said they needed money to help their sick mother.**

Empathy

NAME scoffed and kicked the cutpurse while they were down. Child: -1

NAME turned and escorted the woman away without a look back. Child: -1

NAME awkwardly patted the cutpurse on the shoulder. Child: 2

NAME gave the cutpurse POSSESSIVE\_PRONOUN own money. Child: 2

Sub-deed ID: 2 ->

**The cutpurse offered to buy the party a drink for their kindness.**

Determination

NAME drank the night away, and woke up without POSSESSIVE\_PRONOUN coin purse. And clothes. Child: -1

NAME had a few drinks, finding out later SUBJECT\_PRONOUN were missing some valuables. Child: -1

NAME declined, wishing the cutpurse the best with their mother. Child: -1

NAME was too focused on returning to the quest to even hear the offer. Child: -1

**A young woman requested the party's help with finding her lost dog**

### Empathy

NAME responded that SUBJECT\_PRONOUN would kick her dog if it got in POSSESSIVE\_PRONOUN way.

NAME said that SUBJECT\_PRONOUN preferred cats and didn't care about her dog.

NAME simply told her SUBJECT\_PRONOUN would keep an eye out for it.

NAME stopped the party's progress to search the town for her dog.

### **An elderly person was being accosted by a group of hipster thugs.**

#### Bravery

NAME ran away in fear of the thugs telling OBJECT\_PRONOUN that they listened to lute music before it was cool.

NAME steered clear of the hipsters so SUBJECT\_PRONOUN didn't get stuck in a conversation about vintage axes.

NAME pretended to recognize the elderly person and safely led them away from a lecture on leather jerkins.

NAME stepped in front of the thugs and proudly declared SUBJECT\_PRONOUN didn't care about artisan mead, scaring the thugs away.

#### Empathy

NAME jeered at the elderly person and complimented the thugs' handlebar mustaches.

NAME chuckled, feeling a bit of schadenfreude at the elderly person being stuck in a conversation about vintage axes.

NAME glared at the thugs as the party passed, but they didn't notice and kept lecturing the elderly person about vintage jerkins.

NAME rushed to the elderly person's aid, scolding the thugs for being so rude when the elderly person was clearly more knowledgeable about homemade chairs.

**Two young men ran up to the party, each asked for the party's assistance in pressing their suit to another young person.**

Empathy

NAME scoffed and said that the object of their affection shouldn't choose either with how rude they were being.

NAME refused, not wanting to get in the middle of another stupid love triangle.

NAME gave the one SUBJECT\_PRONOUN found more attractive good advice.

NAME counseled both young men, convincing them to become friends instead of fighting over a romantic prospect.

**A small child was calling out for their mother with tears in their eyes.**

Empathy

NAME told the kid "Your mom is probably dead" before laughing and walking away. Child: -1

NAME mocked the kid as the party passed by. Child: -1

NAME asked the kid if there was anything they could do to help. Child: 1

NAME made a prayer for the mother's safety and made a promise to find her.

Child: 1

Determination

NAME wanted to do anything but their current quest so SUBJECT\_PRONOUN rushed over to the kid to hear them out. Child: 1

NAME told the kid SUBJECT\_PRONOUN would find their mom. Child: 1

NAME said a prayer for the kid and moved on. Child: -1

NAME ignored the kid completely, SUBJECT\_PRONOUN had work to do. Child: -1

**Sub-deed ID: 1 ->**

**The child said the last time they saw their mom was at the allegedly abandoned monster den.**

**Bravery**

NAME declined without a second thought and moved on. Child: -1

NAME pleaded with the party to not go, they eventually agreed. Child: -1

NAME convinced the party to check it out, they eventually agreed. Child: 2

NAME agreed without a second thought, they might get to fight a monster. Child: 2

**Sub-deed ID: 2 ->**

**The party arrives at the den to see the kid's mom lying down in the middle of it.**

**Bravery**

NAME was too afraid to go any further, SUBJECT\_PRONOUN spent the next hour curled up in a ball. Child: -1

NAME scurried away from the den at the slightest noise from within the cave. Child: -1

NAME cautiously snuck through the cave and carried the mother back into town. Child: -1

NAME pranced through the cave without a care in the world and carried the mother back into town. Child: -1

**An extremely large adventurer blocked the way of the party, they seemed ready for a fight.**

Bravery

NAME cowered in fear behind the rest of the party, the adventurer laughed and walked away.

NAME moved away from the party and watched from the sidelines as the two groups settled things.

NAME stood firm and stared down the adventurer before they scoffed and walked away.

NAME took a single swing at the adventurer and knocked them out with minimal effort.

**A street magician called out for volunteers just as the party passed by.**

Determination

NAME threw a hand in the air and rushed over to volunteer.

NAME raised POSSESSIVE\_PRONOUN hand, and was delightfully surprised when SUBJECT\_PRONOUN got called up.

NAME glanced over, but kept moving with the party rather than taking part.

NAME didn't even register that someone had called out and kept POSSESSIVE\_PRONOUN eyes forward.

**An attractive villager approached the party seductively, offering a wonderful evening to whoever would take them up on it.**

Determination

NAME was immediately smitten by the villager and left the party for an evening of debauchery, waking up the next morning with a foggy head and lighter coin purse.

NAME hemmed and hawed before they accepted the villagers offer, stumbling back to the party the next morning a little worse for wear.

NAME was tempted by the villager but politely refused their offer.

NAME clearly stated that SUBJECT\_PRONOUN had a quest to focus on, and couldn't afford to dawdle.

**When the party woke up one morning, they found their rooms extremely cold while they were still warm in their beds.**

Determination

NAME absolutely refused to get up with such temperatures, and stayed in bed all day.

NAME cautiously poked a toe out before shaking POSSESSIVE\_PRONOUN head, only rejoining the party in the afternoon.

NAME unhappily left POSSESSIVE\_PRONOUN bed, wearing POSSESSIVE\_PRONOUN pajamas under POSSESSIVE\_PRONOUN clothes to stay somewhat warm.

NAME leapt out of bed despite the temperature, rousing the other party members for the day ahead.

Travel Deeds:

**The party found a body on the road.**

**The party stumbled across a body on the road.**

Empathy

NAME looted the corpse of valuables.

NAME kicked the corpse out of their way and continued walking.

NAME looked to see if there was anything on the body that would identify it and then uttered a prayer.

NAME delayed the quest so that SUBJECT\_PRONOUN could give the body a proper burial.

Bravery

NAME yelled, "IS ANYONE THERE?" to see if the killer was still around.

NAME insisted that the party travel off the road to avoid potential ambushes during their travels.

NAME quietly searched the area for threats before proceeding down the road.

NAME walked confidently down the road, hoping for an ambush so

SUBJECT\_PRONOUN could test POSSESSIVE\_PRONOUN skills.

**The group found a beautiful waterfall down a small path that connected to the road.**

**The group stumbled across a beautiful waterfall down a small path that connected to the road.**

Determination

NAME wanted to stop traveling for the entire day so SUBJECT\_PRONOUN could stay at the waterfall longer.

NAME stopped to appreciate the natural beauty of the waterfall and have a short break.

NAME briefly gazed at the waterfall but soon continued on SUBJECT\_PRONOUN way.

NAME didn't want to spend any time at the waterfall; SUBJECT\_PRONOUN had work to do.

**The party was stopped by a group of thugs that surrounded them on the road.**

**The party was accosted by a group of thugs that surrounded them on the road.**

### Empathy

NAME agreed to help the thugs rob the party.

NAME was good friends with one of the thugs. The two had a nice chat and agreed to grab drinks later before the party moved on.

NAME begrudgingly paid the "toll"; the thugs were demanding.

NAME figured that the thugs probably needed money to feed their families, and gladly shared what SUBJECT\_PRONOUN had.

### Bravery

NAME broke down crying and screamed "I don't want to die!" repeatedly. The display was so pathetic that the thugs just left.

NAME was visibly scared, but managed to stay mostly composed and paid the thugs to move on.



NAME was able to suppress POSSESSIVE\_PRONOUN fear and held POSSESSIVE\_PRONOUN ground.

NAME attacked the thugs in a frenzied rage. It was so frightening that the thugs ran away.

**The party passed an old roadside cemetery.**

**The party walked by an old unkempt cemetery.**

Empathy

NAME dug up one of the nearby graves in hopes of finding treasure. Child: 1

NAME spat on a nearby grave. Child: 1

NAME stopped to pay respects to the dead. Child: 1

NAME stopped to clean off the graves and uttered a prayer Child: 1

Bravery

NAME stayed as far away from the graveyard as possible, silently screaming into POSSESSIVE\_PRONOUN hands. Child: -1

NAME finds graveyards spooky, and wanted to move on as soon as possible.  
Child: -1

NAME stopped for a break in the cemetery. Child: 1

NAME searched the area for undead to fight. Child: 1

Sub-deed ID: 1 ->

**The party came across a large mausoleum, they could hear noises from inside.**

Bravery

NAME sprinted out of the graveyard as fast as they could, screaming nonsense into the sky. Child: -1

NAME pleaded with the party to turn back as soon as possible until they eventually listened. Child: -1

NAME moved together with the party as they approached the mausoleum entrance. Child: 2

NAME rushed forward into the darkness of the mausoleum, leaving the rest of the party trying to catch up. Child: 2

### Determination

NAME wandered away from the party and found REFLEXIVE\_PRONOUN inside the mausoleum, the party had to run in after them. Child: 2

NAME attempted to persuade the party to head into the mausoleum in order to add to their quest rewards, the party agreed. Child: 2

NAME attempted to persuade the party to ignore the mausoleum for now, the party agreed to move on. Child: -1

NAME refused to go anywhere near the mausoleum, they wished to return to the quest as soon as possible. Child: -1

### Sub-deed ID: 2 ->

**Deep in the mausoleum, the party came across a weeping ghost crying over a ransacked grave.**

### Empathy

NAME walked over to the grave and repeatedly kicked dirt onto it as the ghost continued to cry before the party decided to leave. Child: -1

NAME told the ghost to "Shut the hell up!";, the ghost screamed back at the party. Everyone's morale fell, and the party decided to leave. Child: -1

NAME offered a prayer for the ghost and placed a flower at the grave. The ghost was still whimpering, but the party decided to leave. Child: -1

NAME convinced the party to restore the grave. The ghost was overjoyed and blessed the party with good luck before they left. Child: -1

**The party heard rustling in some nearby bushes. There was a wild boar stuck in a patch of brambles.**

Bravery

NAME refused to go anywhere near the animal, after all it might be diseased.

NAME grabbed the animal while panicking in order to pull it out, and got bit in the process.

NAME carefully pulled the brambles aside to free the animal.

NAME carefully rigged some rope to pull the plants aside from a distance, freeing the animal.

**The party encountered a pilgrim on the road.**

Empathy

NAME robbed the pilgrim of everything they had.

NAME kicked dirt onto the pilgrim as SUBJECT\_PRONOUN walked by.

NAME nodded to the pilgrim as they passed.

NAME gave them some alms for their journey.

**The party encountered an enchanted talking sheep asking for aid.**

Empathy

NAME killed, cooked, and ate the sheep. Child: -1

NAME kicked the sheep. Child: -1

NAME tossed some gold to the sheep and kept moving. Child: 1

NAME gave the sheep some extra food, gold, and travel supplies. Child: 1

**Sub-deed ID: 1 ->**

**The sheep was grateful and told the adventurers to follow it.**

**Bravery**

NAME ran away from it in fear. Child: -1

NAME refused to follow it. Child: -1

NAME hesitantly followed it. Child: 2

NAME excitedly trooped off after it. Child: 2

**Sub-deed ID: 2 ->**

**The sheep showed the party a forest spring that could heal them completely, but only if they drank in moderation.**

**Determination**

NAME drank deeply from the spring and sprouted a curly pig tail.

SUBJECT\_PRONOUN oinked the rest of the day. Child: -1

NAME drank a little too much and could not stop neighing when

SUBJECT\_PRONOUN hiccupped. Child: -1

NAME drank from the spring and felt refreshed. Child: -1

NAME only drank a little and felt like the healthiest person in the world. Child: -1

**An extremely large gnome statue was sitting in the middle of the road.**

**Determination**

NAME ignored the quest and spent time investigating the gnome statue. Child: 1

NAME started checking the gnome statue for traps. Child: 1

NAME attempted to ensure the party that nothing was amiss. Child: 1

NAME completely ignored the gnome as the group passed it on the road.. Child:

-1

**Sub-deed ID: 1 ->**

**The gnome statue had an inscription written on it that asked for a donation in return for good fortune.**

**Empathy**

NAME spat on the statue and yelled profanities at it, an hour later they realized they were missing half their gold. Child: -1

NAME kicked dirt onto the gnome statue, the statue disappeared shortly afterward. Child: -1

NAME tossed the statue a coin, they immediately felt a surge of energy run through them. Child: 2

NAME placed a small bag of coins in front of the statue and offered up a prayer. Child: 2

**Sub-deed ID: 2 ->**

**The gnome statue's mouth opened up to reveal a hole big enough for an arm.**

**Bravery**

NAME yelped at the sight of the gnome's mouth opening and stood frozen in fear until the gnome faded away. Child: -1

NAME ran behind the rest of the party, by the time they looked back to see the gnome, it was gone. Child: -1

NAME cautiously placed their hand in the gnome's mouth. When they pulled it out again, a small pile of coins was in their palm and the gnome faded away. Child: -1

NAME shoved their entire arm into the gnome's mouth without hesitation, when they pulled it out, they held a massive bag of coins and the gnome faded away. Child: -1

**The party passed by a man struggling to carry a basket of freshly cleaned laundry.**

Empathy

NAME shoved the man into a nearby mud puddle and walked away laughing.

NAME kicked a small rock in front of the man to see if anything interesting would happen, nothing did.

NAME felt sorry for the man and offered to help him carry some of the weight.

NAME convinced the whole party to help the man carry his laundry back home, the group had a nice conversation.