

# You are not a real adventurer before...

Compiled by Hogan

1. You have tried eating something that first tried to kill you...
2. You have been double-crossed by a friend.
3. One of your family members has turned toward evil.
4. You have cursed your first king!
5. You have fallen in love with your first queen!
6. Your midnight-date turns out to be a bloodsucking vampire (literally!)
7. You have lost your first drinking contest to the local blacksmith.
8. You have slept peacefully in full plate-mail while the camp was attacked.
9. You have "mistakenly" killed your best friend.
10. Your bill at the local bar equals your bill at the local armorer.
11. You have lost your first body part.
12. Your long gone and stone-dead arch-nemesis returns to taunt you!
13. You have for the first time been thrown out of a town by the city-guards.
14. You have pinched the bottom of the barmaid...and gotten away with it!
15. You have tasted your own Fireball (what did you say the area of effect was?).
16. At least one group of enemies are stalking you through the lands.
17. You have angered your first High-Priest, having Healings cut off.
18. You have brought home your first dragon treasure... in one backpack.
19. You have survived commenting the Dwarf's beard.
20. You have been thrown out of your first bar, head first!
21. At least one of your henchmen has dropped dead in your service.
22. Your best horse has been shot down beneath you.
23. You have become lost in the forest, at least once!
24. You have woken up with a headache, no clothes, and next to a sleeping female half-ogre.
25. You have been hit by your first Fireball... and survived.
26. You have been resurrected!
27. You have taken part in the destruction of your favourite tavern during an "argument".
28. Your first miss-placed spell almost wiped out your entire party.
29. You have changed party cause you "lost" your former comrades.
30. You have changed party because your former comrades lost you.
31. Locked doors become an invitation to open them. Locks are just a signed invitation.
32. Gold coins become spare change.
33. Your picture pops up on various wanted-posters all over the countryside.
34. You need to check the toilet seat for booby traps.
35. You can never grow a beard due to you frequently becoming fireballed.
36. Intelligence becomes an obstacle!
37. The first God has stepped in to complain about some comments about him you made.
38. The reward for bringing you in dead, is double that of bringing you in alive.
39. The best thing you've ever eaten also put up the best fight!
40. People start asking question about you with madness in their eyes.
41. Iron Rations are considered your favourite food.
42. You have wet your paints after having entered the haunted mines.
43. You start thinking words like "Carnage! Kill! Rape!" is what most people consider normal.
44. Trolls are nothing better than something good for a little workout!
45. You have forgotten how to carry a friendly conversation!
46. You have visited Hell and returned home alive.... Now planning a return trip!
47. You carry enough gold to finance the king's standing army (or buy him out) if need be!
48. You have forgotten that there are other edible things than Iron Rations and water!
49. You've had your first argument with your intelligent weapon(s).
50. You've received a tattoo, which you can't remember a darn thing about!
51. You have spend your first Wish... and become misunderstood!
52. You're almost living on your horse.
53. You've spend so much time in The Dungeons of Dead that they feel like a home away from home!
54. You've been proclaimed a heretic by at least one local religion.
55. Tomb-robbing is regarded as a round of shopping.
56. Waking up alive is regarded as a good omen for the rest of the day!
57. You have thrown your first party to celebrate a safe returning and a vanquished enemy.
58. Before the fastest way between two points hundreds of miles apart is a straight line!
59. You have to choose between the titles of "Hero" and "Villain" and really are in two minds!
60. A day without danger is like being a fish out of water.
61. Trouble is spelled with capital letters, has big teeth, a terrible breath...and come in pairs!
62. Friendly conversations are played out in candlelight with shadowcloaked, whispering participants.
63. You never actually look at the stars anymore.

64. You have, first hand, experienced the anger of a God... or his demise.
65. Surrender is no longer considered an option!
66. You have a recipe for almost any monster you encounter.
67. You finally reach civilization... and leaves it immediately!
68. There is not a single God left whose temple you have not looted!
69. Your intelligent weapon offers a better conversation than your party-members.
70. Nightly surprises usually end up as a midnight snack!
71. Local merchants celebrate your coming every time you visit their town.
72. The last castle you looted where ground-level when you left!
73. All the mysteriously dark-clad strangers in the corner of the inn greet you as you enter!
74. You think vampires have more fun!
75. Another hit to your head should actually improve your intelligence!
76. You have become afraid of your own shadow... probably because it tried to strangle you!
77. You have more encounters with arch-enemies than meetings with old friends!
78. Old friends get a habit of being killed of by your enemies!
79. Most problems you solve, wouldn't be there if it wasn't for you!
80. The local merchant offers you credit, knowing you, or your descendants, are good for it!
81. You realize that boys play in shadows, real men play WITH shadow!
82. You consider giving your self over to the authorities, going for the reward!
83. You start testing flowers, received from beautiful maidens, for booby-traps.
84. Your boots starting to look delicious, perhaps with your belt as an appetizer!
85. You realize that beauty lies in the eye of the Beholder, but a good health lies in your speed!
86. Your recent disappearance was the cause for a major one-week festival in the local area!
87. A Damsel in distress must wait to after you've had your breakfast!
88. You've realized sewers are much easier to get through than over-crowded streets!
89. Thoughts of retiring and settling down are as alien as the words "Regular Meals"!
90. A peaceful state of mind can only be achieved during a 10 min trip to the outhouse.
91. You prefer getting lost in the wilderness rather than meeting the queen for a cup of tea.
92. Your best relationship to the opposite sex ended when you ran out of gold.
93. Your idea of becoming a king, is to sell he kingdom to the highest bidder and pawn the crown.
94. Your spendings on equipment is the only thing that keeps the kingdom's economy stable.
95. You have saved the world at least once... before lunch!
96. You realize that an apple a day really keeps the doctor away... if you can hit him that is!
97. You live by your sword/magic and die by your sword/magic.
98. Place names like Unspeakable Doom, Domain of Dread and The Abyss are sure hits for vacation!
99. Any case, which is followed by the word: "Reward", are word fighting for!
100. You've read this list and recognized and least half of the traits in your character!